

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

<https://cfelitetracker.vercel.app>

Unique solved — k1r1t0

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

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

Filters: none

Count: 2,535

- 1.**
2205B
[Simons and Cakes for Success](#) · [Tutorial](#)
Quality: 16,165 global accepts · Rating: 800 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[k1r1t0's solution](#)
- 2.**
2205A
[Simons and Making It Beautiful](#) · [Tutorial](#)
Quality: 17,293 global accepts · Rating: 800 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms
[k1r1t0's solution](#)
- 3.**
2192A
[String Rotation Game](#) · [Tutorial](#)
Quality: 17,903 global accepts · Rating: 800 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, strings
[k1r1t0's solution](#)
- 4.**
2217A
[The Equalizer](#) · [Tutorial](#)
Quality: 21,747 global accepts · Rating: 800 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[k1r1t0's solution](#)
- 5.**
2194A
[Lawn Mower](#) · [Tutorial](#)
Quality: 23,830 global accepts · Rating: 800 · first AC: 2026-04-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[k1r1t0's solution](#)
- 6.**
2210A
[A Simple Sequence](#) · [Tutorial](#)
Quality: 22,221 global accepts · Rating: 800 · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory
[k1r1t0's solution](#)
- 7.**
2211A
[Antimedial Deletion](#) · [Tutorial](#)
Quality: 16,059 global accepts · Rating: 800 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[k1r1t0's solution](#)
- 8.**
2204B
[Right Maximum](#) · [Tutorial](#)
Quality: 19,534 global accepts · Rating: 800 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[k1r1t0's solution](#)
- 9.**
2204A
[Passing the Ball](#) · [Tutorial](#)
Quality: 21,729 global accepts · Rating: 800 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation
[k1r1t0's solution](#)

10.

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,201 global accepts · Rating: 800 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[k1r1t0's solution](#)

11.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,677 global accepts · Rating: 800 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[k1r1t0's solution](#)

12.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,872 global accepts · Rating: 800 · first AC: 2023-08-30 · last AC: 2026-02-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[k1r1t0's solution](#)

13.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, geometry, math
[k1r1t0's solution](#)

14.

1466B

[Last minute enhancements](#) · [Tutorial](#)

Quality: 23,595 global accepts · Rating: 800 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[k1r1t0's solution](#)

15.

2183A

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

Quality: 23,665 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games
[k1r1t0's solution](#)

16.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,436 global accepts · Rating: 800 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force
[k1r1t0's solution](#)

17.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,326 global accepts · Rating: 800 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[k1r1t0's solution](#)

18.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,731 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[k1r1t0's solution](#)

19.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,574 global accepts · Rating: 800 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[k1r1t0's solution](#)

20.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,871 global accepts · Rating: 800 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory

[k1r1t0's solution](#)

21.

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,197 global accepts · Rating: 800 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math
[k1r1t0's solution](#)

22.

2173A

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

Quality: 23,778 global accepts · Rating: 800 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[k1r1t0's solution](#)

23.

2158A

[Suspension](#) · [Tutorial](#)

Quality: 23,390 global accepts · Rating: 800 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[k1r1t0's solution](#)

24.

2157A

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

Quality: 16,490 global accepts · Rating: 800 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings
[k1r1t0's solution](#)

25.

2171A

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

Quality: 37,245 global accepts · Rating: 800 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[k1r1t0's solution](#)

26.

2163A

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

Quality: 19,593 global accepts · Rating: 800 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings
[k1r1t0's solution](#)

27.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,824 global accepts · Rating: 800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings
[k1r1t0's solution](#)

28.

2044C

[Hard Problem](#) · [Tutorial](#)

Quality: 45,267 global accepts · Rating: 800 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[k1r1t0's solution](#)

29.

2044B

[Normal Problem](#) · [Tutorial](#)

Quality: 51,973 global accepts · Rating: 800 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[k1r1t0's solution](#)

30.

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,208 global accepts · Rating: 800 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[k1r1t0's solution](#)

31.

2065B

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

Quality: 42,073 global accepts · Rating: 800 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: strings

[k1r1t0's solution](#)

32.

2065A

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

Quality: 55,628 global accepts · Rating: 800 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[k1r1t0's solution](#)

33.

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,043 global accepts · Rating: 800 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[k1r1t0's solution](#)

34.

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,412 global accepts · Rating: 800 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, math

[k1r1t0's solution](#)

35.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, implementation, math

[k1r1t0's solution](#)

36.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,165 global accepts · Rating: 800 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[k1r1t0's solution](#)

37.

2162A

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

Quality: 41,586 global accepts · Rating: 800 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[k1r1t0's solution](#)

38.

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,161 global accepts · Rating: 800 · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[k1r1t0's solution](#)

39.

2145A

[Candies for Nephews](#) · [Tutorial](#)

Quality: 30,750 global accepts · Rating: 800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[k1r1t0's solution](#)

40.

2152A

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

Quality: 22,303 global accepts · Rating: 800 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[k1r1t0's solution](#)

41.

2147A

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

Quality: 18,628 global accepts · Rating: 800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[k1r1t0's solution](#)

42.

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,260 global accepts · Rating: 800 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[k1r1t0's solution](#)

43.

1136A

[Nastya Is Reading a Book](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 800 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[k1r1t0's solution](#)

44.

2132A

[Homework](#) · [Tutorial](#)

Quality: 43,338 global accepts · Rating: 800 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[k1r1t0's solution](#)

45.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,640 global accepts · Rating: 800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[k1r1t0's solution](#)

46.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,203 global accepts · Rating: 800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[k1r1t0's solution](#)

47.

2124A

[Deranged Deletions](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[k1r1t0's solution](#)

48.

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,200 global accepts · Rating: 800 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math

[k1r1t0's solution](#)

49.

2123B

[Tournament](#) · [Tutorial](#)

Quality: 34,910 global accepts · Rating: 800 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[k1r1t0's solution](#)

50.

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,686 global accepts · Rating: 800 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[k1r1t0's solution](#)

51.

2120A

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

Quality: 20,324 global accepts · Rating: 800 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math

[k1r1t0's solution](#)

52.

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,509 global accepts · Rating: 800 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[k1r1t0's solution](#)

53.

1392B

[Omkar and Infinity Clock](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 800 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[k1r1t0's solution](#)

54.

1392A

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

Quality: 21,744 global accepts · Rating: 800 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[k1r1t0's solution](#)

55.

2118A

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

Quality: 29,116 global accepts · Rating: 800 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[k1r1t0's solution](#)

56.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[k1r1t0's solution](#)

57.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,591 global accepts · Rating: 800 · first AC: 2023-08-21 · last AC: 2025-06-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms
[k1r1t0's solution](#)

58.

2117B

[Shrink](#) · [Tutorial](#)

Quality: 32,165 global accepts · Rating: 800 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[k1r1t0's solution](#)

59.

2117A

[False Alarm](#) · [Tutorial](#)

Quality: 38,043 global accepts · Rating: 800 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[k1r1t0's solution](#)

60.

938A

[Word Correction](#) · [Tutorial](#)

Quality: 12,043 global accepts · Rating: 800 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[k1r1t0's solution](#)

61.

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math
[k1r1t0's solution](#)

62.

1491A

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

Quality: 19,024 global accepts · Rating: 800 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation
[k1r1t0's solution](#)

63.

2109A

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

Quality: 26,948 global accepts · Rating: 800 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[k1r1t0's solution](#)

64.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,332 global accepts · Rating: 800 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, ternary search
[k1r1t0's solution](#)

65.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,622 global accepts · Rating: 800 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings
[k1r1t0's solution](#)

66.

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,306 global accepts · Rating: 800 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[k1r1t0's solution](#)

67.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,574 global accepts · Rating: 800 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[k1r1t0's solution](#)

68.

2020A

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

Quality: 25,941 global accepts · Rating: 800 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory
[k1r1t0's solution](#)

69.

2094B

[Bobritto Bandito](#) · [Tutorial](#)

Quality: 33,149 global accepts · Rating: 800 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms
[k1r1t0's solution](#)

70.

2094A

[Trippi Troppi](#) · [Tutorial](#)

Quality: 56,274 global accepts · Rating: 800 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings
[k1r1t0's solution](#)

71.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[k1r1t0's solution](#)

72.

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,541 global accepts · Rating: 800 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[k1r1t0's solution](#)

73.

2091B

[Team Training](#) · [Tutorial](#)

Quality: 32,704 global accepts · Rating: 800 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[k1r1t0's solution](#)

74.

2091A

[Olympiad Date](#) · [Tutorial](#)

Quality: 39,023 global accepts · Rating: 800 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[k1r1t0's solution](#)

75.

2092A

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

Quality: 28,314 global accepts · Rating: 800 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory, sortings

[k1r1t0's solution](#)

76.

2059A

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

Quality: 29,191 global accepts · Rating: 800 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[k1r1t0's solution](#)

77.

2064A

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

Quality: 27,099 global accepts · Rating: 800 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[k1r1t0's solution](#)

78.

2071A

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

Quality: 27,840 global accepts · Rating: 800 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[k1r1t0's solution](#)

79.

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,491 global accepts · Rating: 800 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[k1r1t0's solution](#)

80.

2069A

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

Quality: 26,548 global accepts · Rating: 800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[k1r1t0's solution](#)

81.

2062A

[String](#) · [Tutorial](#)

Quality: 28,279 global accepts · Rating: 800 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[k1r1t0's solution](#)

82.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,759 global accepts · Rating: 800 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[k1r1t0's solution](#)

83.

2061A

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

Quality: 22,353 global accepts · Rating: 800 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[k1r1t0's solution](#)

84.

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 800 · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[k1r1t0's solution](#)

85.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,510 global accepts · Rating: 800 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[k1r1t0's solution](#)

86.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,260 global accepts · Rating: 800 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry, greedy, math

[k1r1t0's solution](#)

87.

1616A

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

Quality: 23,828 global accepts · Rating: 800 · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[k1r1t0's solution](#)

88.

2048A

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

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, number theory

[k1r1t0's solution](#)

89.

2034A

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

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[k1r1t0's solution](#)

90.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[k1r1t0's solution](#)

91.

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[k1r1t0's solution](#)

92.

2038N

[Fixing the Expression](#) · [Tutorial](#)

Quality: 11,340 global accepts · Rating: 800 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[k1r1t0's solution](#)

93.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,163 global accepts · Rating: 800 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[k1r1t0's solution](#)

94.

1482A

[Prison Break](#) · [Tutorial](#)

Quality: 21,295 global accepts · Rating: 800 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: math

[k1r1t0's solution](#)

95.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,698 global accepts · Rating: 800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[k1r1t0's solution](#)

96.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[k1r1t0's solution](#)

97.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,686 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, math

[k1r1t0's solution](#)

98.

2030A

[A Gift From Orangutan](#) · [Tutorial](#)

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[k1r1t0's solution](#)

99.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,571 global accepts · Rating: 800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[k1r1t0's solution](#)

100.

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,228 global accepts · Rating: 800 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[k1r1t0's solution](#)

101.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,230 global accepts · Rating: 800 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[k1r1t0's solution](#)

102.

2003B

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

Quality: 27,528 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[k1r1t0's solution](#)

103.

2003A

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

Quality: 32,664 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[k1r1t0's solution](#)

104.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,453 global accepts · Rating: 800 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[k1r1t0's solution](#)

105.

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[k1r1t0's solution](#)

106.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[k1r1t0's solution](#)

107.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,709 global accepts · Rating: 800 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[k1r1t0's solution](#)

108.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[k1r1t0's solution](#)

109.

1998A

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

Quality: 26,135 global accepts · Rating: 800 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[k1r1t0's solution](#)

110.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,167 global accepts · Rating: 800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[k1r1t0's solution](#)

111.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,431 global accepts · Rating: 800 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[k1r1t0's solution](#)

112.

1991A

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

Quality: 24,425 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[k1r1t0's solution](#)

113.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,424 global accepts · Rating: 800 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[k1r1t0's solution](#)

114.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,284 global accepts · Rating: 800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[k1r1t0's solution](#)

115.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,991 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[k1r1t0's solution](#)

116.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,506 global accepts · Rating: 800 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings

[k1r1t0's solution](#)

117.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[k1r1t0's solution](#)

118.

1981A

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

Quality: 24,250 global accepts · Rating: 800 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[k1r1t0's solution](#)

119.

1975A

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

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[k1r1t0's solution](#)

120.

1956B

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

Quality: 22,929 global accepts · Rating: 800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[k1r1t0's solution](#)

121.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,192 global accepts · Rating: 800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, games, greedy

[k1r1t0's solution](#)

122.

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,725 global accepts · Rating: 800 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: math

[k1r1t0's solution](#)

123.

1942A

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

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[k1r1t0's solution](#)

124.

1946A

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

Quality: 28,569 global accepts · Rating: 800 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[k1r1t0's solution](#)

125.

546A

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

Quality: 235,186 global accepts · Rating: 800 · first AC: 2022-09-03 · last AC: 2024-03-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[k1r1t0's solution](#)

126.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,103 global accepts · Rating: 800 · first AC: 2022-10-14 · last AC: 2024-03-22 · C++17 (GCC 9-64) (first AC) · Tags: math

[k1r1t0's solution](#)

127.

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,317 global accepts · Rating: 800 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[k1r1t0's solution](#)

128.

1948A

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

Quality: 30,992 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[k1r1t0's solution](#)

129.

1935A

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

Quality: 30,323 global accepts · Rating: 800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[k1r1t0's solution](#)

130.

1934A

[Too Min Too Max](#) · [Tutorial](#)

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

[k1r1t0's solution](#)

131.

1930A

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

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[k1r1t0's solution](#)

132.

1929B

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

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[k1r1t0's solution](#)

133.

1929A

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

Quality: 34,942 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[k1r1t0's solution](#)

134.

1931A

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

Quality: 39,961 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

[k1r1t0's solution](#)

135.

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,365 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[k1r1t0's solution](#)

136.

1928A

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

Quality: 24,422 global accepts · Rating: 800 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[k1r1t0's solution](#)

137.

1920A

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

Quality: 29,555 global accepts · Rating: 800 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[k1r1t0's solution](#)

138.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,651 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[k1r1t0's solution](#)

139.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,194 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[k1r1t0's solution](#)

140.

1916A

[2023](#) · [Tutorial](#)

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

[k1r1t0's solution](#)

141.

1909A

[Distinct Buttons](#) · [Tutorial](#)

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

[k1r1t0's solution](#)

142.

1773F

[Football](#) · [Tutorial](#)

Quality: 4,781 global accepts · Rating: 800 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[k1r1t0's solution](#)

143.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[k1r1t0's solution](#)

144.

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,605 global accepts · Rating: 800 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[k1r1t0's solution](#)

145.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,306 global accepts · Rating: 800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[k1r1t0's solution](#)

146.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,288 global accepts · Rating: 800 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[k1r1t0's solution](#)

147.

1898A

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

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

[k1r1t0's solution](#)

148.

1899A

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

Quality: 92,725 global accepts · Rating: 800 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory

[k1r1t0's solution](#)

149.

1895B

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

Quality: 21,588 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[k1r1t0's solution](#)

150.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,919 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: math

[k1r1t0's solution](#)

151.

1891A

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

Quality: 20,542 global accepts · Rating: 800 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[k1r1t0's solution](#)

152.

1882A

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

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

[k1r1t0's solution](#)

153.

1879A

[Rigged!](#) · [Tutorial](#)

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

[k1r1t0's solution](#)

154.

1870A

[MEXanized Array](#) · [Tutorial](#)

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

[k1r1t0's solution](#)

155.

1867A

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

Quality: 21,142 global accepts · Rating: 800 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[k1r1t0's solution](#)

156.

1864A

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

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

[k1r1t0's solution](#)

157.

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,264 global accepts · Rating: 800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, strings

[k1r1t0's solution](#)

158.

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 54,971 global accepts · Rating: 800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[k1r1t0's solution](#)

159.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,112 global accepts · Rating: 800 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[k1r1t0's solution](#)

160.

1850C

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

Quality: 53,538 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[k1r1t0's solution](#)

161.

1850B

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

Quality: 50,375 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[k1r1t0's solution](#)

162.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,197 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[k1r1t0's solution](#)

163.

1836A

[Destroyer](#) · [Tutorial](#)

Quality: 21,433 global accepts · Rating: 800 · first AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[k1r1t0's solution](#)

164.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[k1r1t0's solution](#)

165.

1810A

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

Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[k1r1t0's solution](#)

166.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,953 global accepts · Rating: 800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

[k1r1t0's solution](#)

167.

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,433 global accepts · Rating: 800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[k1r1t0's solution](#)

168.

1847A

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

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[k1r1t0's solution](#)

169.

1845A

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

Quality: 47,338 global accepts · Rating: 800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[k1r1t0's solution](#)

170.

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-09-01 · last AC: 2023-06-26 · C++17 (GCC 9-64) (first AC) · Tags: strings

[k1r1t0's solution](#)

171.

1654A

[Maximum Cake Tastiness](#) · [Tutorial](#)

Quality: 19,390 global accepts · Rating: 800 · first AC: 2022-09-01 · last AC: 2023-06-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[k1r1t0's solution](#)

172.

1842A

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

Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[k1r1t0's solution](#)

173.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,646 global accepts · Rating: 800 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[k1r1t0's solution](#)

174.

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,990 global accepts · Rating: 800 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

[k1r1t0's solution](#)

175.

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 800 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[k1r1t0's solution](#)

176.

1839A

[The Good Array](#) · [Tutorial](#)

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

[k1r1t0's solution](#)

177.

1837A

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

Quality: 54,825 global accepts · Rating: 800 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[k1r1t0's solution](#)

178.

1828A

[Divisible Array](#) · [Tutorial](#)

Quality: 25,342 global accepts · Rating: 800 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[k1r1t0's solution](#)

179.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,970 global accepts · Rating: 800 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: strings

[k1r1t0's solution](#)

180.

1825A

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

Quality: 20,767 global accepts · Rating: 800 · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[k1r1t0's solution](#)

181.

1818A

[Politics](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 800 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[k1r1t0's solution](#)

182.

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[k1r1t0's solution](#)

183.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[k1r1t0's solution](#)

184.

1816A

[Ian Visits Mary](#) · [Tutorial](#)

Quality: 18,864 global accepts · Rating: 800 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, number theory

[k1r1t0's solution](#)

185.

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,173 global accepts · Rating: 800 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[k1r1t0's solution](#)

186.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[k1r1t0's solution](#)

187.

1794A

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

Quality: 18,824 global accepts · Rating: 800 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: strings

[k1r1t0's solution](#)

188.

1796A

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

Quality: 19,685 global accepts · Rating: 800 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[k1r1t0's solution](#)

189.

1799A

[Recent Actions](#) · [Tutorial](#)

Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, math

[k1r1t0's solution](#)

190.

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,749 global accepts · Rating: 800 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[k1r1t0's solution](#)

191.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,963 global accepts · Rating: 800 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[k1r1t0's solution](#)

192.

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,651 global accepts · Rating: 800 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[k1r1t0's solution](#)

193.

1793A

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

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[k1r1t0's solution](#)

194.

1788A

[One and Two](#) · [Tutorial](#)

Quality: 52,969 global accepts · Rating: 800 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[k1r1t0's solution](#)

195.

1786A2

[Alternating Deck \(hard version\)](#) · [Tutorial](#)

Quality: 12,218 global accepts · Rating: 800 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[k1r1t0's solution](#)

196.

1786A1

[Non-alternating Deck \(easy version\)](#) · [Tutorial](#)

Quality: 14,819 global accepts · Rating: 800 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[k1r1t0's solution](#)

197.

1758A

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

Quality: 27,047 global accepts · Rating: 800 · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[k1r1t0's solution](#)

198.

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,749 global accepts · Rating: 800 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[k1r1t0's solution](#)

199.

1787A

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

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-29 · last AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[k1r1t0's solution](#)

200.

1780A

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

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

[k1r1t0's solution](#)

201.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,974 global accepts · Rating: 800 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[k1r1t0's solution](#)

202.

1777A

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

Quality: 44,001 global accepts · Rating: 800 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[k1r1t0's solution](#)

203.

1782A

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

Rating: 800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math
[k1r1t0's solution](#)

204.

1783A

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

Quality: 48,706 global accepts · Rating: 800 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, sortings
[k1r1t0's solution](#)

205.

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[k1r1t0's solution](#)

206.

1604A

[Era](#) · [Tutorial](#)

Quality: 22,638 global accepts · Rating: 800 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[k1r1t0's solution](#)

207.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,059 global accepts · Rating: 800 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings
[k1r1t0's solution](#)

208.

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 800 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[k1r1t0's solution](#)

209.

1763A

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

Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[k1r1t0's solution](#)

210.

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,099 global accepts · Rating: 800 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[k1r1t0's solution](#)

211.

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,419 global accepts · Rating: 800 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[k1r1t0's solution](#)

212.

1774A

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

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

[k1r1t0's solution](#)

213.

1769A

[B47CmDò 4Cä@Cä3C](#)

Quality: 2,156 global accepts · Rating: 800 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: *special, math

[k1r1t0's solution](#)

214.

1748A

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

Quality: 25,312 global accepts · Rating: 800 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: math

[k1r1t0's solution](#)

215.

1526A

[Mean Inequality](#) · [Tutorial](#)

Quality: 25,016 global accepts · Rating: 800 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[k1r1t0's solution](#)

216.

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,833 global accepts · Rating: 800 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[k1r1t0's solution](#)

217.

1549B

[Gregor and the Pawn Game](#) · [Tutorial](#)

Quality: 26,824 global accepts · Rating: 800 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation

[k1r1t0's solution](#)

218.

1547B

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

Quality: 27,901 global accepts · Rating: 800 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[k1r1t0's solution](#)

219.

1552A

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

Quality: 25,340 global accepts · Rating: 800 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: sortings, strings

[k1r1t0's solution](#)

220.

1551B1

[Wonderful Coloring - 1](#) · [Tutorial](#)

Quality: 31,324 global accepts · Rating: 800 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[k1r1t0's solution](#)

221.

1527A

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

Quality: 41,900 global accepts · Rating: 800 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks

[k1r1t0's solution](#)

222.

1538B

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

Quality: 33,536 global accepts · Rating: 800 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[k1r1t0's solution](#)

223.

1750B

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

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

[k1r1t0's solution](#)

224.

1750A

[Indirect Sort](#) · [Tutorial](#)

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

[k1r1t0's solution](#)

225.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,484 global accepts · Rating: 800 · first AC: 2022-11-04 · last AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[k1r1t0's solution](#)

226.

1614A

[Divan and a Store](#) · [Tutorial](#)

Quality: 24,592 global accepts · Rating: 800 · first AC: 2022-10-30 · last AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[k1r1t0's solution](#)

227.

1740B

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

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, sortings

[k1r1t0's solution](#)

228.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,146 global accepts · Rating: 800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[k1r1t0's solution](#)

229.

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,378 global accepts · Rating: 800 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[k1r1t0's solution](#)

230.

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[k1r1t0's solution](#)

231.

1754A

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

Quality: 24,868 global accepts · Rating: 800 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[k1r1t0's solution](#)

232.

984A

[Game](#) · [Tutorial](#)

Quality: 20,744 global accepts · Rating: 800 · first AC: 2022-10-22 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[k1r1t0's solution](#)

233.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,302 global accepts · Rating: 800 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[k1r1t0's solution](#)

234.

1569A

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

Quality: 26,553 global accepts · Rating: 800 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[k1r1t0's solution](#)

235.

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,717 global accepts · Rating: 800 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[k1r1t0's solution](#)

236.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,718 global accepts · Rating: 800 · first AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force
[k1r1t0's solution](#)

237.

1743B

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

Quality: 23,193 global accepts · Rating: 800 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[k1r1t0's solution](#)

238.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,540 global accepts · Rating: 800 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, implementation, math
[k1r1t0's solution](#)

239.

1744B

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

Quality: 24,898 global accepts · Rating: 800 · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[k1r1t0's solution](#)

240.

1744A

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

Quality: 28,777 global accepts · Rating: 800 · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[k1r1t0's solution](#)

241.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two pointers
[k1r1t0's solution](#)

242.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,064 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[k1r1t0's solution](#)

243.

1234A

[Equalize Prices Again](#) · [Tutorial](#)

Quality: 29,553 global accepts · Rating: 800 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: math

[k1r1t0's solution](#)

244.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,502 global accepts · Rating: 800 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[k1r1t0's solution](#)

245.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,567 global accepts · Rating: 800 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[k1r1t0's solution](#)

246.

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,903 global accepts · Rating: 800 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[k1r1t0's solution](#)

247.

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 70,992 global accepts · Rating: 800 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[k1r1t0's solution](#)

248.

432A

[Choosing Teams](#) · [Tutorial](#)

Quality: 69,501 global accepts · Rating: 800 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[k1r1t0's solution](#)

249.

378A

[Playing with Dice](#) · [Tutorial](#)

Quality: 25,934 global accepts · Rating: 800 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[k1r1t0's solution](#)

250.

363A

[Soroban](#) · [Tutorial](#)

Quality: 11,438 global accepts · Rating: 800 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[k1r1t0's solution](#)

251.

361A

[Levko and Table](#) · [Tutorial](#)

Quality: 17,819 global accepts · Rating: 800 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[k1r1t0's solution](#)

252.

330A

[Cakeminator](#) · [Tutorial](#)

Quality: 31,441 global accepts · Rating: 800 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[k1r1t0's solution](#)

253.

302A

[Eugeny and Array](#) · [Tutorial](#)

Quality: 9,761 global accepts · Rating: 800 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[k1r1t0's solution](#)

254.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,229 global accepts · Rating: 800 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[k1r1t0's solution](#)

255.

265A

[Colorful Stones \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 42,668 global accepts · Rating: 800 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[k1r1t0's solution](#)

256.

262A

[Roma and Lucky Numbers](#) · [Tutorial](#)

Quality: 22,449 global accepts · Rating: 800 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[k1r1t0's solution](#)

257.

255A

[Greg's Workout](#) · [Tutorial](#)

Quality: 31,198 global accepts · Rating: 800 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[k1r1t0's solution](#)

258.

233A

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

Quality: 49,146 global accepts · Rating: 800 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[k1r1t0's solution](#)

259.

151A

[Soft Drinking](#) · [Tutorial](#)

Quality: 94,768 global accepts · Rating: 800 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[k1r1t0's solution](#)

260.

49A

[Sleuth](#) · [Tutorial](#)

Quality: 15,265 global accepts · Rating: 800 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[k1r1t0's solution](#)

261.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,426 global accepts · Rating: 800 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[k1r1t0's solution](#)

262.

34A

[Reconnaissance 2](#) · [Tutorial](#)

Quality: 34,681 global accepts · Rating: 800 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[k1r1t0's solution](#)

263.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,090 global accepts · Rating: 800 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[k1r1t0's solution](#)

264.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,290 global accepts · Rating: 800 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[k1r1t0's solution](#)

265.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,264 global accepts · Rating: 800 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[k1r1t0's solution](#)

266.

1541A

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

Quality: 30,716 global accepts · Rating: 800 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[k1r1t0's solution](#)

267.

1547A

[Shortest Path with Obstacle](#) · [Tutorial](#)

Quality: 32,287 global accepts · Rating: 800 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[k1r1t0's solution](#)

268.

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,628 global accepts · Rating: 800 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[k1r1t0's solution](#)

269.

1549A

[Gregor and Cryptography](#) · [Tutorial](#)

Quality: 35,563 global accepts · Rating: 800 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[k1r1t0's solution](#)

270.

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,388 global accepts · Rating: 800 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[k1r1t0's solution](#)

271.

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,401 global accepts · Rating: 800 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[k1r1t0's solution](#)

272.

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,460 global accepts · Rating: 800 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[k1r1t0's solution](#)

273.

1557A

[Ezzat and Two Subsequences](#) · [Tutorial](#)

Quality: 29,147 global accepts · Rating: 800 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings

[k1r1t0's solution](#)

274.

1520A

[Do Not Be Distracted!](#) · [Tutorial](#)

Quality: 58,452 global accepts · Rating: 800 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[k1r1t0's solution](#)

275.

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,152 global accepts · Rating: 800 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[k1r1t0's solution](#)

276.

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,982 global accepts · Rating: 800 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[k1r1t0's solution](#)

277.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,632 global accepts · Rating: 800 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: math

[k1r1t0's solution](#)

278.

1551A

[Polycarp and Coins](#) · [Tutorial](#)

Quality: 58,351 global accepts · Rating: 800 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[k1r1t0's solution](#)

279.

1736A

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

Quality: 24,152 global accepts · Rating: 800 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[k1r1t0's solution](#)

280.

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,056 global accepts · Rating: 800 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[k1r1t0's solution](#)

281.

1529A

[Eshag Loves Big Arrays](#) · [Tutorial](#)

Quality: 31,026 global accepts · Rating: 800 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[k1r1t0's solution](#)

282.

1712B

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

Quality: 22,398 global accepts · Rating: 800 · first AC: 2022-08-13 · last AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[k1r1t0's solution](#)

283.

1712A

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

Quality: 25,056 global accepts · Rating: 800 · first AC: 2022-08-13 · last AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[k1r1t0's solution](#)

284.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[k1r1t0's solution](#)

285.

1618A

[Polycarp and Sums of Subsequences](#) · [Tutorial](#)

Quality: 34,381 global accepts · Rating: 800 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[k1r1t0's solution](#)

286.

1618B

[Missing Bigram](#) · [Tutorial](#)

Quality: 23,836 global accepts · Rating: 800 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[k1r1t0's solution](#)

287.

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,816 global accepts · Rating: 800 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[k1r1t0's solution](#)

288.

1619B

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

Quality: 32,945 global accepts · Rating: 800 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[k1r1t0's solution](#)

289.

1620A

[Equal or Not Equal](#) · [Tutorial](#)

Quality: 23,154 global accepts · Rating: 800 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, implementation
[k1r1t0's solution](#)

290.

1623A

[Robot Cleaner](#) · [Tutorial](#)

Quality: 20,720 global accepts · Rating: 800 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math
[k1r1t0's solution](#)

291.

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[k1r1t0's solution](#)

292.

469A

[IWanna Be the Guy](#) · [Tutorial](#)

Quality: 121,188 global accepts · Rating: 800 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[k1r1t0's solution](#)

293.

443A

[Anton and Letters](#) · [Tutorial](#)

Quality: 112,030 global accepts · Rating: 800 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[k1r1t0's solution](#)

294.

268A

[Games](#) · [Tutorial](#)

Quality: 104,199 global accepts · Rating: 800 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force
[k1r1t0's solution](#)

295.

144A

[Arrival of the General](#) · [Tutorial](#)

Quality: 121,380 global accepts · Rating: 800 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[k1r1t0's solution](#)

296.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 317,954 global accepts · Rating: 800 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[k1r1t0's solution](#)

297.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,511 global accepts · Rating: 800 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[k1r1t0's solution](#)

298.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,312 global accepts · Rating: 800 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings, strings

[k1r1t0's solution](#)

299.

112A

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

Quality: 287,215 global accepts · Rating: 800 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[k1r1t0's solution](#)

300.

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[k1r1t0's solution](#)

301.

1734B

[Bright, Nice, Brilliant](#) · [Tutorial](#)

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[k1r1t0's solution](#)

302.

1734A

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

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[k1r1t0's solution](#)

303.

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,855 global accepts · Rating: 800 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[k1r1t0's solution](#)

304.

1625A

[Ancient Civilization](#) · [Tutorial](#)

Quality: 18,285 global accepts · Rating: 800 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[k1r1t0's solution](#)

305.

1631A

[Min Max Swap](#) · [Tutorial](#)

Quality: 31,305 global accepts · Rating: 800 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[k1r1t0's solution](#)

306.

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,067 global accepts · Rating: 800 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[k1r1t0's solution](#)

307.

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,020 global accepts · Rating: 800 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[k1r1t0's solution](#)

308.

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,400 global accepts · Rating: 800 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[k1r1t0's solution](#)

309.

1634A

[Reverse and Concatenate](#) · [Tutorial](#)

Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[k1r1t0's solution](#)

310.

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,897 global accepts · Rating: 800 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy
[k1r1t0's solution](#)

311.

1635B

[Avoid Local Maxiums](#) · [Tutorial](#)

Quality: 18,474 global accepts · Rating: 800 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[k1r1t0's solution](#)

312.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings
[k1r1t0's solution](#)

313.

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[k1r1t0's solution](#)

314.

1642A

[Hard Way](#) · [Tutorial](#)

Quality: 16,732 global accepts · Rating: 800 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: geometry
[k1r1t0's solution](#)

315.

1644A

[Doors and Keys](#) · [Tutorial](#)

Quality: 28,639 global accepts · Rating: 800 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[k1r1t0's solution](#)

316.

1644B

[Anti-Fibonacci Permutation](#) · [Tutorial](#)

Quality: 21,319 global accepts · Rating: 800 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation
[k1r1t0's solution](#)

317.

1725A

[Accumulation of Dominoes](#) · [Tutorial](#)

Quality: 10,135 global accepts · Rating: 800 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: math
[k1r1t0's solution](#)

318.

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,476 global accepts · Rating: 800 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[k1r1t0's solution](#)

319.

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,897 global accepts · Rating: 800 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: math
[k1r1t0's solution](#)

320.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[k1r1t0's solution](#)

321.

1728A

[Colored Balls: Revisited](#) · [Tutorial](#)

Quality: 25,451 global accepts · Rating: 800 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[k1r1t0's solution](#)

322.

231A

[Team](#) · [Tutorial](#)

Quality: 430,205 global accepts · Rating: 800 · first AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy
[k1r1t0's solution](#)

323.

1717A

[Madoka and Strange Thoughts](#) · [Tutorial](#)

Quality: 20,956 global accepts · Rating: 800 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[k1r1t0's solution](#)

324.

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,388 global accepts · Rating: 800 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: math
[k1r1t0's solution](#)

325.

1646B

[Quality vs Quantity](#) · [Tutorial](#)

Quality: 22,680 global accepts · Rating: 800 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers
[k1r1t0's solution](#)

326.

1649A

[Game](#) · [Tutorial](#)

Quality: 16,048 global accepts · Rating: 800 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[k1r1t0's solution](#)

327.

1651A

[Playoff](#) · [Tutorial](#)

Quality: 26,659 global accepts · Rating: 800 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[k1r1t0's solution](#)

328.

1651B

[Prove Him Wrong](#) · [Tutorial](#)

Quality: 20,480 global accepts · Rating: 800 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[k1r1t0's solution](#)

329.

1661A

[Array Balancing](#) · [Tutorial](#)

Quality: 19,369 global accepts · Rating: 800 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[k1r1t0's solution](#)

330.

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,205 global accepts · Rating: 800 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[k1r1t0's solution](#)

331.

1674A

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

Quality: 27,969 global accepts · Rating: 800 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[k1r1t0's solution](#)

332.

1674B

[Dictionary](#) · [Tutorial](#)

Quality: 29,407 global accepts · Rating: 800 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[k1r1t0's solution](#)

333.

1675A

[Food for Animals](#) · [Tutorial](#)

Quality: 36,807 global accepts · Rating: 800 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[k1r1t0's solution](#)

334.

1676A

[Lucky?](#) · [Tutorial](#)

Quality: 87,412 global accepts · Rating: 800 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[k1r1t0's solution](#)

335.

1676B

[Equal Candies](#) · [Tutorial](#)

Quality: 60,636 global accepts · Rating: 800 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[k1r1t0's solution](#)

336.

1676C

[Most Similar Words](#) · [Tutorial](#)

Quality: 34,636 global accepts · Rating: 800 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math, strings

[k1r1t0's solution](#)

337.

1678A

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

Quality: 19,173 global accepts · Rating: 800 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[k1r1t0's solution](#)

338.

1678B1

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

Quality: 16,610 global accepts · Rating: 800 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[k1r1t0's solution](#)

339.

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,623 global accepts · Rating: 800 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[k1r1t0's solution](#)

340.

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,449 global accepts · Rating: 800 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[k1r1t0's solution](#)

341.

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,175 global accepts · Rating: 800 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[k1r1t0's solution](#)

342.

1680A

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

Quality: 22,351 global accepts · Rating: 800 · first AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[k1r1t0's solution](#)

343.

1680B

[Robots](#) · [Tutorial](#)

Quality: 19,085 global accepts · Rating: 800 · first AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[k1r1t0's solution](#)

344.

1688A

[Cirno's Perfect Bitmasks Classroom](#) · [Tutorial](#)

Quality: 23,490 global accepts · Rating: 800 · first AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force

[k1r1t0's solution](#)

345.

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,436 global accepts · Rating: 800 · first AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[k1r1t0's solution](#)

346.

1692C

[Where's the Bishop?](#) · [Tutorial](#)

Quality: 38,916 global accepts · Rating: 800 · first AC: 2022-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[k1r1t0's solution](#)

347.

1702A

[Round Down the Price](#) · [Tutorial](#)

Quality: 38,177 global accepts · Rating: 800 · first AC: 2022-08-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[k1r1t0's solution](#)

348.

1702B

[Polycarp Writes a String from Memory](#) · [Tutorial](#)

Quality: 29,305 global accepts · Rating: 800 · first AC: 2022-08-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[k1r1t0's solution](#)

349.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,229 global accepts · Rating: 800 · first AC: 2022-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[k1r1t0's solution](#)

350.

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,166 global accepts · Rating: 800 · first AC: 2022-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[k1r1t0's solution](#)

351.

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,839 global accepts · Rating: 800 · first AC: 2022-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[k1r1t0's solution](#)

352.

1704A

[Two 0-1 Sequences](#) · [Tutorial](#)

Quality: 16,650 global accepts · Rating: 800 · first AC: 2022-08-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[k1r1t0's solution](#)

353.

1708A

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

Quality: 22,573 global accepts · Rating: 800 · first AC: 2022-08-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[k1r1t0's solution](#)

354.

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,774 global accepts · Rating: 800 · first AC: 2022-08-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[k1r1t0's solution](#)

355.

1714C

[Minimum Varied Number](#) · [Tutorial](#)

Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-08-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[k1r1t0's solution](#)

356.

71A

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

Quality: 503,188 global accepts · Rating: 800 · first AC: 2022-08-28 · C++17 (GCC 9-64) (first AC) · Tags: strings

[k1r1t0's solution](#)

357.

1721A

[Image](#) · [Tutorial](#)

Quality: 28,309 global accepts · Rating: 800 · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[k1r1t0's solution](#)

358.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-20 · last AC: 2022-08-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[k1r1t0's solution](#)

359.

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math, sortings

[k1r1t0's solution](#)

360.

1719B

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

Quality: 19,168 global accepts · Rating: 800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[k1r1t0's solution](#)

361.

1719A

[Chip Game](#) · [Tutorial](#)

Quality: 26,821 global accepts · Rating: 800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[k1r1t0's solution](#)

362.

1713A

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

Quality: 22,812 global accepts · Rating: 800 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, implementation

[k1r1t0's solution](#)

363.

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[k1r1t0's solution](#)

364.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,843 global accepts · Rating: 800 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[k1r1t0's solution](#)

365.

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[k1r1t0's solution](#)

366.

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,593 global accepts · Rating: 800 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[k1r1t0's solution](#)

367.

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings
[k1r1t0's solution](#)

368.

1705A

[Mark the Photographer](#) · [Tutorial](#)

Quality: 26,581 global accepts · Rating: 800 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[k1r1t0's solution](#)

369.

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[k1r1t0's solution](#)

370.

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[k1r1t0's solution](#)

371.

1699A

[The Third Three Number Problem](#) · [Tutorial](#)

Quality: 24,779 global accepts · Rating: 800 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[k1r1t0's solution](#)

372.

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,464 global accepts · Rating: 800 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[k1r1t0's solution](#)

373.

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force
[k1r1t0's solution](#)

374.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy
[k1r1t0's solution](#)

375.

1697A

[Parkway Walk](#) · [Tutorial](#)

Quality: 26,741 global accepts · Rating: 800 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[k1r1t0's solution](#)

376.

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,735 global accepts · Rating: 800 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[k1r1t0's solution](#)

377.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 800 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[k1r1t0's solution](#)

378.

1695A

[Subrectangle Guess](#) · [Tutorial](#)

Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games
[k1r1t0's solution](#)

379.

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[k1r1t0's solution](#)

380.

1689A

[Lex String](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 800 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings, two pointers
[k1r1t0's solution](#)

381.

1690C

[Restoring the Duration of Tasks](#) · [Tutorial](#)

Quality: 28,092 global accepts · Rating: 800 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation
[k1r1t0's solution](#)

382.

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,932 global accepts · Rating: 800 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[k1r1t0's solution](#)

383.

1690A

[Print a Pedestal \(Codeforces logo?\)](#) · [Tutorial](#)

Quality: 35,628 global accepts · Rating: 800 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[k1r1t0's solution](#)

384.

1688B

[Patchouli's Magical Talisman](#) · [Tutorial](#)

Quality: 19,007 global accepts · Rating: 800 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms,

greedy, sortings
[k1r1t0's solution](#)

385.

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,207 global accepts · Rating: 800 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[k1r1t0's solution](#)

386.

1498A

[GCD Sum](#) · [Tutorial](#)

Quality: 24,711 global accepts · Rating: 800 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[k1r1t0's solution](#)

387.

1686A

[Everything Everywhere All But One](#) · [Tutorial](#)

Quality: 21,243 global accepts · Rating: 800 · first AC: 2022-05-25 · last AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[k1r1t0's solution](#)

388.

1686B

[Odd Subarrays](#) · [Tutorial](#)

Quality: 19,343 global accepts · Rating: 800 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[k1r1t0's solution](#)

389.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,665 global accepts · Rating: 800 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities
[k1r1t0's solution](#)

390.

1681B

[Card Trick](#) · [Tutorial](#)

Quality: 21,036 global accepts · Rating: 800 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[k1r1t0's solution](#)

391.

1681A

[Game with Cards](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy
[k1r1t0's solution](#)

392.

1682A

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

Quality: 19,966 global accepts · Rating: 800 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[k1r1t0's solution](#)

393.

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[k1r1t0's solution](#)

394.

1684A

[Digit Minimization](#) · [Tutorial](#)

Quality: 24,936 global accepts · Rating: 800 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, math, strings
[k1r1t0's solution](#)

395.

1670A

[Prof. Slim](#) · [Tutorial](#)

Quality: 15,995 global accepts · Rating: 800 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[k1r1t0's solution](#)

396.

1673A

[Subtle Substring Subtraction](#) · [Tutorial](#)

Quality: 19,141 global accepts · Rating: 800 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, strings
[k1r1t0's solution](#)

397.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,730 global accepts · Rating: 800 · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[k1r1t0's solution](#)

398.

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,467 global accepts · Rating: 800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[k1r1t0's solution](#)

399.

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: games, implementation, math
[k1r1t0's solution](#)

400.

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[k1r1t0's solution](#)

401.

1669C

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

Quality: 41,475 global accepts · Rating: 800 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[k1r1t0's solution](#)

402.

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,540 global accepts · Rating: 800 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[k1r1t0's solution](#)

403.

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,524 global accepts · Rating: 800 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[k1r1t0's solution](#)

404.

1668A

[Direction Change](#) · [Tutorial](#)

Quality: 16,784 global accepts · Rating: 800 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[k1r1t0's solution](#)

405.

1660B

[Vlad and Candies](#) · [Tutorial](#)

Quality: 29,753 global accepts · Rating: 800 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: math
[k1r1t0's solution](#)

406.

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,204 global accepts · Rating: 800 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[k1r1t0's solution](#)

407.

1611B

[Team Composition: Programmers and Mathematicians](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 800 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, math

[k1r1t0's solution](#)

408.

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,413 global accepts · Rating: 800 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[k1r1t0's solution](#)

409.

1647A

[Madoka and Math Dad](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[k1r1t0's solution](#)

410.

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[k1r1t0's solution](#)

411.

1657A

[Integer Moves](#) · [Tutorial](#)

Quality: 24,893 global accepts · Rating: 800 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[k1r1t0's solution](#)

412.

1624A

[Plus One on the Subset](#) · [Tutorial](#)

Quality: 60,269 global accepts · Rating: 800 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: math

[k1r1t0's solution](#)

413.

1658B

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

Quality: 19,543 global accepts · Rating: 800 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[k1r1t0's solution](#)

414.

1658A

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

Quality: 20,907 global accepts · Rating: 800 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[k1r1t0's solution](#)

415.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[k1r1t0's solution](#)

416.

1650A

[Deletions of Two Adjacent Letters](#) · [Tutorial](#)

Quality: 37,304 global accepts · Rating: 800 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[k1r1t0's solution](#)

417.

1629B

[GCD Arrays](#) · [Tutorial](#)

Quality: 25,283 global accepts · Rating: 800 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[k1r1t0's solution](#)

418.

1629A

[Download More RAM](#) · [Tutorial](#)

Quality: 30,925 global accepts · Rating: 800 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[k1r1t0's solution](#)

419.

1626A

[Equidistant Letters](#) · [Tutorial](#)

Quality: 30,876 global accepts · Rating: 800 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[k1r1t0's solution](#)

420.

1622A

[Construct a Rectangle](#) · [Tutorial](#)

Quality: 32,031 global accepts · Rating: 800 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[k1r1t0's solution](#)

421.

1627A

[Not Shading](#) · [Tutorial](#)

Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[k1r1t0's solution](#)

422.

1621A

[Stable Arrangement of Rooks](#) · [Tutorial](#)

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[k1r1t0's solution](#)

423.

1579A

[Casimir's String Solitaire](#) · [Tutorial](#)

Quality: 41,992 global accepts · Rating: 800 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: math, strings
[k1r1t0's solution](#)

424.

1560C

[Infinity Table](#) · [Tutorial](#)

Quality: 27,994 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[k1r1t0's solution](#)

425.

1560B

[Who's Opposite?](#) · [Tutorial](#)

Quality: 38,801 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: math
[k1r1t0's solution](#)

426.

1560A

[Dislike of Threes](#) · [Tutorial](#)

Quality: 73,508 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[k1r1t0's solution](#)

427.

1512B

[Almost Rectangle](#) · [Tutorial](#)

Quality: 26,528 global accepts · Rating: 800 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[k1r1t0's solution](#)

428.

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,086 global accepts · Rating: 800 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[k1r1t0's solution](#)

429.

1374A

[Required Remainder](#) · [Tutorial](#)

Quality: 64,178 global accepts · Rating: 800 · first AC: 2020-06-28 · FPC (first AC) · Tags: math
[k1r1t0's solution](#)

430.

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-06-23 · PascalABC.NET (first AC) · Tags: geometry, math
[k1r1t0's solution](#)

431.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[k1r1t0's solution](#)

432.

2210B

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

Quality: 17,530 global accepts · Rating: 900 · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[k1r1t0's solution](#)

433.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,582 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings
[k1r1t0's solution](#)

434.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,853 global accepts · Rating: 900 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[k1r1t0's solution](#)

435.

2171B

[Yuu Koito and Minimum Absolute Sum](#) · [Tutorial](#)

Quality: 27,098 global accepts · Rating: 900 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[k1r1t0's solution](#)

436.

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,052 global accepts · Rating: 900 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[k1r1t0's solution](#)

437.

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 900 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[k1r1t0's solution](#)

438.

2140B

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

Quality: 22,131 global accepts · Rating: 900 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[k1r1t0's solution](#)

439.

2132B

[The Secret Number](#) · [Tutorial](#)

Quality: 33,546 global accepts · Rating: 900 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: math

[k1r1t0's solution](#)

440.

2114B

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

Quality: 30,499 global accepts · Rating: 900 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[k1r1t0's solution](#)

441.

1609A

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

Quality: 18,895 global accepts · Rating: 900 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory

[k1r1t0's solution](#)

442.

2094C

[Brr Brrr Patapim](#) · [Tutorial](#)

Quality: 30,488 global accepts · Rating: 900 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[k1r1t0's solution](#)

443.

2085A

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

Quality: 23,548 global accepts · Rating: 900 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[k1r1t0's solution](#)

444.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,752 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[k1r1t0's solution](#)

445.

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2024-12-21 · last AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

446.

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[k1r1t0's solution](#)

447.

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy, math, sortings

[k1r1t0's solution](#)

448.

2035B

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

Quality: 20,571 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[k1r1t0's solution](#)

449.

2013B

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

Quality: 28,241 global accepts · Rating: 900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[k1r1t0's solution](#)

450.

2005A

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

Quality: 26,244 global accepts · Rating: 900 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math
[k1r1t0's solution](#)

451.

1764B

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

Quality: 17,931 global accepts · Rating: 900 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[k1r1t0's solution](#)

452.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,866 global accepts · Rating: 900 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings
[k1r1t0's solution](#)

453.

1954A

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

Quality: 27,626 global accepts · Rating: 900 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[k1r1t0's solution](#)

454.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,570 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[k1r1t0's solution](#)

455.

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,208 global accepts · Rating: 900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[k1r1t0's solution](#)

456.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,420 global accepts · Rating: 900 · first AC: 2023-11-25 · last AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers
[k1r1t0's solution](#)

457.

1879B

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

Quality: 25,076 global accepts · Rating: 900 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[k1r1t0's solution](#)

458.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2023-08-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[k1r1t0's solution](#)

459.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,797 global accepts · Rating: 900 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation,

sortings

[k1r1t0's solution](#)

460.

1848A

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

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[k1r1t0's solution](#)

461.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,703 global accepts · Rating: 900 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math

[k1r1t0's solution](#)

462.

1837B

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

Quality: 50,095 global accepts · Rating: 900 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[k1r1t0's solution](#)

463.

1828B

[Permutation Swap](#) · [Tutorial](#)

Quality: 39,297 global accepts · Rating: 900 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[k1r1t0's solution](#)

464.

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,051 global accepts · Rating: 900 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[k1r1t0's solution](#)

465.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,121 global accepts · Rating: 900 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[k1r1t0's solution](#)

466.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,859 global accepts · Rating: 900 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[k1r1t0's solution](#)

467.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy

[k1r1t0's solution](#)

468.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,890 global accepts · Rating: 900 · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[k1r1t0's solution](#)

469.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math

[k1r1t0's solution](#)

470.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[k1r1t0's solution](#)

471.

1779B

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

Quality: 25,065 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[k1r1t0's solution](#)

472.

1771A

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

Quality: 25,298 global accepts · Rating: 900 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[k1r1t0's solution](#)

473.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 900 · first AC: 2022-11-04 · last AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[k1r1t0's solution](#)

474.

1351B

[Square?](#) · [Tutorial](#)

Quality: 18,536 global accepts · Rating: 900 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[k1r1t0's solution](#)

475.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,724 global accepts · Rating: 900 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[k1r1t0's solution](#)

476.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 900 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[k1r1t0's solution](#)

477.

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,581 global accepts · Rating: 900 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[k1r1t0's solution](#)

478.

373A

[Collecting Beats is Fun](#) · [Tutorial](#)

Quality: 11,465 global accepts · Rating: 900 · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[k1r1t0's solution](#)

479.

313A

[Ilya and Bank Account](#) · [Tutorial](#)

Quality: 65,035 global accepts · Rating: 900 · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, number theory

[k1r1t0's solution](#)

480.

276A

[Lunch Rush](#) · [Tutorial](#)

Quality: 30,063 global accepts · Rating: 900 · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[k1r1t0's solution](#)

481.

194A

[Exams](#) · [Tutorial](#)

Quality: 10,914 global accepts · Rating: 900 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[k1r1t0's solution](#)

482.

152A

[Marks](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 900 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[k1r1t0's solution](#)

483.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 124,998 global accepts · Rating: 900 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[k1r1t0's solution](#)

484.

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,080 global accepts · Rating: 900 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[k1r1t0's solution](#)

485.

1737A

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

Quality: 10,850 global accepts · Rating: 900 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings
[k1r1t0's solution](#)

486.

1735B

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

Quality: 19,318 global accepts · Rating: 900 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[k1r1t0's solution](#)

487.

11A

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

Quality: 15,494 global accepts · Rating: 900 · first AC: 2022-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math
[k1r1t0's solution](#)

488.

10A

[Power Consumption Calculation](#) · [Tutorial](#)

Quality: 8,345 global accepts · Rating: 900 · first AC: 2022-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[k1r1t0's solution](#)

489.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,090 global accepts · Rating: 900 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: math
[k1r1t0's solution](#)

490.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,893 global accepts · Rating: 900 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[k1r1t0's solution](#)

491.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,054 global accepts · Rating: 900 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: strings
[k1r1t0's solution](#)

492.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,687 global accepts · Rating: 900 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[k1r1t0's solution](#)

493.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,694 global accepts · Rating: 900 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[k1r1t0's solution](#)

494.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,072 global accepts · Rating: 900 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[k1r1t0's solution](#)

495.

913A

[Modular Exponentiation](#) · [Tutorial](#)

Quality: 24,178 global accepts · Rating: 900 · first AC: 2022-09-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[k1r1t0's solution](#)

496.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,627 global accepts · Rating: 900 · first AC: 2022-09-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[k1r1t0's solution](#)

497.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,829 global accepts · Rating: 900 · first AC: 2022-09-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[k1r1t0's solution](#)

498.

1642B

[Power Walking](#) · [Tutorial](#)

Quality: 18,246 global accepts · Rating: 900 · first AC: 2022-09-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[k1r1t0's solution](#)

499.

1665B

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

Quality: 32,892 global accepts · Rating: 900 · first AC: 2022-09-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[k1r1t0's solution](#)

500.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 900 · first AC: 2022-09-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[k1r1t0's solution](#)

501.

1675B

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

Quality: 43,282 global accepts · Rating: 900 · first AC: 2022-09-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[k1r1t0's solution](#)

502.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,164 global accepts · Rating: 900 · first AC: 2022-09-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[k1r1t0's solution](#)

503.

1714A

[Everyone Loves to Sleep](#) · [Tutorial](#)

Quality: 32,895 global accepts · Rating: 900 · first AC: 2022-09-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[k1r1t0's solution](#)

504.

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,741 global accepts · Rating: 900 · first AC: 2022-09-11 · C++17 (GCC 9-64) (first AC) · Tags: number theory
[k1r1t0's solution](#)

505.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,537 global accepts · Rating: 900 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[k1r1t0's solution](#)

506.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,810 global accepts · Rating: 900 · first AC: 2022-08-28 · C++17 (GCC 9-64) (first AC) · Tags: math
[k1r1t0's solution](#)

507.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,667 global accepts · Rating: 900 · first AC: 2022-08-28 · C++17 (GCC 9-64) (first AC) · Tags: games
[k1r1t0's solution](#)

508.

1720A

[Burenka Plays with Fractions](#) · [Tutorial](#)

Quality: 24,364 global accepts · Rating: 900 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[k1r1t0's solution](#)

509.

1709B

[Also Try Minecraft](#) · [Tutorial](#)

Quality: 25,838 global accepts · Rating: 900 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation
[k1r1t0's solution](#)

510.

1705B

[Mark the Dust Sweeper](#) · [Tutorial](#)

Quality: 25,449 global accepts · Rating: 900 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[k1r1t0's solution](#)

511.

1699B

[Almost Ternary Matrix](#) · [Tutorial](#)

Quality: 21,692 global accepts · Rating: 900 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, matrices
[k1r1t0's solution](#)

512.

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,315 global accepts · Rating: 900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[k1r1t0's solution](#)

513.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,904 global accepts · Rating: 900 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[k1r1t0's solution](#)

514.

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[k1r1t0's solution](#)

515.

768A

[Oath of the Night's Watch](#) · [Tutorial](#)

Quality: 30,842 global accepts · Rating: 900 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[k1r1t0's solution](#)

516.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,846 global accepts · Rating: 900 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry

[k1r1t0's solution](#)

517.

1668B

[Social Distance](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 900 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[k1r1t0's solution](#)

518.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,933 global accepts · Rating: 900 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[k1r1t0's solution](#)

519.

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,993 global accepts · Rating: 900 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[k1r1t0's solution](#)

520.

1374B

[Multiply by 2, divide by 6](#) · [Tutorial](#)

Quality: 71,578 global accepts · Rating: 900 · first AC: 2020-06-28 · FPC (first AC) · Tags: math

[k1r1t0's solution](#)

521.

2192B

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

Quality: 14,544 global accepts · Rating: 1000 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, strings

[k1r1t0's solution](#)

522.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1000 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[k1r1t0's solution](#)

523.

2217B

[Flip the Bit \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,037 global accepts · Rating: 1000 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[k1r1t0's solution](#)

524.

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,416 global accepts · Rating: 1000 · first AC: 2026-04-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[k1r1t0's solution](#)

525.

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,386 global accepts · Rating: 1000 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[k1r1t0's solution](#)

526.

1674C

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

Quality: 26,354 global accepts · Rating: 1000 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, strings
[k1r1t0's solution](#)

527.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,250 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[k1r1t0's solution](#)

528.

2148D

[Destruction of the Dandelion Fields](#) · [Tutorial](#)

Quality: 26,737 global accepts · Rating: 1000 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[k1r1t0's solution](#)

529.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,810 global accepts · Rating: 1000 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[k1r1t0's solution](#)

530.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,906 global accepts · Rating: 1000 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms
[k1r1t0's solution](#)

531.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,547 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[k1r1t0's solution](#)

532.

2147B

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

Quality: 16,957 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[k1r1t0's solution](#)

533.

2132C1

[The Cunning Seller \(easy version\)](#) · [Tutorial](#)

Quality: 27,734 global accepts · Rating: 1000 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[k1r1t0's solution](#)

534.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,269 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[k1r1t0's solution](#)

535.

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,891 global accepts · Rating: 1000 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[k1r1t0's solution](#)

536.

2123C

[Prefix Min and Suffix Max](#) · [Tutorial](#)

Quality: 30,877 global accepts · Rating: 1000 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures

[k1r1t0's solution](#)

537.

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,738 global accepts · Rating: 1000 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[k1r1t0's solution](#)

538.

1237A

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

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[k1r1t0's solution](#)

539.

1761B

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

Quality: 14,714 global accepts · Rating: 1000 · first AC: 2023-08-21 · last AC: 2025-06-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[k1r1t0's solution](#)

540.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,758 global accepts · Rating: 1000 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[k1r1t0's solution](#)

541.

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,831 global accepts · Rating: 1000 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[k1r1t0's solution](#)

542.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 1000 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[k1r1t0's solution](#)

543.

2057B

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

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[k1r1t0's solution](#)

544.

103433M

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

Rating: 1000 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

545.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,763 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers

[k1r1t0's solution](#)

546.

2039B

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

Quality: 17,296 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[k1r1t0's solution](#)

547.

2005B1

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

Quality: 24,745 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[k1r1t0's solution](#)

548.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,519 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[k1r1t0's solution](#)

549.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[k1r1t0's solution](#)

550.

1998B

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

Quality: 28,161 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[k1r1t0's solution](#)

551.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,911 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[k1r1t0's solution](#)

552.

1975B

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

Quality: 21,070 global accepts · Rating: 1000 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[k1r1t0's solution](#)

553.

1955B

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

Quality: 32,263 global accepts · Rating: 1000 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[k1r1t0's solution](#)

554.

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[k1r1t0's solution](#)

555.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,882 global accepts · Rating: 1000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[k1r1t0's solution](#)

556.

1876A

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

Quality: 34,912 global accepts · Rating: 1000 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[k1r1t0's solution](#)

557.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,904 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[k1r1t0's solution](#)

558.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,367 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[k1r1t0's solution](#)

559.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[k1r1t0's solution](#)

560.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, two pointers
[k1r1t0's solution](#)

561.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[k1r1t0's solution](#)

562.

1841B

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

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[k1r1t0's solution](#)

563.

1837C

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

Quality: 24,575 global accepts · Rating: 1000 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[k1r1t0's solution](#)

564.

1825B

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

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[k1r1t0's solution](#)

565.

1816B

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

Quality: 16,688 global accepts · Rating: 1000 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[k1r1t0's solution](#)

566.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,346 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math
[k1r1t0's solution](#)

567.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[k1r1t0's solution](#)

568.

1796B

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

Quality: 18,314 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[k1r1t0's solution](#)

569.

1786C

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

Rating: 1000 · first AC: 2023-02-06 · last AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[k1r1t0's solution](#)

570.

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[k1r1t0's solution](#)

571.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[k1r1t0's solution](#)

572.

1770A

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

Quality: 25,243 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[k1r1t0's solution](#)

573.

1772C

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

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[k1r1t0's solution](#)

574.

1769B1

[A = >0&D >C\\$0C08CR DC 9C'>C" •](#)

Quality: 1,602 global accepts · Rating: 1000 · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, implementation, math
[k1r1t0's solution](#)

575.

1614B

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

Quality: 29,026 global accepts · Rating: 1000 · first AC: 2022-10-30 · last AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
[k1r1t0's solution](#)

576.

1111A

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

Quality: 18,094 global accepts · Rating: 1000 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[k1r1t0's solution](#)

577.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,537 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory
[k1r1t0's solution](#)

578.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,087 global accepts · Rating: 1000 · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, two pointers
[k1r1t0's solution](#)

579.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,266 global accepts · Rating: 1000 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[k1r1t0's solution](#)

580.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,346 global accepts · Rating: 1000 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[k1r1t0's solution](#)

581.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,788 global accepts · Rating: 1000 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, number theory
[k1r1t0's solution](#)

582.

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,982 global accepts · Rating: 1000 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[k1r1t0's solution](#)

583.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,406 global accepts · Rating: 1000 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[k1r1t0's solution](#)

584.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[k1r1t0's solution](#)

585.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,603 global accepts · Rating: 1000 · first AC: 2022-08-20 · last AC: 2022-08-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[k1r1t0's solution](#)

586.

1713B

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

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[k1r1t0's solution](#)

587.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[k1r1t0's solution](#)

588.

1690D

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

Quality: 47,023 global accepts · Rating: 1000 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[k1r1t0's solution](#)

589.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,308 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[k1r1t0's solution](#)

590.

5A

[Chat Servers Outgoing Traffic](#) · [Tutorial](#)

Quality: 11,122 global accepts · Rating: 1000 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[k1r1t0's solution](#)

591.

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1000 · first AC: 2022-04-22 · last AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, shortest paths

[k1r1t0's solution](#)

592.

1671B

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

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[k1r1t0's solution](#)

593.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,951 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[k1r1t0's solution](#)

594.

1611C

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

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[k1r1t0's solution](#)

595.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,177 global accepts · Rating: 1000 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: math

[k1r1t0's solution](#)

596.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[k1r1t0's solution](#)

597.

1579E1

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

Quality: 25,200 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[k1r1t0's solution](#)

598.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,913 global accepts · Rating: 1000 · first AC: 2020-06-28 · FPC (first AC) · Tags: greedy, strings
[k1r1t0's solution](#)

599.

2211B

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

Quality: 11,614 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math
[k1r1t0's solution](#)

600.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,661 global accepts · Rating: 1100 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings
[k1r1t0's solution](#)

601.

556B

[Case of Fake Numbers](#) · [Tutorial](#)

Quality: 8,194 global accepts · Rating: 1100 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation
[k1r1t0's solution](#)

602.

733B

[Parade](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[k1r1t0's solution](#)

603.

2183B

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

Quality: 16,171 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[k1r1t0's solution](#)

604.

2173B

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

Quality: 18,124 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math
[k1r1t0's solution](#)

605.

2171C1

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

Quality: 19,239 global accepts · Rating: 1100 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy
[k1r1t0's solution](#)

606.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,104 global accepts · Rating: 1100 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[k1r1t0's solution](#)

607.

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,100 global accepts · Rating: 1100 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[k1r1t0's solution](#)

608.

2065C1

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

Quality: 27,760 global accepts · Rating: 1100 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[k1r1t0's solution](#)

609.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,323 global accepts · Rating: 1100 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[k1r1t0's solution](#)

610.

2155B

[Abraham's Great Escape](#) · [Tutorial](#)

Quality: 16,988 global accepts · Rating: 1100 · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs

[k1r1t0's solution](#)

611.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[k1r1t0's solution](#)

612.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[k1r1t0's solution](#)

613.

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[k1r1t0's solution](#)

614.

938B

[Run For Your Prize](#) · [Tutorial](#)

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[k1r1t0's solution](#)

615.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, two pointers

[k1r1t0's solution](#)

616.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,883 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math

[k1r1t0's solution](#)

617.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,386 global accepts · Rating: 1100 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[k1r1t0's solution](#)

618.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,568 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[k1r1t0's solution](#)

619.

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,858 global accepts · Rating: 1100 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[k1r1t0's solution](#)

620.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[k1r1t0's solution](#)

621.

2086B

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

Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[k1r1t0's solution](#)

622.

2064B

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

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[k1r1t0's solution](#)

623.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,885 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[k1r1t0's solution](#)

624.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,689 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[k1r1t0's solution](#)

625.

2063B

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

Quality: 23,192 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[k1r1t0's solution](#)

626.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry

[k1r1t0's solution](#)

627.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,708 global accepts · Rating: 1100 · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[k1r1t0's solution](#)

628.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[k1r1t0's solution](#)

629.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,591 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[k1r1t0's solution](#)

630.

2025B

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

Quality: 19,614 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[k1r1t0's solution](#)

631.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[k1r1t0's solution](#)

632.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,447 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[k1r1t0's solution](#)

633.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,432 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[k1r1t0's solution](#)

634.

1997B

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

Quality: 23,469 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[k1r1t0's solution](#)

635.

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[k1r1t0's solution](#)

636.

1995B1

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

Quality: 20,984 global accepts · Rating: 1100 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[k1r1t0's solution](#)

637.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms,

greedy, math

[k1r1t0's solution](#)

638.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,953 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[k1r1t0's solution](#)

639.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[k1r1t0's solution](#)

640.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[k1r1t0's solution](#)

641.

1948B

[Array Fix](#) · [Tutorial](#)

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

[k1r1t0's solution](#)

642.

1920B

[Summation Game](#) · [Tutorial](#)

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

[k1r1t0's solution](#)

643.

1902B

[Getting Points](#) · [Tutorial](#)

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

[k1r1t0's solution](#)

644.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,947 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[k1r1t0's solution](#)

645.

1899B

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

Quality: 33,347 global accepts · Rating: 1100 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, number theory

[k1r1t0's solution](#)

646.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,857 global accepts · Rating: 1100 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

[k1r1t0's solution](#)

647.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,011 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[k1r1t0's solution](#)

648.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,629 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, strings

[k1r1t0's solution](#)

649.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[k1r1t0's solution](#)

650.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[k1r1t0's solution](#)

651.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,613 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[k1r1t0's solution](#)

652.

1862C

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

Quality: 23,083 global accepts · Rating: 1100 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings

[k1r1t0's solution](#)

653.

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 34,995 global accepts · Rating: 1100 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, implementation, math

[k1r1t0's solution](#)

654.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,592 global accepts · Rating: 1100 · first AC: 2023-07-15 · last AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[k1r1t0's solution](#)

655.

1842B

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

Quality: 25,535 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[k1r1t0's solution](#)

656.

1838B

[Minimize Permutation Subarrays](#) · [Tutorial](#)

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[k1r1t0's solution](#)

657.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,549 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[k1r1t0's solution](#)

658.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,802 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[k1r1t0's solution](#)

659.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,485 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings, two pointers

[k1r1t0's solution](#)

660.

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,159 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[k1r1t0's solution](#)

661.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,326 global accepts · Rating: 1100 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[k1r1t0's solution](#)

662.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[k1r1t0's solution](#)

663.

1788B

[Sum of Two Numbers](#) · [Tutorial](#)

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[k1r1t0's solution](#)

664.

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-29 · last AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[k1r1t0's solution](#)

665.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,972 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[k1r1t0's solution](#)

666.

1783B

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

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[k1r1t0's solution](#)

667.

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,333 global accepts · Rating: 1100 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[k1r1t0's solution](#)

668.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,795 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[k1r1t0's solution](#)

669.

1743C

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

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[k1r1t0's solution](#)

670.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,102 global accepts · Rating: 1100 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, number theory

[k1r1t0's solution](#)

671.

1015C

[Songs Compression](#) · [Tutorial](#)

Quality: 21,399 global accepts · Rating: 1100 · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[k1r1t0's solution](#)

672.

1529B

[Sifid and Strange Subsequences](#) · [Tutorial](#)

Quality: 21,220 global accepts · Rating: 1100 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[k1r1t0's solution](#)

673.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-13 · last AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[k1r1t0's solution](#)

674.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[k1r1t0's solution](#)

675.

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,641 global accepts · Rating: 1100 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[k1r1t0's solution](#)

676.

1726B

[Mainak and Interesting Sequence](#) · [Tutorial](#)

Quality: 16,847 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[k1r1t0's solution](#)

677.

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[k1r1t0's solution](#)

678.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[k1r1t0's solution](#)

679.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[k1r1t0's solution](#)

680.

1700B

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

Quality: 19,885 global accepts · Rating: 1100 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[k1r1t0's solution](#)

681.

1686C

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

Rating: 1100 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[k1r1t0's solution](#)

682.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,399 global accepts · Rating: 1100 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[k1r1t0's solution](#)

683.

7A

[Kalevitch and Chess](#) · [Tutorial](#)

Quality: 8,023 global accepts · Rating: 1100 · first AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[k1r1t0's solution](#)

684.

6B

[President's Office](#) · [Tutorial](#)

Quality: 14,826 global accepts · Rating: 1100 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[k1r1t0's solution](#)

685.

1673B

[A Perfectly Balanced String?](#) · [Tutorial](#)

Quality: 21,769 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings

[k1r1t0's solution](#)

686.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[k1r1t0's solution](#)

687.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,605 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[k1r1t0's solution](#)

688.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,421 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[k1r1t0's solution](#)

689.

1624C

[Division by Two and Permutation](#) · [Tutorial](#)

Quality: 26,831 global accepts · Rating: 1100 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[k1r1t0's solution](#)

690.

2210C1

[A Simple GCD Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,789 global accepts · Rating: 1200 · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[k1r1t0's solution](#)

691.

385B

[Bear and Strings](#) · [Tutorial](#)

Quality: 10,834 global accepts · Rating: 1200 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math, strings

[k1r1t0's solution](#)

692.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,130 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[k1r1t0's solution](#)

693.

2182C

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

Quality: 15,514 global accepts · Rating: 1200 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[k1r1t0's solution](#)

694.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,695 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[k1r1t0's solution](#)

695.

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,602 global accepts · Rating: 1200 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[k1r1t0's solution](#)

696.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,303 global accepts · Rating: 1200 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math

[k1r1t0's solution](#)

697.

2174A

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

Quality: 14,294 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[k1r1t0's solution](#)

698.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,946 global accepts · Rating: 1200 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[k1r1t0's solution](#)

699.

2065D

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

Quality: 20,628 global accepts · Rating: 1200 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[k1r1t0's solution](#)

700.

2148E

[Split](#) · [Tutorial](#)

Quality: 14,062 global accepts · Rating: 1200 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[k1r1t0's solution](#)

701.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,553 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[k1r1t0's solution](#)

702.

2135A

[Against the Difference](#) · [Tutorial](#)

Quality: 18,330 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[k1r1t0's solution](#)

703.

1149A

[Prefix Sum Primes](#) · [Tutorial](#)

Quality: 17,893 global accepts · Rating: 1200 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[k1r1t0's solution](#)

704.

2123D

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

Quality: 21,889 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[k1r1t0's solution](#)

705.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,622 global accepts · Rating: 1200 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[k1r1t0's solution](#)

706.

1392C

[Omkar and Waterslide](#) · [Tutorial](#)

Quality: 19,594 global accepts · Rating: 1200 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[k1r1t0's solution](#)

707.

2118B

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

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[k1r1t0's solution](#)

708.

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, number theory

[k1r1t0's solution](#)

709.

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
[k1r1t0's solution](#)

710.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[k1r1t0's solution](#)

711.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,335 global accepts · Rating: 1200 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math
[k1r1t0's solution](#)

712.

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,665 global accepts · Rating: 1200 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math
[k1r1t0's solution](#)

713.

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,564 global accepts · Rating: 1200 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks
[k1r1t0's solution](#)

714.

2091D

[Place of the Olympiad](#) · [Tutorial](#)

Quality: 23,487 global accepts · Rating: 1200 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math
[k1r1t0's solution](#)

715.

2092C

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

Quality: 22,579 global accepts · Rating: 1200 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[k1r1t0's solution](#)

716.

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,098 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation
[k1r1t0's solution](#)

717.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,813 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, matrices
[k1r1t0's solution](#)

718.

2062C

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

Quality: 18,387 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[k1r1t0's solution](#)

719.

1608B

[Build the Permutation](#) · [Tutorial](#)

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

greedy

[k1r1t0's solution](#)

720.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy

[k1r1t0's solution](#)

721.

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[k1r1t0's solution](#)

722.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math, sortings

[k1r1t0's solution](#)

723.

2039C1

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

Quality: 13,519 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[k1r1t0's solution](#)

724.

2005B2

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

Quality: 21,682 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[k1r1t0's solution](#)

725.

2003C

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

Quality: 21,662 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[k1r1t0's solution](#)

726.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[k1r1t0's solution](#)

727.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[k1r1t0's solution](#)

728.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[k1r1t0's solution](#)

729.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,897 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[k1r1t0's solution](#)

730.

1982B

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

Quality: 19,753 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[k1r1t0's solution](#)

731.

1975C

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

Quality: 17,163 global accepts · Rating: 1200 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[k1r1t0's solution](#)

732.

1954C

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

Quality: 22,743 global accepts · Rating: 1200 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[k1r1t0's solution](#)

733.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,512 global accepts · Rating: 1200 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[k1r1t0's solution](#)

734.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[k1r1t0's solution](#)

735.

1945C

[Left and Right Houses](#) · [Tutorial](#)

Quality: 17,394 global accepts · Rating: 1200 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[k1r1t0's solution](#)

736.

1935B

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

Quality: 20,893 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[k1r1t0's solution](#)

737.

1934B

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

Quality: 22,014 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[k1r1t0's solution](#)

738.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,752 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[k1r1t0's solution](#)

739.

1916C

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

Quality: 19,881 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[k1r1t0's solution](#)

740.

1909B

[Make Almost Equal With Mod](#) · [Tutorial](#)

Quality: 30,955 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[k1r1t0's solution](#)

741.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,833 global accepts · Rating: 1200 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[k1r1t0's solution](#)

742.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,107 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[k1r1t0's solution](#)

743.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[k1r1t0's solution](#)

744.

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,398 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[k1r1t0's solution](#)

745.

1834C

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

Quality: 15,039 global accepts · Rating: 1200 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, strings

[k1r1t0's solution](#)

746.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,391 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[k1r1t0's solution](#)

747.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,280 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[k1r1t0's solution](#)

748.

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[k1r1t0's solution](#)

749.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,095 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[k1r1t0's solution](#)

750.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,140 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[k1r1t0's solution](#)

751.

1763B

[Incinerate](#) · [Tutorial](#)

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

[k1r1t0's solution](#)

752.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2022-11-04 · last AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: games

[k1r1t0's solution](#)

753.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,682 global accepts · Rating: 1200 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[k1r1t0's solution](#)

754.

1744D

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

Quality: 24,522 global accepts · Rating: 1200 · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[k1r1t0's solution](#)

755.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,617 global accepts · Rating: 1200 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[k1r1t0's solution](#)

756.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,254 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[k1r1t0's solution](#)

757.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,735 global accepts · Rating: 1200 · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[k1r1t0's solution](#)

758.

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[k1r1t0's solution](#)

759.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,017 global accepts · Rating: 1200 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[k1r1t0's solution](#)

760.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,937 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, sortings

[k1r1t0's solution](#)

761.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,629 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[k1r1t0's solution](#)

762.

776B

[Sherlock and his girlfriend](#) · [Tutorial](#)

Quality: 25,726 global accepts · Rating: 1200 · first AC: 2022-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory

[k1r1t0's solution](#)

763.

1343C

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

Quality: 44,065 global accepts · Rating: 1200 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers

[k1r1t0's solution](#)

764.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[k1r1t0's solution](#)

765.

1713C

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

Quality: 18,873 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math

[k1r1t0's solution](#)

766.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,651 global accepts · Rating: 1200 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[k1r1t0's solution](#)

767.

9C

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

Quality: 14,346 global accepts · Rating: 1200 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[k1r1t0's solution](#)

768.

9B

[Running Student](#) · [Tutorial](#)

Quality: 6,188 global accepts · Rating: 1200 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation

[k1r1t0's solution](#)

769.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,731 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[k1r1t0's solution](#)

770.

8A

[Train and Peter](#) · [Tutorial](#)

Quality: 6,727 global accepts · Rating: 1200 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: strings

[k1r1t0's solution](#)

771.

6C

[Alice, Bob and Chocolate](#) · [Tutorial](#)

Quality: 17,473 global accepts · Rating: 1200 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers
[k1r1t0's solution](#)

772.

5B

[Center Alignment](#) · [Tutorial](#)

Quality: 6,763 global accepts · Rating: 1200 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[k1r1t0's solution](#)

773.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,472 global accepts · Rating: 1200 · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[k1r1t0's solution](#)

774.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,382 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math
[k1r1t0's solution](#)

775.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation
[k1r1t0's solution](#)

776.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,253 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, strings
[k1r1t0's solution](#)

777.

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation
[k1r1t0's solution](#)

778.

1657C

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

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[k1r1t0's solution](#)

779.

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,513 global accepts · Rating: 1200 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, implementation, sortings
[k1r1t0's solution](#)

780.

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,010 global accepts · Rating: 1300 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math
[k1r1t0's solution](#)

781.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy, math
[k1r1t0's solution](#)

782.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,421 global accepts · Rating: 1300 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math, number theory

[k1r1t0's solution](#)

783.

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,897 global accepts · Rating: 1300 · first AC: 2026-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[k1r1t0's solution](#)

784.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,101 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, two pointers

[k1r1t0's solution](#)

785.

2208C

[Stamina and Tasks](#) · [Tutorial](#)

Quality: 11,083 global accepts · Rating: 1300 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[k1r1t0's solution](#)

786.

2201A1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,048 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[k1r1t0's solution](#)

787.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, strings

[k1r1t0's solution](#)

788.

1999E

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

Quality: 23,619 global accepts · Rating: 1300 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, math

[k1r1t0's solution](#)

789.

2187A

[Restricted Sorting](#) · [Tutorial](#)

Quality: 15,867 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[k1r1t0's solution](#)

790.

2181A

[Alphabet City](#) · [Tutorial](#)

Quality: 3,733 global accepts · Rating: 1300 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, strings

[k1r1t0's solution](#)

791.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,300 global accepts · Rating: 1300 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[k1r1t0's solution](#)

792.

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

793.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,108 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[k1r1t0's solution](#)

794.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,667 global accepts · Rating: 1300 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, two pointers

[k1r1t0's solution](#)

795.

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,069 global accepts · Rating: 1300 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory

[k1r1t0's solution](#)

796.

2065C2

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

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[k1r1t0's solution](#)

797.

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings

[k1r1t0's solution](#)

798.

2152B

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

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[k1r1t0's solution](#)

799.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,689 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[k1r1t0's solution](#)

800.

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[k1r1t0's solution](#)

801.

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[k1r1t0's solution](#)

802.

2124C

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

Quality: 14,591 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[k1r1t0's solution](#)

803.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math

[k1r1t0's solution](#)

804.

2118C

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

Quality: 18,475 global accepts · Rating: 1300 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, greedy, math

[k1r1t0's solution](#)

805.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[k1r1t0's solution](#)

806.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,773 global accepts · Rating: 1300 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings, two pointers

[k1r1t0's solution](#)

807.

1978C

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

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[k1r1t0's solution](#)

808.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,428 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[k1r1t0's solution](#)

809.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,719 global accepts · Rating: 1300 · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[k1r1t0's solution](#)

810.

2086C

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

Quality: 16,126 global accepts · Rating: 1300 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[k1r1t0's solution](#)

811.

2091E

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

Quality: 19,628 global accepts · Rating: 1300 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory, two pointers

[k1r1t0's solution](#)

812.

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[k1r1t0's solution](#)

813.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[k1r1t0's solution](#)

814.

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,321 global accepts · Rating: 1300 · first AC: 2024-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[k1r1t0's solution](#)

815.

103433A

[Company Merging](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

816.

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[k1r1t0's solution](#)

817.

2023A

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

Quality: 16,567 global accepts · Rating: 1300 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[k1r1t0's solution](#)

818.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[k1r1t0's solution](#)

819.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1300 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[k1r1t0's solution](#)

820.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[k1r1t0's solution](#)

821.

1984C1

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

Quality: 20,151 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[k1r1t0's solution](#)

822.

1981B

[Turtle and an Infinite Sequence](#) · [Tutorial](#)

Quality: 16,429 global accepts · Rating: 1300 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[k1r1t0's solution](#)

823.

1955C

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

Quality: 24,497 global accepts · Rating: 1300 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[k1r1t0's solution](#)

824.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[k1r1t0's solution](#)

825.

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,164 global accepts · Rating: 1300 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[k1r1t0's solution](#)

826.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,476 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[k1r1t0's solution](#)

827.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,094 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[k1r1t0's solution](#)

828.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,623 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[k1r1t0's solution](#)

829.

1322A

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

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[k1r1t0's solution](#)

830.

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,976 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[k1r1t0's solution](#)

831.

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory

[k1r1t0's solution](#)

832.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,272 global accepts · Rating: 1300 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[k1r1t0's solution](#)

833.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,416 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy
[k1r1t0's solution](#)

834.

1879C

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

Quality: 27,109 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy
[k1r1t0's solution](#)

835.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers
[k1r1t0's solution](#)

836.

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,668 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive
[k1r1t0's solution](#)

837.

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[k1r1t0's solution](#)

838.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,838 global accepts · Rating: 1300 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math
[k1r1t0's solution](#)

839.

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,584 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory
[k1r1t0's solution](#)

840.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[k1r1t0's solution](#)

841.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math
[k1r1t0's solution](#)

842.

1839C

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

Quality: 13,443 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[k1r1t0's solution](#)

843.

1826C

[Dreaming of Freedom](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[k1r1t0's solution](#)

844.

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[k1r1t0's solution](#)

845.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[k1r1t0's solution](#)

846.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[k1r1t0's solution](#)

847.

1816C

[lan and Array Sorting](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[k1r1t0's solution](#)

848.

1794C

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

Quality: 22,083 global accepts · Rating: 1300 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[k1r1t0's solution](#)

849.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: two pointers

[k1r1t0's solution](#)

850.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[k1r1t0's solution](#)

851.

1786B

[Cake Assembly Line](#) · [Tutorial](#)

Quality: 9,836 global accepts · Rating: 1300 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[k1r1t0's solution](#)

852.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[k1r1t0's solution](#)

853.

1768C

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

Quality: 15,712 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[k1r1t0's solution](#)

854.

1604C

[Di-visible Confusion](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[k1r1t0's solution](#)

855.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,274 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[k1r1t0's solution](#)

856.

1753A1

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

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[k1r1t0's solution](#)

857.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,423 global accepts · Rating: 1300 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[k1r1t0's solution](#)

858.

271B

[Prime Matrix](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1300 · first AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[k1r1t0's solution](#)

859.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[k1r1t0's solution](#)

860.

1736C1

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

Quality: 16,528 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, schedules, two pointers

[k1r1t0's solution](#)

861.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math

[k1r1t0's solution](#)

862.

220A

[Little Elephant and Problem](#) · [Tutorial](#)

Quality: 13,117 global accepts · Rating: 1300 · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[k1r1t0's solution](#)

863.

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,098 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings
[k1r1t0's solution](#)

864.

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy
[k1r1t0's solution](#)

865.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[k1r1t0's solution](#)

866.

1016B

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

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2022-08-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[k1r1t0's solution](#)

867.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,270 global accepts · Rating: 1300 · first AC: 2022-08-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[k1r1t0's solution](#)

868.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1300 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs
[k1r1t0's solution](#)

869.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,750 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures
[k1r1t0's solution](#)

870.

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2022-06-23 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, strings
[k1r1t0's solution](#)

871.

1694C

[Directional Increase](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[k1r1t0's solution](#)

872.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,344 global accepts · Rating: 1300 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy
[k1r1t0's solution](#)

873.

4C

[Registration System](#) · [Tutorial](#)

Quality: 108,124 global accepts · Rating: 1300 · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, implementation

[k1r1t0's solution](#)

874.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,109 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[k1r1t0's solution](#)

875.

1668C

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

Rating: 1300 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[k1r1t0's solution](#)

876.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[k1r1t0's solution](#)

877.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,013 global accepts · Rating: 1300 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings

[k1r1t0's solution](#)

878.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,331 global accepts · Rating: 1300 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[k1r1t0's solution](#)

879.

1650D

[Twist the Permutation](#) · [Tutorial](#)

Quality: 14,690 global accepts · Rating: 1300 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[k1r1t0's solution](#)

880.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[k1r1t0's solution](#)

881.

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,910 global accepts · Rating: 1400 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

[k1r1t0's solution](#)

882.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation

[k1r1t0's solution](#)

883.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[k1r1t0's solution](#)

884.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,671 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[k1r1t0's solution](#)

885.

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,672 global accepts · Rating: 1400 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy

[k1r1t0's solution](#)

886.

2173C

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

Quality: 12,379 global accepts · Rating: 1400 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[k1r1t0's solution](#)

887.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,060 global accepts · Rating: 1400 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy

[k1r1t0's solution](#)

888.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[k1r1t0's solution](#)

889.

2171D

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

Quality: 11,576 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees

[k1r1t0's solution](#)

890.

2171C2

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

Quality: 11,841 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy

[k1r1t0's solution](#)

891.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,698 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[k1r1t0's solution](#)

892.

2154C1

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

Quality: 13,540 global accepts · Rating: 1400 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[k1r1t0's solution](#)

893.

2162D

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

Quality: 12,361 global accepts · Rating: 1400 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[k1r1t0's solution](#)

894.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,217 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math
[k1r1t0's solution](#)

895.

2132C2

[The Cunning Seller \(hard version\)](#) · [Tutorial](#)

Quality: 13,336 global accepts · Rating: 1400 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[k1r1t0's solution](#)

896.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings
[k1r1t0's solution](#)

897.

2114E

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

Quality: 14,006 global accepts · Rating: 1400 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees
[k1r1t0's solution](#)

898.

2114D

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

Quality: 14,640 global accepts · Rating: 1400 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math
[k1r1t0's solution](#)

899.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,903 global accepts · Rating: 1400 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers
[k1r1t0's solution](#)

900.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1400 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees
[k1r1t0's solution](#)

901.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers
[k1r1t0's solution](#)

902.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2023-08-21 · last AC: 2025-06-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[k1r1t0's solution](#)

903.

2111D

[Creating a Schedule](#) · [Tutorial](#)

Quality: 11,988 global accepts · Rating: 1400 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings
[k1r1t0's solution](#)

904.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1400 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, number theory

[k1r1t0's solution](#)

905.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings

[k1r1t0's solution](#)

906.

2020C

[Bitwise Balancing](#) · [Tutorial](#)

Quality: 18,297 global accepts · Rating: 1400 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[k1r1t0's solution](#)

907.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,710 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[k1r1t0's solution](#)

908.

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[k1r1t0's solution](#)

909.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation

[k1r1t0's solution](#)

910.

2034C

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

Quality: 9,138 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[k1r1t0's solution](#)

911.

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[k1r1t0's solution](#)

912.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[k1r1t0's solution](#)

913.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings

[k1r1t0's solution](#)

914.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,986 global accepts · Rating: 1400 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[k1r1t0's solution](#)

915.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, greedy

[k1r1t0's solution](#)

916.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[k1r1t0's solution](#)

917.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,173 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers

[k1r1t0's solution](#)

918.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[k1r1t0's solution](#)

919.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[k1r1t0's solution](#)

920.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

[k1r1t0's solution](#)

921.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,178 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[k1r1t0's solution](#)

922.

1967B1

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

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[k1r1t0's solution](#)

923.

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[k1r1t0's solution](#)

924.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,705 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[k1r1t0's solution](#)

925.

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,579 global accepts · Rating: 1400 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[k1r1t0's solution](#)

926.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[k1r1t0's solution](#)

927.

1929C

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

Quality: 17,284 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[k1r1t0's solution](#)

928.

1931E

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

Quality: 25,725 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[k1r1t0's solution](#)

929.

1919C

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

Quality: 28,576 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[k1r1t0's solution](#)

930.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[k1r1t0's solution](#)

931.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[k1r1t0's solution](#)

932.

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[k1r1t0's solution](#)

933.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[k1r1t0's solution](#)

934.

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,238 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[k1r1t0's solution](#)

935.

1893A

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

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[k1r1t0's solution](#)

936.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[k1r1t0's solution](#)

937.

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[k1r1t0's solution](#)

938.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,765 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[k1r1t0's solution](#)

939.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[k1r1t0's solution](#)

940.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[k1r1t0's solution](#)

941.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[k1r1t0's solution](#)

942.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings

[k1r1t0's solution](#)

943.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[k1r1t0's solution](#)

944.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,319 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[k1r1t0's solution](#)

945.

1830A

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

Quality: 20,316 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[k1r1t0's solution](#)

946.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,969 global accepts · Rating: 1400 · first AC: 2023-05-26 · last AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[k1r1t0's solution](#)

947.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-10-29 · last AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[k1r1t0's solution](#)

948.

1824A

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

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[k1r1t0's solution](#)

949.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,269 global accepts · Rating: 1400 · first AC: 2022-05-19 · last AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[k1r1t0's solution](#)

950.

1771B

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

Quality: 21,330 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[k1r1t0's solution](#)

951.

1769B2

[A > C & B < C & A < B](#)

Quality: 952 global accepts · Rating: 1400 · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: *special, binary search, brute force, math

[k1r1t0's solution](#)

952.

1748B

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

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[k1r1t0's solution](#)

953.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[k1r1t0's solution](#)

954.

492C

[Vanya and Exams](#) · [Tutorial](#)

Quality: 15,464 global accepts · Rating: 1400 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[k1r1t0's solution](#)

955.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,729 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[k1r1t0's solution](#)

956.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,229 global accepts · Rating: 1400 · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings

[k1r1t0's solution](#)

957.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[k1r1t0's solution](#)

958.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[k1r1t0's solution](#)

959.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[k1r1t0's solution](#)

960.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[k1r1t0's solution](#)

961.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, two pointers

[k1r1t0's solution](#)

962.

1719C

[Fighting Tournament](#) · [Tutorial](#)

Quality: 14,364 global accepts · Rating: 1400 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[k1r1t0's solution](#)

963.

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,143 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy, implementation

[k1r1t0's solution](#)

964.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[k1r1t0's solution](#)

965.

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,992 global accepts · Rating: 1400 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[k1r1t0's solution](#)

966.

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,840 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[k1r1t0's solution](#)

967.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[k1r1t0's solution](#)

968.

1691C

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

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[k1r1t0's solution](#)

969.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[k1r1t0's solution](#)

970.

8B

[Obsession with Robots](#) · [Tutorial](#)

Quality: 4,965 global accepts · Rating: 1400 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[k1r1t0's solution](#)

971.

1624D

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

Quality: 19,079 global accepts · Rating: 1400 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, strings

[k1r1t0's solution](#)

972.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[k1r1t0's solution](#)

973.

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,728 global accepts · Rating: 1500 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[k1r1t0's solution](#)

974.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, string suffix structures, strings

[k1r1t0's solution](#)

975.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings, trees

[k1r1t0's solution](#)

976.

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,080 global accepts · Rating: 1500 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[k1r1t0's solution](#)

977.

1883D

[In Love](#) · [Tutorial](#)

Quality: 14,529 global accepts · Rating: 1500 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[k1r1t0's solution](#)

978.

2183D1

[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[k1r1t0's solution](#)

979.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[k1r1t0's solution](#)

980.

2169D1

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

Quality: 8,540 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, number theory

[k1r1t0's solution](#)

981.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,023 global accepts · Rating: 1500 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[k1r1t0's solution](#)

982.

2155C

[The Ancient Wizards' Capes](#) · [Tutorial](#)

Quality: 10,251 global accepts · Rating: 1500 · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[k1r1t0's solution](#)

983.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,739 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[k1r1t0's solution](#)

984.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,370 global accepts · Rating: 1500 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy

[k1r1t0's solution](#)

985.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, two pointers

[k1r1t0's solution](#)

986.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,151 global accepts · Rating: 1500 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms

[k1r1t0's solution](#)

987.

2115A

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

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[k1r1t0's solution](#)

988.

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[k1r1t0's solution](#)

989.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[k1r1t0's solution](#)

990.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[k1r1t0's solution](#)

991.

2070C

[Limited Repainting](#) · [Tutorial](#)

Quality: 13,825 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[k1r1t0's solution](#)

992.

2069C

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

Quality: 14,820 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[k1r1t0's solution](#)

993.

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms,

implementation

[k1r1t0's solution](#)

994.

2057C

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

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[k1r1t0's solution](#)

995.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,332 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[k1r1t0's solution](#)

996.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, geometry, implementation, math

[k1r1t0's solution](#)

997.

1482B

[Restore Modulo](#) · [Tutorial](#)

Quality: 9,592 global accepts · Rating: 1500 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[k1r1t0's solution](#)

998.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,881 global accepts · Rating: 1500 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: sortings

[k1r1t0's solution](#)

999.

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[k1r1t0's solution](#)

1000.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[k1r1t0's solution](#)

1001.

1997D

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

Quality: 15,909 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[k1r1t0's solution](#)

1002.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,569 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[k1r1t0's solution](#)

1003.

103994I

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

Rating: 1500 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

1004.

1924A

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

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[k1r1t0's solution](#)

1005.

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[k1r1t0's solution](#)

1006.

1898B

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

Quality: 14,611 global accepts · Rating: 1500 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[k1r1t0's solution](#)

1007.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,842 global accepts · Rating: 1500 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[k1r1t0's solution](#)

1008.

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,352 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[k1r1t0's solution](#)

1009.

1249C2

[Good Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 13,535 global accepts · Rating: 1500 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle

[k1r1t0's solution](#)

1010.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[k1r1t0's solution](#)

1011.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,479 global accepts · Rating: 1500 · first AC: 2023-08-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[k1r1t0's solution](#)

1012.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,474 global accepts · Rating: 1500 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[k1r1t0's solution](#)

1013.

1842C

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

Quality: 16,492 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[k1r1t0's solution](#)

1014.

1323B

[Count Subrectangles](#) · [Tutorial](#)

Quality: 11,767 global accepts · Rating: 1500 · first AC: 2023-05-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[k1r1t0's solution](#)

1015.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · last AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[k1r1t0's solution](#)

1016.

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[k1r1t0's solution](#)

1017.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,174 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[k1r1t0's solution](#)

1018.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[k1r1t0's solution](#)

1019.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,552 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[k1r1t0's solution](#)

1020.

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,289 global accepts · Rating: 1500 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: math

[k1r1t0's solution](#)

1021.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,012 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[k1r1t0's solution](#)

1022.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,757 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[k1r1t0's solution](#)

1023.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy,

math

[k1r1t0's solution](#)

1024.

1732D1

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

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, number theory

[k1r1t0's solution](#)

1025.

1753A2

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

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[k1r1t0's solution](#)

1026.

271C

[Secret](#) · [Tutorial](#)

Quality: 3,136 global accepts · Rating: 1500 · first AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[k1r1t0's solution](#)

1027.

1744E1

[Divisible Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 12,650 global accepts · Rating: 1500 · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[k1r1t0's solution](#)

1028.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,014 global accepts · Rating: 1500 · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[k1r1t0's solution](#)

1029.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[k1r1t0's solution](#)

1030.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[k1r1t0's solution](#)

1031.

10B

[Cinema Cashier](#) · [Tutorial](#)

Quality: 2,054 global accepts · Rating: 1500 · first AC: 2022-10-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[k1r1t0's solution](#)

1032.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,773 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, math

[k1r1t0's solution](#)

1033.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive

algorithms, dp, games

[k1r1t0's solution](#)

1034.

1711C

[Color the Picture](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[k1r1t0's solution](#)

1035.

1575J

[Jeopardy of Dropped Balls](#) · [Tutorial](#)

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2022-07-20 · last AC: 2022-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dsu, implementation

[k1r1t0's solution](#)

1036.

1690E

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

Quality: 16,988 global accepts · Rating: 1500 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[k1r1t0's solution](#)

1037.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,008 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[k1r1t0's solution](#)

1038.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,055 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[k1r1t0's solution](#)

1039.

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

[k1r1t0's solution](#)

1040.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,223 global accepts · Rating: 1500 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: hashing, implementation

[k1r1t0's solution](#)

1041.

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2026-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[k1r1t0's solution](#)

1042.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,444 global accepts · Rating: 1600 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math

[k1r1t0's solution](#)

1043.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1600 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[k1r1t0's solution](#)

1044.

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,890 global accepts · Rating: 1600 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, math

[k1r1t0's solution](#)

1045.

958E1

[Guard Duty \(easy\)](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1600 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, geometry, greedy, math

[k1r1t0's solution](#)

1046.

992C

[Nastya and a Wardrobe](#) · [Tutorial](#)

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[k1r1t0's solution](#)

1047.

2125D

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

Quality: 9,274 global accepts · Rating: 1600 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[k1r1t0's solution](#)

1048.

2182D

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

Quality: 8,948 global accepts · Rating: 1600 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[k1r1t0's solution](#)

1049.

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,519 global accepts · Rating: 1600 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[k1r1t0's solution](#)

1050.

2157D

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

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[k1r1t0's solution](#)

1051.

2171F

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

Quality: 7,126 global accepts · Rating: 1600 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees

[k1r1t0's solution](#)

1052.

2065E

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

Quality: 11,972 global accepts · Rating: 1600 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[k1r1t0's solution](#)

1053.

2162E

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

Quality: 9,334 global accepts · Rating: 1600 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, schedules

[k1r1t0's solution](#)

1054.

1163B2

[Cat Party \(Hard Edition\)](#) · [Tutorial](#)

Quality: 7,646 global accepts · Rating: 1600 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[k1r1t0's solution](#)

1055.

2132D

[From 1 to Infinity](#) · [Tutorial](#)

Quality: 8,823 global accepts · Rating: 1600 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, implementation, math

[k1r1t0's solution](#)

1056.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,261 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[k1r1t0's solution](#)

1057.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,194 global accepts · Rating: 1600 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs, greedy, math

[k1r1t0's solution](#)

1058.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[k1r1t0's solution](#)

1059.

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp

[k1r1t0's solution](#)

1060.

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

[k1r1t0's solution](#)

1061.

1514C

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

Quality: 18,286 global accepts · Rating: 1600 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory

[k1r1t0's solution](#)

1062.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, number theory

[k1r1t0's solution](#)

1063.

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,413 global accepts · Rating: 1600 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[k1r1t0's solution](#)

1064.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[k1r1t0's solution](#)

1065.

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,561 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[k1r1t0's solution](#)

1066.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,538 global accepts · Rating: 1600 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[k1r1t0's solution](#)

1067.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,105 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[k1r1t0's solution](#)

1068.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[k1r1t0's solution](#)

1069.

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[k1r1t0's solution](#)

1070.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[k1r1t0's solution](#)

1071.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,959 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp

[k1r1t0's solution](#)

1072.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[k1r1t0's solution](#)

1073.

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,240 global accepts · Rating: 1600 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[k1r1t0's solution](#)

1074.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[k1r1t0's solution](#)

1075.

1482C

[Basic Diplomacy](#) · [Tutorial](#)

Quality: 10,027 global accepts · Rating: 1600 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[k1r1t0's solution](#)

1076.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,606 global accepts · Rating: 1600 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[k1r1t0's solution](#)

1077.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[k1r1t0's solution](#)

1078.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,444 global accepts · Rating: 1600 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[k1r1t0's solution](#)

1079.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,616 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[k1r1t0's solution](#)

1080.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,254 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[k1r1t0's solution](#)

1081.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[k1r1t0's solution](#)

1082.

103994D

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

Rating: 1600 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

1083.

1956C

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

Quality: 15,147 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[k1r1t0's solution](#)

1084.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,717 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[k1r1t0's solution](#)

1085.

1928C

[Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,355 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[k1r1t0's solution](#)

1086.

1920C

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

Quality: 19,917 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[k1r1t0's solution](#)

1087.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,521 global accepts · Rating: 1600 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[k1r1t0's solution](#)

1088.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[k1r1t0's solution](#)

1089.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2023-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[k1r1t0's solution](#)

1090.

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

[k1r1t0's solution](#)

1091.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[k1r1t0's solution](#)

1092.

1795D

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

Quality: 13,069 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[k1r1t0's solution](#)

1093.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,124 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, strings

[k1r1t0's solution](#)

1094.

1787C

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

Quality: 8,272 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[k1r1t0's solution](#)

1095.

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[k1r1t0's solution](#)

1096.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,388 global accepts · Rating: 1600 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[k1r1t0's solution](#)

1097.

1604D

[Moderate Modular Mode](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[k1r1t0's solution](#)

1098.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[k1r1t0's solution](#)

1099.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,006 global accepts · Rating: 1600 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[k1r1t0's solution](#)

1100.

1753B

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

Quality: 14,994 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[k1r1t0's solution](#)

1101.

1529C

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

Rating: 1600 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[k1r1t0's solution](#)

1102.

11B

[Jumping Jack](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1600 · first AC: 2022-10-01 · C++17 (GCC 9-64) (first AC) · Tags: math

[k1r1t0's solution](#)

1103.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,259 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[k1r1t0's solution](#)

1104.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,084 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[k1r1t0's solution](#)**1105.**

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,597 global accepts · Rating: 1600 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[k1r1t0's solution](#)**1106.**

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,775 global accepts · Rating: 1600 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, trees

[k1r1t0's solution](#)**1107.**

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[k1r1t0's solution](#)**1108.**

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,472 global accepts · Rating: 1600 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[k1r1t0's solution](#)**1109.**

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,972 global accepts · Rating: 1600 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[k1r1t0's solution](#)**1110.**

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,119 global accepts · Rating: 1600 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[k1r1t0's solution](#)**1111.**

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[k1r1t0's solution](#)**1112.**

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[k1r1t0's solution](#)**1113.**

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, two pointers

[k1r1t0's solution](#)

1114.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,313 global accepts · Rating: 1600 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[k1r1t0's solution](#)

1115.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math
[k1r1t0's solution](#)

1116.

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,484 global accepts · Rating: 1700 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math
[k1r1t0's solution](#)

1117.

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,919 global accepts · Rating: 1700 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees
[k1r1t0's solution](#)

1118.

2201B

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

Quality: 4,949 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[k1r1t0's solution](#)

1119.

2201A2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,082 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[k1r1t0's solution](#)

1120.

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy
[k1r1t0's solution](#)

1121.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,856 global accepts · Rating: 1700 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force
[k1r1t0's solution](#)

1122.

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,009 global accepts · Rating: 1700 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, implementation
[k1r1t0's solution](#)

1123.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[k1r1t0's solution](#)

1124.

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 1700 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[k1r1t0's solution](#)

1125.

2163B

[Sigta Kymata](#) · [Tutorial](#)

Quality: 9,131 global accepts · Rating: 1700 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[k1r1t0's solution](#)

1126.

2044G1

[Medium Demon Problem \(easy version\)](#) · [Tutorial](#)

Quality: 7,315 global accepts · Rating: 1700 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees

[k1r1t0's solution](#)

1127.

2065G

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

Quality: 6,282 global accepts · Rating: 1700 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[k1r1t0's solution](#)

1128.

2065F

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

Quality: 7,093 global accepts · Rating: 1700 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[k1r1t0's solution](#)

1129.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[k1r1t0's solution](#)

1130.

2159A

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

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[k1r1t0's solution](#)

1131.

2152D

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

Quality: 6,747 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[k1r1t0's solution](#)

1132.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,048 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[k1r1t0's solution](#)

1133.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[k1r1t0's solution](#)

1134.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,339 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[k1r1t0's solution](#)

1135.

2132E

[Arithmetics Competition](#) · [Tutorial](#)

Quality: 7,593 global accepts · Rating: 1700 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search

[k1r1t0's solution](#)

1136.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[k1r1t0's solution](#)

1137.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,093 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[k1r1t0's solution](#)

1138.

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,759 global accepts · Rating: 1700 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[k1r1t0's solution](#)

1139.

2113C

[Smilo and Minecraft](#) · [Tutorial](#)

Quality: 7,974 global accepts · Rating: 1700 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[k1r1t0's solution](#)

1140.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[k1r1t0's solution](#)

1141.

2118D1

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

Quality: 8,454 global accepts · Rating: 1700 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[k1r1t0's solution](#)

1142.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,301 global accepts · Rating: 1700 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy

[k1r1t0's solution](#)

1143.

1677B

[Tokitsukaze and Meeting](#) · [Tutorial](#)

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[k1r1t0's solution](#)

1144.

938C

[Constructing Tests](#) · [Tutorial](#)

Quality: 3,470 global accepts · Rating: 1700 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms

[k1r1t0's solution](#)

1145.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[k1r1t0's solution](#)

1146.

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[k1r1t0's solution](#)

1147.

2104E

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

Quality: 8,090 global accepts · Rating: 1700 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, strings

[k1r1t0's solution](#)

1148.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[k1r1t0's solution](#)

1149.

2094G

[Chimpanzini Bananini](#) · [Tutorial](#)

Quality: 7,848 global accepts · Rating: 1700 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[k1r1t0's solution](#)

1150.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1700 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[k1r1t0's solution](#)

1151.

2089A

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

Quality: 7,192 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[k1r1t0's solution](#)

1152.

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,696 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[k1r1t0's solution](#)

1153.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[k1r1t0's solution](#)

1154.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[k1r1t0's solution](#)

1155.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[k1r1t0's solution](#)

1156.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2024-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[k1r1t0's solution](#)

1157.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[k1r1t0's solution](#)

1158.

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2024-12-21 · last AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[k1r1t0's solution](#)

1159.

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs

[k1r1t0's solution](#)

1160.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

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

[k1r1t0's solution](#)

1161.

2029C

[New Rating](#) · [Tutorial](#)

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

[k1r1t0's solution](#)

1162.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, interactive

[k1r1t0's solution](#)

1163.

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,714 global accepts · Rating: 1700 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[k1r1t0's solution](#)

1164.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[k1r1t0's solution](#)

1165.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[k1r1t0's solution](#)

1166.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[k1r1t0's solution](#)

1167.

2006A

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

Quality: 9,366 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[k1r1t0's solution](#)

1168.

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[k1r1t0's solution](#)

1169.

1982D

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

Quality: 9,764 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[k1r1t0's solution](#)

1170.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[k1r1t0's solution](#)

1171.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,497 global accepts · Rating: 1700 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[k1r1t0's solution](#)

1172.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1700 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[k1r1t0's solution](#)

1173.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math
[k1r1t0's solution](#)

1174.

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy
[k1r1t0's solution](#)

1175.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,302 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers
[k1r1t0's solution](#)

1176.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,073 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math
[k1r1t0's solution](#)

1177.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings
[k1r1t0's solution](#)

1178.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,006 global accepts · Rating: 1700 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs
[k1r1t0's solution](#)

1179.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math
[k1r1t0's solution](#)

1180.

1903D1

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

Quality: 7,145 global accepts · Rating: 1700 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy
[k1r1t0's solution](#)

1181.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers
[k1r1t0's solution](#)

1182.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,593 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[k1r1t0's solution](#)

1183.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1700 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[k1r1t0's solution](#)

1184.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[k1r1t0's solution](#)

1185.

1879D

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

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[k1r1t0's solution](#)

1186.

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,325 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[k1r1t0's solution](#)

1187.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[k1r1t0's solution](#)

1188.

1850H

[The Third Letter](#) · [Tutorial](#)

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

[k1r1t0's solution](#)

1189.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,540 global accepts · Rating: 1700 · first AC: 2023-07-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[k1r1t0's solution](#)

1190.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,563 global accepts · Rating: 1700 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[k1r1t0's solution](#)

1191.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[k1r1t0's solution](#)

1192.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,948 global accepts · Rating: 1700 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[k1r1t0's solution](#)

1193.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[k1r1t0's solution](#)

1194.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[k1r1t0's solution](#)

1195.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,295 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[k1r1t0's solution](#)

1196.

1779D

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

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

[k1r1t0's solution](#)

1197.

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[k1r1t0's solution](#)

1198.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,499 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[k1r1t0's solution](#)

1199.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,134 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[k1r1t0's solution](#)

1200.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[k1r1t0's solution](#)

1201.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,011 global accepts · Rating: 1700 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, divide and conquer, math

[k1r1t0's solution](#)

1202.

1111B

[Average Superhero Gang Power](#) · [Tutorial](#)

Quality: 6,515 global accepts · Rating: 1700 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[k1r1t0's solution](#)

1203.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2022-10-17 · last AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, probabilities

[k1r1t0's solution](#)

1204.

1462E2

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

Quality: 11,366 global accepts · Rating: 1700 · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[k1r1t0's solution](#)

1205.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[k1r1t0's solution](#)

1206.

1529D

[Kavi on Pairing Duty](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[k1r1t0's solution](#)

1207.

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,263 global accepts · Rating: 1700 · first AC: 2022-09-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[k1r1t0's solution](#)

1208.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,375 global accepts · Rating: 1700 · first AC: 2022-08-20 · last AC: 2022-08-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[k1r1t0's solution](#)

1209.

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,210 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math

[k1r1t0's solution](#)

1210.

1699C

[The Third Problem](#) · [Tutorial](#)

Quality: 10,721 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[k1r1t0's solution](#)

1211.

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,547 global accepts · Rating: 1700 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[k1r1t0's solution](#)

1212.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,622 global accepts · Rating: 1700 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[k1r1t0's solution](#)

1213.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,886 global accepts · Rating: 1700 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[k1r1t0's solution](#)

1214.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,161 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[k1r1t0's solution](#)

1215.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,053 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[k1r1t0's solution](#)

1216.

1694D

[Fake Plastic Trees](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[k1r1t0's solution](#)

1217.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, strings

[k1r1t0's solution](#)

1218.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[k1r1t0's solution](#)

1219.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[k1r1t0's solution](#)

1220.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[k1r1t0's solution](#)

1221.

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[k1r1t0's solution](#)

1222.

1611E1

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

Quality: 8,375 global accepts · Rating: 1700 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[k1r1t0's solution](#)

1223.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,944 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[k1r1t0's solution](#)

1224.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,809 global accepts · Rating: 1700 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[k1r1t0's solution](#)

1225.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1800 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[k1r1t0's solution](#)

1226.

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1800 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[k1r1t0's solution](#)

1227.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,754 global accepts · Rating: 1800 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[k1r1t0's solution](#)

1228.

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,671 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, greedy

[k1r1t0's solution](#)

1229.

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 1800 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[k1r1t0's solution](#)

1230.

2208D1

[Tree Orientation \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,198 global accepts · Rating: 1800 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

[k1r1t0's solution](#)

1231.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math

[k1r1t0's solution](#)

1232.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1800 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[k1r1t0's solution](#)

1233.

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,285 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[k1r1t0's solution](#)

1234.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 1800 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[k1r1t0's solution](#)

1235.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,963 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers

[k1r1t0's solution](#)

1236.

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: 1800 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[k1r1t0's solution](#)

1237.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[k1r1t0's solution](#)

1238.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[k1r1t0's solution](#)

1239.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,661 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[k1r1t0's solution](#)

1240.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings, two pointers

[k1r1t0's solution](#)

1241.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[k1r1t0's solution](#)

1242.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[k1r1t0's solution](#)

1243.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[k1r1t0's solution](#)

1244.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,485 global accepts · Rating: 1800 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[k1r1t0's solution](#)

1245.

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,930 global accepts · Rating: 1800 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, trees

[k1r1t0's solution](#)

1246.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[k1r1t0's solution](#)

1247.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[k1r1t0's solution](#)

1248.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[k1r1t0's solution](#)

1249.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,931 global accepts · Rating: 1800 · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[k1r1t0's solution](#)

1250.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,421 global accepts · Rating: 1800 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[k1r1t0's solution](#)

1251.

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1800 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp

[k1r1t0's solution](#)

1252.

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[k1r1t0's solution](#)

1253.

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1800 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities

[k1r1t0's solution](#)

1254.

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,693 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[k1r1t0's solution](#)

1255.

2069D

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

Quality: 7,047 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[k1r1t0's solution](#)

1256.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1800 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[k1r1t0's solution](#)

1257.

103433D

[Similar Arrays](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

1258.

2039C2

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

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

[k1r1t0's solution](#)

1259.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[k1r1t0's solution](#)

1260.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[k1r1t0's solution](#)

1261.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[k1r1t0's solution](#)

1262.

2035D

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

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

[k1r1t0's solution](#)

1263.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[k1r1t0's solution](#)

1264.

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,410 global accepts · Rating: 1800 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[k1r1t0's solution](#)

1265.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,680 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[k1r1t0's solution](#)

1266.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[k1r1t0's solution](#)

1267.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[k1r1t0's solution](#)

1268.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,718 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[k1r1t0's solution](#)

1269.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[k1r1t0's solution](#)

1270.

1981C

[Turtle and an Incomplete Sequence](#) · [Tutorial](#)

Quality: 6,340 global accepts · Rating: 1800 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[k1r1t0's solution](#)

1271.

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms,

greedy, number theory

[k1r1t0's solution](#)

1272.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,078 global accepts · Rating: 1800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[k1r1t0's solution](#)

1273.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,713 global accepts · Rating: 1800 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, math, schedules

[k1r1t0's solution](#)

1274.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,670 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[k1r1t0's solution](#)

1275.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[k1r1t0's solution](#)

1276.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[k1r1t0's solution](#)

1277.

1870D

[Prefix Purchase](#) · [Tutorial](#)

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

[k1r1t0's solution](#)

1278.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[k1r1t0's solution](#)

1279.

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,617 global accepts · Rating: 1800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[k1r1t0's solution](#)

1280.

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[k1r1t0's solution](#)

1281.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[k1r1t0's solution](#)

1282.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[k1r1t0's solution](#)

1283.

1846F

[Rudolph and Mimic](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[k1r1t0's solution](#)

1284.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,009 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[k1r1t0's solution](#)

1285.

1768D

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

Quality: 9,005 global accepts · Rating: 1800 · first AC: 2023-01-05 · last AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[k1r1t0's solution](#)

1286.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,059 global accepts · Rating: 1800 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, strings

[k1r1t0's solution](#)

1287.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[k1r1t0's solution](#)

1288.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-10-29 · last AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[k1r1t0's solution](#)

1289.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities, trees

[k1r1t0's solution](#)

1290.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[k1r1t0's solution](#)

1291.

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[k1r1t0's solution](#)

1292.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[k1r1t0's solution](#)

1293.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,307 global accepts · Rating: 1800 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: dp

[k1r1t0's solution](#)

1294.

1732C1

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

Quality: 7,570 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[k1r1t0's solution](#)

1295.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 1800 · first AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings

[k1r1t0's solution](#)

1296.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[k1r1t0's solution](#)

1297.

300C

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

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2022-09-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics

[k1r1t0's solution](#)

1298.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[k1r1t0's solution](#)

1299.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-27 · last AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[k1r1t0's solution](#)

1300.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[k1r1t0's solution](#)

1301.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[k1r1t0's solution](#)

1302.

478C

[Table Decorations](#) · [Tutorial](#)

Quality: 20,591 global accepts · Rating: 1800 · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[k1r1t0's solution](#)

1303.

1398D

[Colored Rectangles](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1800 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[k1r1t0's solution](#)

1304.

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,278 global accepts · Rating: 1800 · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, implementation

[k1r1t0's solution](#)

1305.

2217D

[Flip the Bit \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 1900 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[k1r1t0's solution](#)

1306.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[k1r1t0's solution](#)

1307.

1980F1

[Field Division \(easy version\)](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 1900 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, sortings

[k1r1t0's solution](#)

1308.

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[k1r1t0's solution](#)

1309.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,254 global accepts · Rating: 1900 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[k1r1t0's solution](#)

1310.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[k1r1t0's solution](#)

1311.

2073A

[Control Towers](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

1312.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,968 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[k1r1t0's solution](#)

1313.

2173D

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

Quality: 3,638 global accepts · Rating: 1900 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[k1r1t0's solution](#)

1314.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,536 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

[k1r1t0's solution](#)

1315.

2044G2

[Medium Demon Problem \(hard version\)](#) · [Tutorial](#)

Quality: 3,824 global accepts · Rating: 1900 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[k1r1t0's solution](#)

1316.

2044F

[Easy Demon Problem](#) · [Tutorial](#)

Quality: 6,043 global accepts · Rating: 1900 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[k1r1t0's solution](#)

1317.

2148G

[Farmer John's Last Wish](#) · [Tutorial](#)

Quality: 4,191 global accepts · Rating: 1900 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, number theory

[k1r1t0's solution](#)

1318.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[k1r1t0's solution](#)

1319.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,330 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[k1r1t0's solution](#)

1320.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[k1r1t0's solution](#)

1321.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[k1r1t0's solution](#)

1322.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[k1r1t0's solution](#)

1323.

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings

[k1r1t0's solution](#)

1324.

2111E

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

Quality: 5,407 global accepts · Rating: 1900 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[k1r1t0's solution](#)

1325.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,619 global accepts · Rating: 1900 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[k1r1t0's solution](#)

1326.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,185 global accepts · Rating: 1900 · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, trees

[k1r1t0's solution](#)

1327.

2094H

[La Vaca Saturno Saturnita](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1900 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math, number theory

[k1r1t0's solution](#)

1328.

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[k1r1t0's solution](#)

1329.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[k1r1t0's solution](#)

1330.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1900 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[k1r1t0's solution](#)

1331.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 1900 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[k1r1t0's solution](#)

1332.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[k1r1t0's solution](#)

1333.

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[k1r1t0's solution](#)

1334.

1439A2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[k1r1t0's solution](#)

1335.

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[k1r1t0's solution](#)

1336.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[k1r1t0's solution](#)

1337.

2052E

[Expression Correction](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2024-12-16 · PyPy 3-64 (first AC) · Tags: brute force, expression parsing, strings

[k1r1t0's solution](#)

1338.

103433B

[LaTeX Expert](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

1339.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[k1r1t0's solution](#)

1340.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[k1r1t0's solution](#)

1341.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[k1r1t0's solution](#)

1342.

1482D

[Playlist](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1900 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, implementation, shortest paths

[k1r1t0's solution](#)

1343.

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[k1r1t0's solution](#)

1344.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[k1r1t0's solution](#)

1345.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[k1r1t0's solution](#)

1346.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[k1r1t0's solution](#)

1347.

2022D1

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

Quality: 4,017 global accepts · Rating: 1900 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[k1r1t0's solution](#)

1348.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[k1r1t0's solution](#)

1349.

2013D

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

Quality: 7,470 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[k1r1t0's solution](#)

1350.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[k1r1t0's solution](#)

1351.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[k1r1t0's solution](#)**1352.**

1998C

[Perform Operations to Maximize Score · Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[k1r1t0's solution](#)**1353.**

1991E

[Coloring Game · Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[k1r1t0's solution](#)**1354.**

1991D

[Prime XOR Coloring · Tutorial](#)

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

[k1r1t0's solution](#)**1355.**

1994D

[Funny Game · Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[k1r1t0's solution](#)**1356.**

1955G

[GCD on a grid · Tutorial](#)

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

[k1r1t0's solution](#)**1357.**

1946D

[Birthday Gift · Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[k1r1t0's solution](#)**1358.**

1945F

[Kirill and Mushrooms · Tutorial](#)

Quality: 5,103 global accepts · Rating: 1900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[k1r1t0's solution](#)**1359.**

1929D

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

Quality: 5,758 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[k1r1t0's solution](#)**1360.**

1928D

[Lonely Mountain Dungeons · Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[k1r1t0's solution](#)

1361.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,493 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[k1r1t0's solution](#)

1362.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[k1r1t0's solution](#)

1363.

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[k1r1t0's solution](#)

1364.

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[k1r1t0's solution](#)

1365.

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[k1r1t0's solution](#)

1366.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,631 global accepts · Rating: 1900 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[k1r1t0's solution](#)

1367.

1899G

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

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[k1r1t0's solution](#)

1368.

104730E

[Time Travel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[k1r1t0's solution](#)

1369.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[k1r1t0's solution](#)

1370.

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[k1r1t0's solution](#)

1371.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths
[k1r1t0's solution](#)

1372.

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings
[k1r1t0's solution](#)

1373.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees
[k1r1t0's solution](#)

1374.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2023-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive
[k1r1t0's solution](#)

1375.

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[k1r1t0's solution](#)

1376.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings
[k1r1t0's solution](#)

1377.

1794D

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

Quality: 4,485 global accepts · Rating: 1900 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory
[k1r1t0's solution](#)

1378.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[k1r1t0's solution](#)

1379.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings
[k1r1t0's solution](#)

1380.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math
[k1r1t0's solution](#)

1381.

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2023-05-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, strings

[k1r1t0's solution](#)

1382.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,100 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[k1r1t0's solution](#)

1383.

1823D

[Unique Palindromes](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, strings

[k1r1t0's solution](#)

1384.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[k1r1t0's solution](#)

1385.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[k1r1t0's solution](#)

1386.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,688 global accepts · Rating: 1900 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[k1r1t0's solution](#)

1387.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-04 · last AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[k1r1t0's solution](#)

1388.

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[k1r1t0's solution](#)

1389.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,364 global accepts · Rating: 1900 · first AC: 2022-10-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[k1r1t0's solution](#)

1390.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[k1r1t0's solution](#)

1391.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2022-09-26 · last AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[k1r1t0's solution](#)

1392.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[k1r1t0's solution](#)

1393.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,236 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[k1r1t0's solution](#)

1394.

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2022-09-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[k1r1t0's solution](#)

1395.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1900 · first AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[k1r1t0's solution](#)

1396.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 1900 · first AC: 2022-08-21 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[k1r1t0's solution](#)

1397.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[k1r1t0's solution](#)

1398.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,876 global accepts · Rating: 1900 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[k1r1t0's solution](#)

1399.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,993 global accepts · Rating: 1900 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, math

[k1r1t0's solution](#)

1400.

1611E2

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

Quality: 4,314 global accepts · Rating: 1900 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[k1r1t0's solution](#)

1401.

2215B

[RReeppeettiittioonn](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2000 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, math, number theory

[k1r1t0's solution](#)

1402.

2217E

[Definitely Larger](#) · [Tutorial](#)

Quality: 2,068 global accepts · Rating: 2000 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings

[k1r1t0's solution](#)

1403.

2194E

[The Turtle Strikes Back](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2000 · first AC: 2026-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, implementation

[k1r1t0's solution](#)

1404.

2201C

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

Quality: 1,988 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy

[k1r1t0's solution](#)

1405.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

[k1r1t0's solution](#)

1406.

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, matrices

[k1r1t0's solution](#)

1407.

689E

[Mike and Geometry Problem](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2000 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation

[k1r1t0's solution](#)

1408.

2178E

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

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

[k1r1t0's solution](#)

1409.

2181D

[Doorway](#) · [Tutorial](#)

Quality: 1,357 global accepts · Rating: 2000 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings

[k1r1t0's solution](#)

1410.

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

1411.

2158D

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

Quality: 3,283 global accepts · Rating: 2000 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings

[k1r1t0's solution](#)

1412.

2171G

[Sakura Adachi and Optimal Sequences](#) · [Tutorial](#)

Quality: 2,324 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, greedy, math

[k1r1t0's solution](#)

1413.

2171E

[Anisphia Wynn Palettia and Good Permutations](#) · [Tutorial](#)

Quality: 3,652 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, number theory

[k1r1t0's solution](#)

1414.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,519 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[k1r1t0's solution](#)

1415.

2154C2

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

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[k1r1t0's solution](#)

1416.

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,888 global accepts · Rating: 2000 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[k1r1t0's solution](#)

1417.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[k1r1t0's solution](#)

1418.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,885 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[k1r1t0's solution](#)

1419.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[k1r1t0's solution](#)

1420.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,504 global accepts · Rating: 2000 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs

and similar, dp, math, number theory, sortings

[k1r1t0's solution](#)

1421.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation

[k1r1t0's solution](#)

1422.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,964 global accepts · Rating: 2000 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, shortest paths

[k1r1t0's solution](#)

1423.

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,600 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[k1r1t0's solution](#)

1424.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities

[k1r1t0's solution](#)

1425.

2062E1

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

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

[k1r1t0's solution](#)

1426.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dp

[k1r1t0's solution](#)

1427.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[k1r1t0's solution](#)

1428.

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[k1r1t0's solution](#)

1429.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[k1r1t0's solution](#)

1430.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2024-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[k1r1t0's solution](#)

1431.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[k1r1t0's solution](#)

1432.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[k1r1t0's solution](#)

1433.

103433I

[Minimal Product](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

1434.

103433L

[Berland University](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

1435.

103433K

[Right Expansion Of The Mind](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

1436.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[k1r1t0's solution](#)

1437.

1588B

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

Rating: 2000 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[k1r1t0's solution](#)

1438.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[k1r1t0's solution](#)

1439.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[k1r1t0's solution](#)

1440.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[k1r1t0's solution](#)

1441.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[k1r1t0's solution](#)

1442.

1984D

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

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

[k1r1t0's solution](#)

1443.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,787 global accepts · Rating: 2000 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[k1r1t0's solution](#)

1444.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[k1r1t0's solution](#)

1445.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[k1r1t0's solution](#)

1446.

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[k1r1t0's solution](#)

1447.

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[k1r1t0's solution](#)

1448.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,511 global accepts · Rating: 2000 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math

[k1r1t0's solution](#)

1449.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 2000 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[k1r1t0's solution](#)

1450.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[k1r1t0's solution](#)

1451.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,485 global accepts · Rating: 2000 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[k1r1t0's solution](#)

1452.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[k1r1t0's solution](#)

1453.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[k1r1t0's solution](#)

1454.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,455 global accepts · Rating: 2000 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings

[k1r1t0's solution](#)

1455.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[k1r1t0's solution](#)

1456.

1359E

[Modular Stability](#) · [Tutorial](#)

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2022-09-17 · last AC: 2023-06-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[k1r1t0's solution](#)

1457.

1828D1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy

[k1r1t0's solution](#)

1458.

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[k1r1t0's solution](#)

1459.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[k1r1t0's solution](#)

1460.

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,142 global accepts · Rating: 2000 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: dp

[k1r1t0's solution](#)

1461.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-02-28 · last AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[k1r1t0's solution](#)

1462.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · last AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[k1r1t0's solution](#)

1463.

1753C

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

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[k1r1t0's solution](#)

1464.

1816D

[Sum Graph](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[k1r1t0's solution](#)

1465.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[k1r1t0's solution](#)

1466.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,655 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[k1r1t0's solution](#)

1467.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[k1r1t0's solution](#)

1468.

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[k1r1t0's solution](#)

1469.

1248D1

[The World Is Just a Programming Task \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[k1r1t0's solution](#)

1470.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,919 global accepts · Rating: 2000 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[k1r1t0's solution](#)

1471.

1619F

[Let's Play the Hat? · Tutorial](#)

Quality: 2,339 global accepts · Rating: 2000 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[k1r1t0's solution](#)

1472.

1370D

[Odd-Even Subsequence · Tutorial](#)

Quality: 10,927 global accepts · Rating: 2000 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[k1r1t0's solution](#)

1473.

1426F

[Number of Subsequences · Tutorial](#)

Quality: 6,162 global accepts · Rating: 2000 · first AC: 2022-09-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, strings

[k1r1t0's solution](#)

1474.

1454E

[Number of Simple Paths · Tutorial](#)

Quality: 6,616 global accepts · Rating: 2000 · first AC: 2022-09-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[k1r1t0's solution](#)

1475.

1682D

[Circular Spanning Tree · Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees

[k1r1t0's solution](#)

1476.

2205E

[Simons and Dividing the Rhythm · Tutorial](#)

Quality: 1,571 global accepts · Rating: 2100 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings

[k1r1t0's solution](#)

1477.

2192E

[Swap to Rearrange · Tutorial](#)

Quality: 2,079 global accepts · Rating: 2100 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings

[k1r1t0's solution](#)

1478.

2210D

[A Simple RBS Problem · Tutorial](#)

Quality: 2,031 global accepts · Rating: 2100 · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings, trees

[k1r1t0's solution](#)

1479.

2210C2

[A Simple GCD Problem \(Hard Version\) · Tutorial](#)

Quality: 2,147 global accepts · Rating: 2100 · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory

[k1r1t0's solution](#)

1480.

2207E1

[N-MEX \(Constructive Version\) · Tutorial](#)

Quality: 1,661 global accepts · Rating: 2100 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[k1r1t0's solution](#)

1481.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[k1r1t0's solution](#)

1482.

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[k1r1t0's solution](#)

1483.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,852 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[k1r1t0's solution](#)

1484.

2183D2

[Tree Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[k1r1t0's solution](#)

1485.

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,471 global accepts · Rating: 2100 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[k1r1t0's solution](#)

1486.

2169D2

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

Quality: 2,271 global accepts · Rating: 2100 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[k1r1t0's solution](#)

1487.

2163D1

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

Quality: 2,730 global accepts · Rating: 2100 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[k1r1t0's solution](#)

1488.

2044H

[Hard Demon Problem](#) · [Tutorial](#)

Quality: 2,584 global accepts · Rating: 2100 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math

[k1r1t0's solution](#)

1489.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[k1r1t0's solution](#)

1490.

2162F

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

Quality: 2,914 global accepts · Rating: 2100 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[k1r1t0's solution](#)

1491.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers
[k1r1t0's solution](#)

1492.

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings
[k1r1t0's solution](#)

1493.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math
[k1r1t0's solution](#)

1494.

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,654 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[k1r1t0's solution](#)

1495.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math
[k1r1t0's solution](#)

1496.

2132F

[Rada and the Chamomile Valley](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths
[k1r1t0's solution](#)

1497.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees
[k1r1t0's solution](#)

1498.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[k1r1t0's solution](#)

1499.

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings
[k1r1t0's solution](#)

1500.

1667B

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

Quality: 4,320 global accepts · Rating: 2100 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[k1r1t0's solution](#)

1501.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[k1r1t0's solution](#)

1502.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math
[k1r1t0's solution](#)

1503.

2115B

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

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees
[k1r1t0's solution](#)

1504.

1499D

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

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory
[k1r1t0's solution](#)

1505.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees
[k1r1t0's solution](#)

1506.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,842 global accepts · Rating: 2100 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math
[k1r1t0's solution](#)

1507.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, ternary search
[k1r1t0's solution](#)

1508.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search
[k1r1t0's solution](#)

1509.

2061F1

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

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[k1r1t0's solution](#)

1510.

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,670 global accepts · Rating: 2100 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[k1r1t0's solution](#)

1511.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2100 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics

[k1r1t0's solution](#)

1512.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2100 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[k1r1t0's solution](#)

1513.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, math

[k1r1t0's solution](#)

1514.

2029E

[Common Generator](#) · [Tutorial](#)

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

[k1r1t0's solution](#)

1515.

1482E

[Skyline Photo](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2100 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp

[k1r1t0's solution](#)

1516.

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math

[k1r1t0's solution](#)

1517.

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[k1r1t0's solution](#)

1518.

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,095 global accepts · Rating: 2100 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[k1r1t0's solution](#)

1519.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,875 global accepts · Rating: 2100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[k1r1t0's solution](#)

1520.

1942D

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

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[k1r1t0's solution](#)

1521.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[k1r1t0's solution](#)

1522.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[k1r1t0's solution](#)

1523.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[k1r1t0's solution](#)

1524.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[k1r1t0's solution](#)

1525.

1920E

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[k1r1t0's solution](#)

1526.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,568 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[k1r1t0's solution](#)

1527.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[k1r1t0's solution](#)

1528.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[k1r1t0's solution](#)

1529.

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,751 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[k1r1t0's solution](#)

1530.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[k1r1t0's solution](#)

1531.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2023-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp

[k1r1t0's solution](#)

1532.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[k1r1t0's solution](#)

1533.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,706 global accepts · Rating: 2100 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings

[k1r1t0's solution](#)

1534.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,698 global accepts · Rating: 2100 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[k1r1t0's solution](#)

1535.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2023-02-01 · last AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[k1r1t0's solution](#)

1536.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[k1r1t0's solution](#)

1537.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[k1r1t0's solution](#)

1538.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,590 global accepts · Rating: 2100 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[k1r1t0's solution](#)

1539.

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,895 global accepts · Rating: 2100 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy, math

[k1r1t0's solution](#)

1540.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[k1r1t0's solution](#)

1541.

1450C1

[Erich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[k1r1t0's solution](#)

1542.

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[k1r1t0's solution](#)

1543.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[k1r1t0's solution](#)

1544.

190E

[Counter Attack](#) · [Tutorial](#)

Quality: 1,740 global accepts · Rating: 2100 · first AC: 2022-09-26 · last AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, hashing, sortings

[k1r1t0's solution](#)

1545.

920E

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

Quality: 7,747 global accepts · Rating: 2100 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[k1r1t0's solution](#)

1546.

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory

[k1r1t0's solution](#)

1547.

2215C

[Oriented Journey](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2200 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, communication, constructive algorithms, graphs, interactive, trees

[k1r1t0's solution](#)

1548.

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2200 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers

[k1r1t0's solution](#)

1549.

2208D2

[Tree Orientation \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,834 global accepts · Rating: 2200 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[k1r1t0's solution](#)

1550.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2200 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[k1r1t0's solution](#)

1551.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[k1r1t0's solution](#)

1552.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[k1r1t0's solution](#)

1553.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[k1r1t0's solution](#)

1554.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[k1r1t0's solution](#)

1555.

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2200 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

1556.

2173E

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

Quality: 1,536 global accepts · Rating: 2200 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[k1r1t0's solution](#)

1557.

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,972 global accepts · Rating: 2200 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[k1r1t0's solution](#)

1558.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, probabilities, trees

[k1r1t0's solution](#)

1559.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math
[k1r1t0's solution](#)

1560.

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,108 global accepts · Rating: 2200 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp
[k1r1t0's solution](#)

1561.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2200 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory
[k1r1t0's solution](#)

1562.

2118D2

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

Quality: 2,497 global accepts · Rating: 2200 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory
[k1r1t0's solution](#)

1563.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees
[k1r1t0's solution](#)

1564.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings, two pointers
[k1r1t0's solution](#)

1565.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers
[k1r1t0's solution](#)

1566.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees
[k1r1t0's solution](#)

1567.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings
[k1r1t0's solution](#)

1568.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, sortings
[k1r1t0's solution](#)

1569.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[k1r1t0's solution](#)

1570.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[k1r1t0's solution](#)

1571.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, strings

[k1r1t0's solution](#)

1572.

2034E

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

Quality: 2,018 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[k1r1t0's solution](#)

1573.

2039E

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

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

[k1r1t0's solution](#)

1574.

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[k1r1t0's solution](#)

1575.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[k1r1t0's solution](#)

1576.

2018D

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

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

[k1r1t0's solution](#)

1577.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[k1r1t0's solution](#)

1578.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[k1r1t0's solution](#)

1579.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[k1r1t0's solution](#)

1580.

1991F

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

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[k1r1t0's solution](#)

1581.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[k1r1t0's solution](#)

1582.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2200 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[k1r1t0's solution](#)

1583.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[k1r1t0's solution](#)

1584.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[k1r1t0's solution](#)

1585.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[k1r1t0's solution](#)

1586.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[k1r1t0's solution](#)

1587.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[k1r1t0's solution](#)

1588.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[k1r1t0's solution](#)

1589.

1808E1

[Minibuses on Venus \(easy version\) · Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[k1r1t0's solution](#)

1590.

1867E2

[Salyg1n and Array \(hard version\) · Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive

[k1r1t0's solution](#)

1591.

617E

[XOR and Favorite Number · Tutorial](#)

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2023-09-03 · last AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[k1r1t0's solution](#)

1592.

1486E

[Paired Payment · Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2023-08-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[k1r1t0's solution](#)

1593.

1641C

[Anonymity Is Important · Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[k1r1t0's solution](#)

1594.

1854B

[Earn or Unlock · Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[k1r1t0's solution](#)

1595.

1848D

[Vika and Bonuses · Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search

[k1r1t0's solution](#)

1596.

1840G1

[In Search of Truth \(Easy Version\) · Tutorial](#)

Quality: 2,795 global accepts · Rating: 2200 · first AC: 2023-06-28 · last AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[k1r1t0's solution](#)

1597.

1178F1

[Short Colorful Strip · Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp

[k1r1t0's solution](#)

1598.

1407D

[Discrete Centrifugal Jumps · Tutorial](#)

Quality: 5,704 global accepts · Rating: 2200 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graphs

[k1r1t0's solution](#)

1599.

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[k1r1t0's solution](#)

1600.

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[k1r1t0's solution](#)

1601.

1117E

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

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[k1r1t0's solution](#)

1602.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[k1r1t0's solution](#)

1603.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2023-06-17 · last AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[k1r1t0's solution](#)

1604.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[k1r1t0's solution](#)

1605.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[k1r1t0's solution](#)

1606.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[k1r1t0's solution](#)

1607.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, trees

[k1r1t0's solution](#)

1608.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,804 global accepts · Rating: 2200 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[k1r1t0's solution](#)

1609.

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp
[k1r1t0's solution](#)

1610.

301D

[Yaroslav and Divisors](#) · [Tutorial](#)

Quality: 3,022 global accepts · Rating: 2200 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[k1r1t0's solution](#)

1611.

1816E

[Between](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[k1r1t0's solution](#)

1612.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 2200 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures
[k1r1t0's solution](#)

1613.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, sortings
[k1r1t0's solution](#)

1614.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math
[k1r1t0's solution](#)

1615.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2200 · first AC: 2023-02-09 · last AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp
[k1r1t0's solution](#)

1616.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-10-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees
[k1r1t0's solution](#)

1617.

1730D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings, two pointers
[k1r1t0's solution](#)

1618.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2022-09-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory
[k1r1t0's solution](#)

1619.

2217F

[Interval Game](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2300 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities

[k1r1t0's solution](#)

1620.

2194F1

[Again Trees... \(Easy Version\)](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2300 · first AC: 2026-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, trees

[k1r1t0's solution](#)

1621.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[k1r1t0's solution](#)

1622.

1584E

[Game with Stones](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2300 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, games, greedy

[k1r1t0's solution](#)

1623.

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[k1r1t0's solution](#)

1624.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[k1r1t0's solution](#)

1625.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[k1r1t0's solution](#)

1626.

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2300 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, probabilities

[k1r1t0's solution](#)

1627.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[k1r1t0's solution](#)

1628.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graph matchings, math

[k1r1t0's solution](#)

1629.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[k1r1t0's solution](#)

1630.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[k1r1t0's solution](#)

1631.

713C

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

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings

[k1r1t0's solution](#)

1632.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[k1r1t0's solution](#)

1633.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[k1r1t0's solution](#)

1634.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[k1r1t0's solution](#)

1635.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[k1r1t0's solution](#)

1636.

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2300 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[k1r1t0's solution](#)

1637.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[k1r1t0's solution](#)

1638.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

greedy, sortings, strings

[k1r1t0's solution](#)

1639.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[k1r1t0's solution](#)

1640.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[k1r1t0's solution](#)

1641.

2057E1

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[k1r1t0's solution](#)

1642.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

[k1r1t0's solution](#)

1643.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[k1r1t0's solution](#)

1644.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[k1r1t0's solution](#)

1645.

103433E

[Horseback Riding](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

1646.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[k1r1t0's solution](#)

1647.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[k1r1t0's solution](#)

1648.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, geometry, math, number

theory

[k1r1t0's solution](#)

1649.

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[k1r1t0's solution](#)

1650.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[k1r1t0's solution](#)

1651.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[k1r1t0's solution](#)

1652.

2006C

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

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

[k1r1t0's solution](#)

1653.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[k1r1t0's solution](#)

1654.

2002D2

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

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

[k1r1t0's solution](#)

1655.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[k1r1t0's solution](#)

1656.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[k1r1t0's solution](#)

1657.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[k1r1t0's solution](#)

1658.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[k1r1t0's solution](#)

1659.

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[k1r1t0's solution](#)

1660.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[k1r1t0's solution](#)

1661.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[k1r1t0's solution](#)

1662.

1929E

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

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[k1r1t0's solution](#)

1663.

1929F

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

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[k1r1t0's solution](#)

1664.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[k1r1t0's solution](#)

1665.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: graphs, hashing, math, number theory

[k1r1t0's solution](#)

1666.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · last AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[k1r1t0's solution](#)

1667.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[k1r1t0's solution](#)

1668.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, math

[k1r1t0's solution](#)

1669.

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[k1r1t0's solution](#)

1670.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[k1r1t0's solution](#)

1671.

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

[k1r1t0's solution](#)

1672.

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, probabilities

[k1r1t0's solution](#)

1673.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[k1r1t0's solution](#)

1674.

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[k1r1t0's solution](#)

1675.

1798E

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

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[k1r1t0's solution](#)

1676.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 2300 · first AC: 2023-06-22 · last AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, fft, math

[k1r1t0's solution](#)

1677.

212B

[Polycarpus is Looking for Good Substrings](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2300 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, hashing, implementation

[k1r1t0's solution](#)

1678.

830C

[Bamboo Partition](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2300 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory, sortings, two pointers

[k1r1t0's solution](#)

1679.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,772 global accepts · Rating: 2300 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[k1r1t0's solution](#)

1680.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-05 · last AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[k1r1t0's solution](#)

1681.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[k1r1t0's solution](#)

1682.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[k1r1t0's solution](#)

1683.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,315 global accepts · Rating: 2300 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[k1r1t0's solution](#)

1684.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[k1r1t0's solution](#)

1685.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[k1r1t0's solution](#)

1686.

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[k1r1t0's solution](#)

1687.

1600F

[Party Organization](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2300 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, probabilities

[k1r1t0's solution](#)

1688.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2022-10-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[k1r1t0's solution](#)

1689.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[k1r1t0's solution](#)

1690.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, two pointers

[k1r1t0's solution](#)

1691.

2211F

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

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[k1r1t0's solution](#)

1692.

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2400 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[k1r1t0's solution](#)

1693.

2181G

[Greta's Game](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, math

[k1r1t0's solution](#)

1694.

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

1695.

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[k1r1t0's solution](#)

1696.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,291 global accepts · Rating: 2400 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[k1r1t0's solution](#)

1697.

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2400 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[k1r1t0's solution](#)

1698.

796E

[Exam Cheating](#) · [Tutorial](#)

Quality: 733 global accepts · Rating: 2400 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[k1r1t0's solution](#)

1699.

2161E

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

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[k1r1t0's solution](#)

1700.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · last AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[k1r1t0's solution](#)

1701.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[k1r1t0's solution](#)

1702.

1392F

[Omkar and Landslide](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[k1r1t0's solution](#)

1703.

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[k1r1t0's solution](#)

1704.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2023-06-20 · last AC: 2025-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[k1r1t0's solution](#)

1705.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, matrices

[k1r1t0's solution](#)

1706.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2023-06-24 · last AC: 2025-06-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[k1r1t0's solution](#)

1707.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[k1r1t0's solution](#)

1708.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[k1r1t0's solution](#)**1709.**

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[k1r1t0's solution](#)**1710.**

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[k1r1t0's solution](#)**1711.**

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2023-06-30 · last AC: 2025-06-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[k1r1t0's solution](#)**1712.**

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, strings

[k1r1t0's solution](#)**1713.**

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[k1r1t0's solution](#)**1714.**

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[k1r1t0's solution](#)**1715.**

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[k1r1t0's solution](#)**1716.**

2066D1

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

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[k1r1t0's solution](#)**1717.**

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[k1r1t0's solution](#)

1718.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[k1r1t0's solution](#)

1719.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[k1r1t0's solution](#)

1720.

103433C

[New Year Presents](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

1721.

1482F

[Useful Edges](#) · [Tutorial](#)

Quality: 1,761 global accepts · Rating: 2400 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[k1r1t0's solution](#)

1722.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math

[k1r1t0's solution](#)

1723.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 2400 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[k1r1t0's solution](#)

1724.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, number theory

[k1r1t0's solution](#)

1725.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[k1r1t0's solution](#)

1726.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[k1r1t0's solution](#)

1727.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[k1r1t0's solution](#)

1728.

2001E1

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

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

[k1r1t0's solution](#)

1729.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[k1r1t0's solution](#)

1730.

103994C

[The Beach](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

1731.

1984E

[Shuffle](#) · [Tutorial](#)

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

[k1r1t0's solution](#)

1732.

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2400 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[k1r1t0's solution](#)

1733.

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

[k1r1t0's solution](#)

1734.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[k1r1t0's solution](#)

1735.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[k1r1t0's solution](#)

1736.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[k1r1t0's solution](#)

1737.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2400 · first AC: 2023-12-19 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[k1r1t0's solution](#)

1738.

104730C

[Minimum Array](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[k1r1t0's solution](#)

1739.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[k1r1t0's solution](#)

1740.

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[k1r1t0's solution](#)

1741.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[k1r1t0's solution](#)

1742.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[k1r1t0's solution](#)

1743.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[k1r1t0's solution](#)

1744.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[k1r1t0's solution](#)

1745.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, implementation, sortings

[k1r1t0's solution](#)

1746.

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees

[k1r1t0's solution](#)

1747.

1828D2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[k1r1t0's solution](#)

1748.

1004E

[Sonya and Ice Cream](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees

[k1r1t0's solution](#)

1749.

1736C2

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

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[k1r1t0's solution](#)

1750.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[k1r1t0's solution](#)

1751.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings

[k1r1t0's solution](#)

1752.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[k1r1t0's solution](#)

1753.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[k1r1t0's solution](#)

1754.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[k1r1t0's solution](#)

1755.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[k1r1t0's solution](#)

1756.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[k1r1t0's solution](#)

1757.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[k1r1t0's solution](#)

1758.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[k1r1t0's solution](#)

1759.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-05-02 · last AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[k1r1t0's solution](#)

1760.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[k1r1t0's solution](#)

1761.

1083E

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

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2023-02-22 · last AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[k1r1t0's solution](#)

1762.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[k1r1t0's solution](#)

1763.

1732D2

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

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[k1r1t0's solution](#)

1764.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[k1r1t0's solution](#)

1765.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[k1r1t0's solution](#)

1766.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,009 global accepts · Rating: 2500 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[k1r1t0's solution](#)

1767.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[k1r1t0's solution](#)

1768.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[k1r1t0's solution](#)

1769.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, math

[k1r1t0's solution](#)

1770.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[k1r1t0's solution](#)

1771.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[k1r1t0's solution](#)

1772.

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[k1r1t0's solution](#)

1773.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[k1r1t0's solution](#)

1774.

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[k1r1t0's solution](#)

1775.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[k1r1t0's solution](#)

1776.

2163D2

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

Quality: 1,500 global accepts · Rating: 2500 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, math, sortings

[k1r1t0's solution](#)

1777.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2500 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[k1r1t0's solution](#)

1778.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2024-11-05 · last AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[k1r1t0's solution](#)

1779.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[k1r1t0's solution](#)

1780.

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-07 · last AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory

[k1r1t0's solution](#)

1781.

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[k1r1t0's solution](#)

1782.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2023-06-28 · last AC: 2025-06-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[k1r1t0's solution](#)

1783.

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, sortings

[k1r1t0's solution](#)

1784.

2101D

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

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[k1r1t0's solution](#)

1785.

2057E2

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

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · last AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[k1r1t0's solution](#)

1786.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · last AC: 2025-04-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[k1r1t0's solution](#)

1787.

2071D2

[Infinite Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,100 global accepts · Rating: 2500 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math

[k1r1t0's solution](#)

1788.

1986G2

[Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[k1r1t0's solution](#)

1789.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[k1r1t0's solution](#)

1790.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, dsu, math

[k1r1t0's solution](#)

1791.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[k1r1t0's solution](#)

1792.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[k1r1t0's solution](#)

1793.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[k1r1t0's solution](#)

1794.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[k1r1t0's solution](#)

1795.

2022E1

[Billetes MX \(Easy Version\)](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 2500 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[k1r1t0's solution](#)

1796.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[k1r1t0's solution](#)

1797.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[k1r1t0's solution](#)

1798.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[k1r1t0's solution](#)

1799.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[k1r1t0's solution](#)

1800.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[k1r1t0's solution](#)

1801.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[k1r1t0's solution](#)

1802.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[k1r1t0's solution](#)

1803.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[k1r1t0's solution](#)

1804.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[k1r1t0's solution](#)

1805.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[k1r1t0's solution](#)

1806.

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, implementation, interactive

[k1r1t0's solution](#)

1807.

1903D2

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

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[k1r1t0's solution](#)

1808.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[k1r1t0's solution](#)

1809.

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[k1r1t0's solution](#)

1810.

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[k1r1t0's solution](#)

1811.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[k1r1t0's solution](#)

1812.

1310B

[Double Elimination](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2023-09-09 · last AC: 2023-09-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[k1r1t0's solution](#)

1813.

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[k1r1t0's solution](#)

1814.

555D

[Case of a Top Secret](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2500 · first AC: 2023-09-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[k1r1t0's solution](#)

1815.

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2023-09-07 · C++14 (GCC 6-32) (first AC) · Tags: games

[k1r1t0's solution](#)

1816.

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2023-09-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[k1r1t0's solution](#)

1817.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[k1r1t0's solution](#)

1818.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[k1r1t0's solution](#)

1819.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[k1r1t0's solution](#)

1820.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2500 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[k1r1t0's solution](#)

1821.

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[k1r1t0's solution](#)

1822.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[k1r1t0's solution](#)

1823.

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[k1r1t0's solution](#)

1824.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[k1r1t0's solution](#)

1825.

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[k1r1t0's solution](#)

1826.

1661E

[Narrow Components](#) · [Tutorial](#)

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[k1r1t0's solution](#)

1827.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[k1r1t0's solution](#)

1828.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[k1r1t0's solution](#)

1829.

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2500 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[k1r1t0's solution](#)

1830.

1585G

[Poachers](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 2500 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, graphs, trees

[k1r1t0's solution](#)

1831.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 2500 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, two pointers

[k1r1t0's solution](#)

1832.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[k1r1t0's solution](#)

1833.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[k1r1t0's solution](#)

1834.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[k1r1t0's solution](#)

1835.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[k1r1t0's solution](#)

1836.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2023-05-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities
[k1r1t0's solution](#)

1837.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, games, graphs, math
[k1r1t0's solution](#)

1838.

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs
[k1r1t0's solution](#)

1839.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees
[k1r1t0's solution](#)

1840.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math
[k1r1t0's solution](#)

1841.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search
[k1r1t0's solution](#)

1842.

2004F

[Make a Palindrome](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, math
[k1r1t0's solution](#)

1843.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle
[k1r1t0's solution](#)

1844.

2217G

[Down the Pivot](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2600 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, trees
[k1r1t0's solution](#)

1845.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings
[k1r1t0's solution](#)

1846.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[k1r1t0's solution](#)

1847.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2025-12-24 · last AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry

[k1r1t0's solution](#)

1848.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive

[k1r1t0's solution](#)

1849.

2158F1

[Distinct GCDs \(Easy Version\)](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 2600 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[k1r1t0's solution](#)

1850.

2158E

[Sink](#) · [Tutorial](#)

Quality: 626 global accepts · Rating: 2600 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[k1r1t0's solution](#)

1851.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2023-05-17 · last AC: 2025-11-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[k1r1t0's solution](#)

1852.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[k1r1t0's solution](#)

1853.

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry, ternary search

[k1r1t0's solution](#)

1854.

2138D

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[k1r1t0's solution](#)

1855.

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[k1r1t0's solution](#)

1856.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[k1r1t0's solution](#)

1857.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[k1r1t0's solution](#)

1858.

2109C3

[Hacking Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[k1r1t0's solution](#)

1859.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[k1r1t0's solution](#)

1860.

2064F

[We Be Summing](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 2600 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, two pointers

[k1r1t0's solution](#)

1861.

2071E

[LeaFall](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities, trees

[k1r1t0's solution](#)

1862.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graphs

[k1r1t0's solution](#)

1863.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[k1r1t0's solution](#)

1864.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2024-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[k1r1t0's solution](#)

1865.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[k1r1t0's solution](#)

1866.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[k1r1t0's solution](#)

1867.

103433J

[Two Prefixes](#) · [Tutorial](#)

Rating: 2600 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

1868.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[k1r1t0's solution](#)

1869.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[k1r1t0's solution](#)

1870.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,134 global accepts · Rating: 2600 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[k1r1t0's solution](#)

1871.

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, strings

[k1r1t0's solution](#)

1872.

2022E2

[Billetes MX \(Hard Version\)](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2600 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs

[k1r1t0's solution](#)

1873.

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-08-25 · last AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[k1r1t0's solution](#)

1874.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[k1r1t0's solution](#)

1875.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2600 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[k1r1t0's solution](#)

1876.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · last AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[k1r1t0's solution](#)

1877.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[k1r1t0's solution](#)

1878.

1981E

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[k1r1t0's solution](#)

1879.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[k1r1t0's solution](#)

1880.

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[k1r1t0's solution](#)

1881.

1893D

[Colorful Constructive](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-07 · last AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[k1r1t0's solution](#)

1882.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[k1r1t0's solution](#)

1883.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[k1r1t0's solution](#)

1884.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[k1r1t0's solution](#)

1885.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[k1r1t0's solution](#)

1886.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, probabilities, trees

[k1r1t0's solution](#)

1887.

1816F

[XOR Counting](#) · [Tutorial](#)

Rating: 2600 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[k1r1t0's solution](#)

1888.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,495 global accepts · Rating: 2600 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[k1r1t0's solution](#)

1889.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows

[k1r1t0's solution](#)

1890.

1793E

[Vepein and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[k1r1t0's solution](#)

1891.

1793F

[Rebreeding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[k1r1t0's solution](#)

1892.

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, shortest paths

[k1r1t0's solution](#)

1893.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 2700 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[k1r1t0's solution](#)

1894.

2210F

[A Simple Problem](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: 2700 · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, trees

[k1r1t0's solution](#)

1895.

2210E

[Binary Strings are Simple?](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 2700 · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive, number theory

[k1r1t0's solution](#)

1896.

2204G

[Grid Path](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2700 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, matrices
[k1r1t0's solution](#)

1897.

2208E

[Counting Cute Arrays](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 2700 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp
[k1r1t0's solution](#)

1898.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2024-01-01 · last AC: 2026-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures
[k1r1t0's solution](#)

1899.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2024-01-01 · last AC: 2026-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices
[k1r1t0's solution](#)

1900.

2068H

[Statues](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2700 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[k1r1t0's solution](#)

1901.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry
[k1r1t0's solution](#)

1902.

2073H

[Secret Lilies and Roses](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2700 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive
[k1r1t0's solution](#)

1903.

2073C

[Cactus Connectivity](#) · [Tutorial](#)

Quality: 336 global accepts · Rating: 2700 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[k1r1t0's solution](#)

1904.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, strings
[k1r1t0's solution](#)

1905.

2169F

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

Quality: 334 global accepts · Rating: 2700 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math
[k1r1t0's solution](#)

1906.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[k1r1t0's solution](#)

1907.

2163E

[Plegma](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, communication, interactive

[k1r1t0's solution](#)

1908.

1279E

[New Year Permutations](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2700 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[k1r1t0's solution](#)

1909.

2154F1

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

Quality: 565 global accepts · Rating: 2700 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math

[k1r1t0's solution](#)

1910.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[k1r1t0's solution](#)

1911.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[k1r1t0's solution](#)

1912.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-04-23 · last AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[k1r1t0's solution](#)

1913.

938F

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

Quality: 613 global accepts · Rating: 2700 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy

[k1r1t0's solution](#)

1914.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive

[k1r1t0's solution](#)

1915.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[k1r1t0's solution](#)

1916.

2071F

[Towering Arrays](#) · [Tutorial](#)

Quality: 332 global accepts · Rating: 2700 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[k1r1t0's solution](#)

1917.

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities

[k1r1t0's solution](#)

1918.

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[k1r1t0's solution](#)

1919.

2032F

[Peanuts](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2700 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math

[k1r1t0's solution](#)

1920.

2022D2

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

Quality: 827 global accepts · Rating: 2700 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, interactive

[k1r1t0's solution](#)

1921.

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[k1r1t0's solution](#)

1922.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[k1r1t0's solution](#)

1923.

1995E1

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

Quality: 508 global accepts · Rating: 2700 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers

[k1r1t0's solution](#)

1924.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[k1r1t0's solution](#)

1925.

104730F

[Split](#) · [Tutorial](#)

Rating: 2700 · first AC: 2023-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[k1r1t0's solution](#)

1926.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[k1r1t0's solution](#)

1927.

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings, two pointers

[k1r1t0's solution](#)

1928.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation

[k1r1t0's solution](#)

1929.

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[k1r1t0's solution](#)

1930.

1715F

[Crop Squares](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2022-08-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[k1r1t0's solution](#)

1931.

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, graphs, greedy

[k1r1t0's solution](#)

1932.

2215D

[EXPloration, EXPloitation, and Gain Some EXPerience!](#) · [Tutorial](#)

Quality: 114 global accepts · Rating: 2800 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[k1r1t0's solution](#)

1933.

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math, trees

[k1r1t0's solution](#)

1934.

2155F

[Juan's Colorful Tree](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, meet-in-the-middle, trees

[k1r1t0's solution](#)

1935.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings, trees

[k1r1t0's solution](#)

1936.

2150E2

[Hidden Single \(Version 2\) · Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[k1r1t0's solution](#)

1937.

1976F

[Remove Bridges · Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[k1r1t0's solution](#)

1938.

2124F2

[Appending Permutations \(Hard Version\) · Tutorial](#)

Quality: 569 global accepts · Rating: 2800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[k1r1t0's solution](#)

1939.

1615F

[LEGOnDary Grandmaster · Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[k1r1t0's solution](#)

1940.

1609F

[Interesting Sections · Tutorial](#)

Quality: 960 global accepts · Rating: 2800 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[k1r1t0's solution](#)

1941.

1491G

[Switch and Flip · Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, math

[k1r1t0's solution](#)

1942.

1874D

[Jellyfish and Miku · Tutorial](#)

Quality: 932 global accepts · Rating: 2800 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp, math, probabilities

[k1r1t0's solution](#)

1943.

1404D

[Game of Pairs · Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[k1r1t0's solution](#)

1944.

2097D

[Homework · Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math, matrices

[k1r1t0's solution](#)

1945.

2069F

[Graph Inclusion · Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar,

divide and conquer, dsu, graphs

[k1r1t0's solution](#)

1946.

1434D

[Roads and Ramen](#) · [Tutorial](#)

Quality: 2800 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

[k1r1t0's solution](#)

1947.

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, sortings

[k1r1t0's solution](#)

1948.

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[k1r1t0's solution](#)

1949.

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[k1r1t0's solution](#)

1950.

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[k1r1t0's solution](#)

1951.

1993F2

[Dyn-scripted Robot \(Hard Version\)](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 2800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[k1r1t0's solution](#)

1952.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[k1r1t0's solution](#)

1953.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[k1r1t0's solution](#)

1954.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-07 · last AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[k1r1t0's solution](#)

1955.

1913F

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

Quality: 543 global accepts · Rating: 2800 · first AC: 2023-12-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, hashing,

string suffix structures, strings

[k1r1t0's solution](#)

1956.

1808E3

[Minibuses on Venus \(hard version\)](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2800 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[k1r1t0's solution](#)

1957.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[k1r1t0's solution](#)

1958.

2201E

[ABBA Counting](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2900 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math, number theory, strings

[k1r1t0's solution](#)

1959.

2164F2

[Chain Prefix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[k1r1t0's solution](#)

1960.

2162H

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

Quality: 314 global accepts · Rating: 2900 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: dp

[k1r1t0's solution](#)

1961.

2145G

[Cost of Coloring](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[k1r1t0's solution](#)

1962.

2140F

[Sum Minimisation](#) · [Tutorial](#)

Quality: 313 global accepts · Rating: 2900 · first AC: 2025-09-11 · last AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[k1r1t0's solution](#)

1963.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, greedy, math

[k1r1t0's solution](#)

1964.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[k1r1t0's solution](#)

1965.

938G

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

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dsu, graphs

[k1r1t0's solution](#)

1966.

2045K

[GCDDCG](#) · [Tutorial](#)

Quality: 131 global accepts · Rating: 2900 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

1967.

2020F

[Count Leaves](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 2900 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[k1r1t0's solution](#)

1968.

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2900 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[k1r1t0's solution](#)

1969.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[k1r1t0's solution](#)

1970.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[k1r1t0's solution](#)

1971.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, number theory

[k1r1t0's solution](#)

1972.

1995E2

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

Quality: 396 global accepts · Rating: 2900 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, two pointers

[k1r1t0's solution](#)

1973.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[k1r1t0's solution](#)

1974.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2023-01-07 · last AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[k1r1t0's solution](#)

1975.

1572E

[Polygon](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 3000 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, geometry

[k1r1t0's solution](#)

1976.

2158F2

[Distinct GCDs \(Hard Version\)](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3000 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math, number theory

[k1r1t0's solution](#)

1977.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 811 global accepts · Rating: 3000 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[k1r1t0's solution](#)

1978.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[k1r1t0's solution](#)

1979.

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[k1r1t0's solution](#)

1980.

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[k1r1t0's solution](#)

1981.

2109F

[Penguin Steps](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3000 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, flows, graphs, shortest paths

[k1r1t0's solution](#)

1982.

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[k1r1t0's solution](#)

1983.

2070F

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

Quality: 369 global accepts · Rating: 3000 · first AC: 2025-03-05 · last AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, fft

[k1r1t0's solution](#)

1984.

1464D

[The Thorny Path](#) · [Tutorial](#)

Rating: 3000 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[k1r1t0's solution](#)

1985.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, math

[k1r1t0's solution](#)

1986.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2024-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[k1r1t0's solution](#)

1987.

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[k1r1t0's solution](#)

1988.

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[k1r1t0's solution](#)

1989.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[k1r1t0's solution](#)

1990.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[k1r1t0's solution](#)

1991.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[k1r1t0's solution](#)

1992.

2174E1

[Game of Scientists \(Version 1\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3100 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, constructive algorithms, interactive, math

[k1r1t0's solution](#)

1993.

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 3100 · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[k1r1t0's solution](#)

1994.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[k1r1t0's solution](#)

1995.

2147G

[Modular Tetration](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[k1r1t0's solution](#)

1996.

1954F

[Unique Strings](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[k1r1t0's solution](#)

1997.

2030G2

[The Destruction of the Universe \(Hard Version\)](#) · [Tutorial](#)

Quality: 197 global accepts · Rating: 3100 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[k1r1t0's solution](#)

1998.

2096F

[Wonderful Impostors](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 3100 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, two pointers

[k1r1t0's solution](#)

1999.

2138E2

[Determinant Construction \(Hard Version\)](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3100 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

[k1r1t0's solution](#)

2000.

2138E1

[Determinant Construction \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3100 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

[k1r1t0's solution](#)

2001.

2118F

[Shifts and Swaps](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3100 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, hashing, trees

[k1r1t0's solution](#)

2002.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[k1r1t0's solution](#)

2003.

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft

[k1r1t0's solution](#)

2004.

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games

[k1r1t0's solution](#)

2005.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy

[k1r1t0's solution](#)

2006.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[k1r1t0's solution](#)

2007.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, trees

[k1r1t0's solution](#)

2008.

2006E

[Iris's Full Binary Tree](#) · [Tutorial](#)

Quality: 318 global accepts · Rating: 3100 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[k1r1t0's solution](#)

2009.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[k1r1t0's solution](#)

2010.

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive

[k1r1t0's solution](#)

2011.

104730G

[Good Colorings](#) · [Tutorial](#)

Rating: 3100 · first AC: 2023-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[k1r1t0's solution](#)

2012.

1882E2

[Two Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 355 global accepts · Rating: 3100 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[k1r1t0's solution](#)

2013.

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 3200 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[k1r1t0's solution](#)

2014.

2181C

[Cacti Classification](#) · [Tutorial](#)

Quality: 148 global accepts · Rating: 3200 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive, math

[k1r1t0's solution](#)

2015.

2174E2

[Game of Scientists \(Version 2\)](#) · [Tutorial](#)

Quality: 97 global accepts · Rating: 3200 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, chinese remainder theorem, dfs and similar, interactive, math

[k1r1t0's solution](#)

2016.

2128F

[Strict Triangle](#) · [Tutorial](#)

Quality: 378 global accepts · Rating: 3200 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, shortest paths
[k1r1t0's solution](#)

2017.

2159D2

[Inverse Minimum Partition \(Hard Version\)](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3200 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[k1r1t0's solution](#)

2018.

2124G

[Maximise Sum](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3200 · first AC: 2025-07-08 · last AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures
[k1r1t0's solution](#)

2019.

1446F

[Line Distance](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 3200 · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, geometry
[k1r1t0's solution](#)

2020.

2039F2

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

Quality: 288 global accepts · Rating: 3200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory
[k1r1t0's solution](#)

2021.

1482G

[Vabank](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 3200 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive
[k1r1t0's solution](#)

2022.

1588E

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

Rating: 3200 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: geometry, two pointers
[k1r1t0's solution](#)

2023.

650E

[Clockwork Bomb](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2023-12-21 · last AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, greedy, trees
[k1r1t0's solution](#)

2024.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: dp
[k1r1t0's solution](#)

2025.

1861F

[Four Suits](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: 3200 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, flows, greedy
[k1r1t0's solution](#)

2026.

2207G

[Toothless](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 3300 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[k1r1t0's solution](#)

2027.

2073M

[Can You Reach There? · Tutorial](#)

Quality: 81 global accepts · Rating: 3300 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2028.

2147I1

[Longest Increasing Path \(Easy Version\) · Tutorial](#)

Quality: 134 global accepts · Rating: 3300 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[k1r1t0's solution](#)

2029.

1392I

[Kevin and Grid · Tutorial](#)

Quality: 233 global accepts · Rating: 3300 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, graphs, math

[k1r1t0's solution](#)

2030.

1237H

[Balanced Reversals · Tutorial](#)

Quality: 437 global accepts · Rating: 3300 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[k1r1t0's solution](#)

2031.

1548D2

[Gregor and the Odd Cows \(Hard\) · Tutorial](#)

Quality: 283 global accepts · Rating: 3300 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math, number theory

[k1r1t0's solution](#)

2032.

1718D

[Permutation for Burenka · Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, greedy, math, trees

[k1r1t0's solution](#)

2033.

2035G1

[Go Learn! \(Easy Version\) · Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[k1r1t0's solution](#)

2034.

2023E

[Tree of Life · Tutorial](#)

Quality: 176 global accepts · Rating: 3300 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[k1r1t0's solution](#)

2035.

103994L

[N Machines · Tutorial](#)

Rating: 3300 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2036.

1322E

[Median Mountain Range · Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2024-02-08 · last AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[k1r1t0's solution](#)

2037.

1876E

[Ball-Stackable](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, trees

[k1r1t0's solution](#)

2038.

1466I

[The Riddle of the Sphinx](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3400 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, interactive

[k1r1t0's solution](#)

2039.

2174D

[Secret Message](#) · [Tutorial](#)

Quality: 292 global accepts · Rating: 3400 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, trees

[k1r1t0's solution](#)

2040.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[k1r1t0's solution](#)

2041.

2157I

[Hyper Smawk Bros](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3500 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[k1r1t0's solution](#)

2042.

2165F

[Arctic Acquisition](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 3500 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[k1r1t0's solution](#)

2043.

2147I2

[Longest Increasing Path \(Hard Version\)](#) · [Tutorial](#)

Quality: 104 global accepts · Rating: 3500 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[k1r1t0's solution](#)

2044.

2138F

[Ode to the Bridge Builder](#) · [Tutorial](#)

Quality: 82 global accepts · Rating: 3500 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry

[k1r1t0's solution](#)

2045.

1761G

[Centroid Guess](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3500 · first AC: 2025-06-09 · last AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive, probabilities, trees

[k1r1t0's solution](#)

2046.

1874F

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

Quality: 443 global accepts · Rating: 3500 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[k1r1t0's solution](#)

2047.

1874G

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

Quality: 146 global accepts · Rating: 3500 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[k1r1t0's solution](#)

2048.

1446E

[Long Recovery](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3500 · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar

[k1r1t0's solution](#)

2049.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[k1r1t0's solution](#)

2050.

102860L

[Magnets](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2051.

102860K

[Checkers](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2052.

102860J

[Boring Lesson](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2053.

102860I

[Walk of Three](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2054.

102860H

[Perfect Round Dance](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2055.

102860G

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2056.

102860F

[String Art](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2057.

102860E

[Flag with Stars](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2058.

102860D

[Fence](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2059.

102860C

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2060.

102860B

[Triangles and a Circle](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2061.

102860A

[Jumping Machine](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2062.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,935 global accepts · Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[k1r1t0's solution](#)

2063.

2222D

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

Quality: 3,175 global accepts · Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[k1r1t0's solution](#)

2064.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,760 global accepts · Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[k1r1t0's solution](#)

2065.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[k1r1t0's solution](#)

2066.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,968 global accepts · Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[k1r1t0's solution](#)

2067.

2225F

[String Cutting](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: — · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, hashing, string suffix structures, strings

[k1r1t0's solution](#)

2068.

2225E

[Covering Points with Circles](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: — · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, math

[k1r1t0's solution](#)

2069.

2225D

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

Quality: 6,598 global accepts · Rating: — · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math

[k1r1t0's solution](#)

2070.

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,306 global accepts · Rating: — · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[k1r1t0's solution](#)

2071.

2225B

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

Quality: 14,110 global accepts · Rating: — · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[k1r1t0's solution](#)

2072.

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,641 global accepts · Rating: — · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[k1r1t0's solution](#)

2073.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[k1r1t0's solution](#)

2074.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,205 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[k1r1t0's solution](#)

2075.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,597 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[k1r1t0's solution](#)

2076.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,980 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[k1r1t0's solution](#)

2077.

106447J

[A050A>Cd5D" 1D`BDÀ](#)

Rating: — · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[k1r1t0's solution](#)

2078.

106447I

[A6@02Câ =C >CD8CÔ>Dt5D BC\\$>](#)

Rating: — · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[k1r1t0's solution](#)

2079.

106447K

[A 8D#0 O Cd8Ct=DÀ](#)

Rating: — · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[k1r1t0's solution](#)

2080.

106447F

[A 8D#0 CT:Dd8Dö](#)

Rating: — · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[k1r1t0's solution](#)

2081.

106447C

[A4DkKc, :Cä=DD5D\\$K](#)

Rating: — · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[k1r1t0's solution](#)

2082.

106447B

[A tUCkD\\$0Dò 8D BCä@C,,O](#)

Rating: — · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[k1r1t0's solution](#)

2083.

106447A

[A 80 8 C| 5C4> Cò0Cô0](#)

Rating: — · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[k1r1t0's solution](#)

2084.

105706B

[Error of 2 · Tutorial](#)

Rating: — · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2085.

105706A

[Neq Array · Tutorial](#)

Rating: — · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2086.

1058438

[A 8Ct=DÀ ?D >C4@C <CÄ8D BCä2](#)

Rating: — · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2087.

1058437

[A 8C08CÄ8Ct0Dd8Dò 8CÔ2CT@D 8C•](#)

Rating: — · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2088.

1058436

[A :004GD,,:C, =C 1Cä;CäBCP](#)

Rating: — · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2089.

1058435

[A 8D15D BC\\$5CÔ=D'9 CäBCDKDP](#)

Rating: — · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2090.

1058424

[A`004GD,,:C,=C 4CT@CT2CP](#)

Rating: — · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2091.

1058423

[B >D08A60D :](#)

Rating: — · first AC: 2026-02-02 · last AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2092.

1058421

[A`5D`BC08Dd0 CD;D0 CDt0D BC08Cα>C" >C`8CÄ?C,,0CDK](#)

Rating: — · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2093.

1058422

[A05D05D <CT=Cα0 C" !C,,@C,,CD 5](#)

Rating: — · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2094.

104164D

[B >C05D 8D\\$5 D BC =Cä:](#)

Rating: — · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2095.

104164C

[B\\$>D\\$00i0C0KC' ÖPx](#)

Rating: — · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2096.

104164B

[A`1D05CD8C05C08CR GC,,ACT;](#)

Rating: — · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2097.

104164A

[A`006@ C 2C`5C0=D`5 D\\$>Dt:C€](#)

Rating: — · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2098.

103536B

[Troubles · Tutorial](#)

Rating: — · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2099.

102978G

[Games · Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2100.

102978I

[Inverse Problem · Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2101.

102978B

[Bit Operation](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2102.

102978D

[Do Use FFT](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2103.

101276A

[A MD\\$<C = C, Cä1C,,=](#)

Rating: — · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2104.

101276B

[AäTD=5CD8CÔ5CÔ8CR CäBDÔ<-D 8D\\$8](#)

Rating: — · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2105.

101276C

[Aö>CraC BDÂ Cd>C#5D 0](#)

Rating: — · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2106.

101276D

[A7DC\\$>C@](#)

Rating: — · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2107.

105677A

[Titanomachy](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2108.

105677J

[Recovering the Tablet](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2109.

105677E

[Building the Fort](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2110.

105677K

[Disk Covering](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2111.

105677C

[Phryctoria](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2112.

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2113.

105677G

[Guess How the Ballet Will End](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2114.

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2115.

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2116.

105677D

[Temple Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2117.

105677H

[The king of SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2118.

106193K

[Keys and Grates](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2119.

106193H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2120.

106193G

[Games of Chess](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2121.

106193I

[Infection Investigation](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2122.

106193L

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

Rating: — · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2123.

106193E

[Eight-Connected Figures](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2124.

106193D

[Defense Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2125.

106193A

[Asynchronous Processor](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2126.

106193J

[Judging Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2127.

106193C

[Compact Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2128.

106193F

[Faulty Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2129.

106193B

[Bounding Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2130.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: communication, constructive algorithms, interactive

[k1r1t0's solution](#)

2131.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, interactive, math

[k1r1t0's solution](#)

2132.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[k1r1t0's solution](#)

2133.

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[k1r1t0's solution](#)

2134.

104197L

[Least Annoying Constructive Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · last AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2135.

105358H

[Points Selection](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2136.

105358K

[Match](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2137.

105358C

[Prefix of Suffixes](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2138.

105358E

[Escape](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2139.

105358A

[Gambling on Choosing Regionals](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2140.

105358I

[Strange Binary](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2141.

105358J

[Stacking of Goods](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2142.

105358G

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2143.

105358L

[502 Bad Gateway](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2144.

105358F

[Tourist](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2145.

106107J

[Down the rabbit hole we go!](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2146.

106107K

[Least Common Route](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2147.

106107H

[String Partition](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2148.

106107M

[Roots of Exclusion](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2149.

106107C

[DGeneral Hamilton's Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2150.

106107D

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

Rating: — · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2151.

106107E

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

Rating: — · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2152.

106107L

[Integer Average](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2153.

106107F

[A bitty problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2154.

106107G

[Count the squares](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2155.

106107I

[Binary Reverser](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[k1r1t0's solution](#)

2156.

106107B

[CoCo Count](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[k1r1t0's solution](#)

2157.

106107A

[Zigzag Parity](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[k1r1t0's solution](#)

2158.

104316K

[AÄBÖÖC, OC ;Cä:C€](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[k1r1t0's solution](#)

2159.

104316B

[AäGÖT@CCT4CÖ0Dò 7C 4C GC ?D > Ct0Cô@CäAD² =C 4CT@CT2CP](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[k1r1t0's solution](#)

2160.

104316D

[B\\$OCöÖDö?, DD8C40CçÀ C" @CT;C,,7!](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[k1r1t0's solution](#)

2161.

104316H

[AD\\$D\\$C48 C" C`LDd5](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[k1r1t0's solution](#)

2162.

104316J

[AÄÖD=C,,:](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[k1r1t0's solution](#)

2163.

104316F

[A`8DöDö C, ?Cä;CÖKC' >C ECä4 CD@CT2C](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[k1r1t0's solution](#)

2164.

104316A

[A ;Cü#DäC,,5 Cö5D 5D BC =Cä2Cα8...](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[k1r1t0's solution](#)

2165.

104316G

[AÄCÖAD\\$@D4:D\\$8C\\$=C O Ct0CD0Dt0](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[k1r1t0's solution](#)

2166.

104316C

[AÔ50\\$ED >DôBCÔKCR ?D 8Cα;DägCT=C,,O AD6Cä Cd>](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2167.

104316I

[AD5DkCäBD ?CT@CT4 C\\$KC`5D\\$>CÀ](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2168.

104316L

[AÔ5C\\$αCR 8CÄO Bâ@D°](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2169.

104162I

[A4C040α8CR GC,,AC`0](#)

Rating: — · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2170.

104874M

[Managing Difficulties · Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2171.

104874L

[Lengths and Periods · Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2172.

104874K

[King's Children · Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2173.

104874J

[Just the Last Digit · Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2174.

104874I

[Ideal Pyramid · Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2175.

104874H

[High Load Database · Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2176.

104874F

[Foreach · Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2177.

104874E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[k1r1t0's solution](#)

2178.

104874D

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

Rating: — · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[k1r1t0's solution](#)

2179.

104874C

[Cross-Stitch](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[k1r1t0's solution](#)

2180.

104874B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[k1r1t0's solution](#)

2181.

104874A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[k1r1t0's solution](#)

2182.

105846E

[Sigma Sigma Pi](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · last AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2183.

102482H

[Single Cut of Failure](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[k1r1t0's solution](#)

2184.

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[k1r1t0's solution](#)

2185.

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[k1r1t0's solution](#)

2186.

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[k1r1t0's solution](#)

2187.

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[k1r1t0's solution](#)

2188.

104162B

[AaCa1CT=CÔKCR GC,,AC`0](#)

Rating: — · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2189.

1059634

[At0CD0D0 D. Aa>CÔ5D`](#)

Rating: — · first AC: 2025-06-17 · last AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2190.

1059631

[At0CD0D0 A. Aa0Dt0C`˘:C](#)

Rating: — · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2191.

1059613

[At0CD0D0 C. AÔ AD>C\\$KC' 4C\\$8C40D\\$5C`L](#)

Rating: — · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2192.

1059612

[At0CD0D0 B. A\\$0CÔ=D`5 Cô@CäFCT4D4@D°](#)

Rating: — · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2193.

1059611

[At0CD0D0 A. AÔ0Dt0C`˘>](#)

Rating: — · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2194.

102443C

[Fermat's Last Theorem](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-18 · PyPy 3-64 (first AC) · Tags: —

[k1r1t0's solution](#)

2195.

102443L

[Time Travel](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2196.

102443G

[Too Many Hyphens](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2197.

102443K

[RotationAlmostSort](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2198.

102443D

[Guess the Path](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2199.

102443B

[Blocking the View](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[k1r1t0's solution](#)

2200.

102443H

[Planet Nine](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[k1r1t0's solution](#)

2201.

102443I

[Dates](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[k1r1t0's solution](#)

2202.

102443F

[Isosceles triangles](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[k1r1t0's solution](#)

2203.

102443A

[Attractive Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[k1r1t0's solution](#)

2204.

102586I

[Amidakuji](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[k1r1t0's solution](#)

2205.

102586E

[Count Modulo 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[k1r1t0's solution](#)

2206.

102586F

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[k1r1t0's solution](#)

2207.

102586L

[Yosupo's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[k1r1t0's solution](#)

2208.

102586H

[Construct Points](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · PyPy 3 (first AC) · Tags: —
[k1r1t0's solution](#)

2209.

2095H

[Blurry Vision](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, fft, math
[k1r1t0's solution](#)

2210.

2095C

[Would It Be Unrated? · Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, binary search, brute force

[k1r1t0's solution](#)

2211.

2095J

[Premiere at a Wrong Time · Tutorial](#)

Quality: 542 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[k1r1t0's solution](#)

2212.

2095F

[IS Cæb 0B \\$æb1CVØ](#)

Quality: 837 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, math

[k1r1t0's solution](#)

2213.

2095I

[Mysterious Script · Tutorial](#)

Quality: 640 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, expression parsing, number theory

[k1r1t0's solution](#)

2214.

2095B

[Plinko · Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, games, interactive

[k1r1t0's solution](#)

2215.

2095E

[Pair Count · Tutorial](#)

Quality: 785 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, number theory

[k1r1t0's solution](#)

2216.

2095G

[Definitely a Geometry Problem · Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, geometry

[k1r1t0's solution](#)

2217.

2095D

[Where Am I? · Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, geometry

[k1r1t0's solution](#)

2218.

2095A

[Piecing It Together · Tutorial](#)

Quality: 13,817 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, string suffix structures

[k1r1t0's solution](#)

2219.

105805F

[Enigmatic Game · Tutorial](#)

Rating: — · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2220.

103031E

[A10C40C>Dt=Cä5 D4AD\\$@Cä9D BC\\$>](#)

Rating: — · first AC: 2025-02-14 · last AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2221.

103031A

[A5CDADt5D" ECTHD\\$5C4>C](#)

Rating: — · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2222.

103031C

[B,5D BC,,7CÔ0Dt=D`5 CD>C^CCÄ5CÔBD°](#)

Rating: — · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2223.

103031B

[Arranging Utensils · Tutorial](#)

Rating: — · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2224.

103623E

[A4BC40CÔBD :C,,9 CD@C :Cä=](#)

Rating: — · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2225.

103623A

[Eren and the Basement · Tutorial](#)

Rating: — · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2226.

103623B

[Unusual Sorting · Tutorial](#)

Rating: — · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2227.

103623C

[Deck for Magic Tricks · Tutorial](#)

Rating: — · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2228.

103623D

[Force Meter Test · Tutorial](#)

Rating: — · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2229.

105058D

[B B0TäCä2Cä5 C^>CD8D >C\\$0CÔ8CP](#)

Rating: — · first AC: 2025-02-10 · last AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2230.

105058E

[A45CD^C\\$>C' >D\\$GCTB](#)

Rating: — · first AC: 2024-04-12 · last AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2231.

104273F

[B4AD\\$eD`9 D GCTB](#)

Rating: — · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2232.

104273E

[A KDBD KC' 8D ?Cä;CÔ8D\\$5C`L](#)

Rating: — · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2233.

104273D

[AÖ5D\\$C;C 4D`2C =C,,5 CäBC\\$5D\\$AD\\$2CT=CÔ>D BC€](#)

Rating: — · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2234.

104273C

[ATAD\\$litid BD4;DÄ5C"âââ](#)

Rating: — · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2235.

104273A

[Code Plagiarism · Tutorial](#)

Rating: — · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2236.

104273B

[SpamGPT-4 · Tutorial](#)

Rating: — · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2237.

105030A

[B UD?D 5CD5C`5CÔ8CR ?D OCÔ>D BC€](#)

Rating: — · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2238.

105030C

[A@C@4C BCT;DÄAD\\$2Câ .DĐ](#)

Rating: — · first AC: 2025-02-07 · PyPy 3-64 (first AC) · Tags: —

[k1r1t0's solution](#)

2239.

105030D

[AÖ5D\\$C =C O C CD O](#)

Rating: — · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2240.

105030B

[AD>CrKDt0 Cö@Dô=CäAD\\$8](#)

Rating: — · first AC: 2025-02-07 · last AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2241.

105011C

[B,,5D BC,,CC4>C`LCÔKC' @C,,AD4=Cä:](#)

Rating: — · first AC: 2025-02-06 · last AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2242.

105011D

[AÖ0D\\$D,,5D BC\\$8CR <C,,=DÄ>CÔ>C](#)

Rating: — · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2243.

105011B

[A\\$7C&CÂ ACT9DD0](#)

Rating: — · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2244.

105479D

[B-00A00t0C0 8 C=0C6CD BC](#)

Rating: — · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2245.

105488C

[A4=00C 4D >C0>C](#)

Rating: — · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2246.

105479B

[2026 · Tutorial](#)

Rating: — · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2247.

105479A

[A 5D ?0,,;CäBC00Dò 0DÔ@Cä;Cä3C,,AD\\$8C=0](#)

Rating: — · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2248.

105488D

[A+0D10D67DÂ 1CT7 C65D 5C >CT2](#)

Rating: — · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2249.

105488A

[A\\$DAD\\$0C08CR 3C 7Cä=Cä:CäAC,,;Cä:](#)

Rating: — · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2250.

105488B

[A,,ED\\$5D 0C=BC,,2C0KCR ?CT@CTECä4D°](#)

Rating: — · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2251.

105479C

[A=5C0A C00 D 5C”A](#)

Rating: — · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2252.

105681F

[Alien Homophones · Tutorial](#)

Rating: — · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2253.

105681I

[Colorful Diameter · Tutorial](#)

Rating: — · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2254.

105681E

[Egor's Gaming Addiction](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2255.

105681C

[Road Lighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2256.

1056758

[B\\$00r8D BC,,GCTAC#8C' <C @D,,@D4B](#)

Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2257.

1056757

[A4;U200>CR ?D 0C\\$8C'> C'8Dt=D'E Cä;C,,<Cö8C 4](#)

Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2258.

1056756

[A5D5C#>D,,5CÔ=Cä5 D 0Ct1C,,5CÔ8CP](#)

Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2259.

1056755

[B U0c#0äAD\\$L C#2C 4D 0D\\$>C](#)

Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2260.

105674D

[A5>CjAC# ACä:D >C\\$8D•](#)

Rating: — · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2261.

105674C

[A#RD#0äBCÔKCR 4Cä6CD8](#)

Rating: — · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2262.

105674B

[A#C#CäAD\\$>C\\$0D\\$KCR GC,,AC'0](#)

Rating: — · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2263.

105674A

[A#CC#0TGC,,: 2D](#)

Rating: — · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2264.

105622E

[Mirror I](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2265.

105622D

[Cow the Tree Nerd](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2266.

105622C

[Painting a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2267.

105622B

[Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2268.

105622A

[Cyclic Trees](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[k1r1t0's solution](#)

2269.

1940A

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

Quality: 105 global accepts · Rating: — · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, constructive algorithms, dfs and similar, dsu, graphs

[k1r1t0's solution](#)

2270.

1940D

[Almost Certainly](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: — · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, constructive algorithms, data structures, sortings

[k1r1t0's solution](#)

2271.

1940B

[Three Arrays](#) · [Tutorial](#)

Quality: 270 global accepts · Rating: — · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, constructive algorithms, implementation, sortings

[k1r1t0's solution](#)

2272.

1939D

[Big Persimmon](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: — · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: *special, dp, games

[k1r1t0's solution](#)

2273.

1939B

[Evidence Board](#) · [Tutorial](#)

Quality: 307 global accepts · Rating: — · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: *special, constructive algorithms, dfs and similar, graphs, trees

[k1r1t0's solution](#)

2274.

1939C

[More Gifts](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: — · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: *special, dfs and similar, two pointers

[k1r1t0's solution](#)

2275.

105271C

[Trains 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · last AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2276.

104984D

[Beautiful Dices](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2277.

102407K

[Crazy Arrangements](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2278.

102407E

[B BD 000=C O C,,3D 0 CÔ0 C4@C DCP](#)

Rating: — · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2279.

102407B

[Crazy dance](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2280.

102407G

[Crazy domino](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2281.

102407I

[A\\$KD 20 BDÄADò 8Cr >C@ D46CT=C,,O](#)

Rating: — · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2282.

102407H

[BÔBC6C€](#)

Rating: — · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2283.

102407J

[B410,9D BC\\$5CÔ=C O CÄ0D\\$5CÄ0D\\$8C=0](#)

Rating: — · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2284.

102407F

[A 5D?Gä @ Dô4CäGCÔ>CR 2D´AD\\$CCô;CT=C,,5](#)

Rating: — · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2285.

102407A

[B-CÄ0D HCT4D,,8CR BD 0CÔACô>D BCÔKCR =C ;Cä3C€](#)

Rating: — · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2286.

102407D

[Add C ;CT=C,,5 C 0CÔ:C](#)

Rating: — · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2287.

105486E

[Disrupting Communications](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-03 · last AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2288.

105486B

[Athlete Welcome Ceremony](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2289.

105486I

[Good Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2290.

105486J

[Grand Prix of Balance](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2291.

105486G

[Expanding Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2292.

105486L

[Recover Statistics](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2293.

105486A

[Arrow a Row](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2294.

105459L

[A Game On Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2295.

105459J

[New Energy Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2296.

105459K

[Farm Management](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2297.

105459A

[Build a Computer](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2298.

105459G

[Welcome to Join the Online Meeting!](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2299.

105459B

[Concave Hull](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2300.

105459C

[Giving Directions in Harbin](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2301.

105459M

[Weird Ceiling](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2302.

105487B

[Aho-Corasick Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2303.

105487J

[Sum of Squares of GCDs](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2304.

105487I

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

Rating: — · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2305.

105487F

[Perfect Square](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2306.

105487E

[Centroid Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2307.

105487G

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

Rating: — · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2308.

105487L

[Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2309.

105487M

[Covering a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2310.

105487H

[Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2311.

105487C

[CCPC](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2312.

105487A

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2313.

104782I

[KSumT](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2314.

104782E

[Fiboxor](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2315.

104782G

[Minimize Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2316.

104782J

[Parallelogram](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2317.

104782C

[Basketball](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2318.

104782A

[Maximum Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2319.

104013K

[Keys and Locks Boolean Logic](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2320.

104013L

[Lost Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2321.

104013C

[Corrupted Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2322.

104013D

[Display](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2323.

104013E

[Easy Compare-and-Set](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2324.

104013N

[Nunchucks Shop](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2325.

105535G

[Gorgeous Summation](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2326.

105535A

[Arithmetics and That's It](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2327.

105535E

[Enter the Museum](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2328.

105535K

[Know Your Duration of Stay](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2329.

105535L

[Late Autumn Set of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2330.

105535H

[Huh? Oh, Yes, Welcome to the Contest!](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2331.

104011K

[Kaleidoscopic Route](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2332.

105390C1

[Yet Another Nim Game \(Constructive version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2333.

105390B

[Simple Update - II](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2334.

105390A

[Simple Update - I](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2335.

104012H

[Hidden Digits](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2336.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2337.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2338.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · last AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2339.

101609J

[B 5D\\$2C,=D\\$8CÂ Gv-çFW](#)

Rating: — · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2340.

101609H

[B 0D?C,,AC =C,,5](#)

Rating: — · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2341.

101609F

[BBD&C\\$0CÔ8CP](#)

Rating: — · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2342.

101609G

[A5Dri0T4CÔODò 1C,,BC\\$0](#)

Rating: — · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2343.

101609D

[A6F00ADt5D\\$K C" AD\\$@Cân](#)

Rating: — · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2344.

101609E

[B Uct=D'5 Dd8DD@D°](#)

Rating: — · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2345.

101609A

[A#0Cm&CÔ>CÄ5D =CäAD\\$8](#)

Rating: — · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2346.

101609K

[AD@Cä1C'5CÔ8CP](#)

Rating: — · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2347.

105255B

[Schedule · Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2348.

105255G

[Turning Red · Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2349.

105255H

[Jet Lag · Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2350.

105255I

[Waterworld · Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2351.

105255A

[Riddle of the Sphinx · Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2352.

103369H

[ATICR>@D=C 8C4@C A DD8D,,:C <C€](#)

Rating: — · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2353.

103369F

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

Rating: — · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2354.

103369D

[AãD\\$8CÄ0C`LCÔ0Dò 2D BC 2C#0](#)

Rating: — · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2355.

103369E

[Aä=0f0Gf=-C#CD A Cò> DD8Ct:D4;DÄBD4@CP](#)

Rating: — · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2356.

103369A

[Frog traveler](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2357.

103369I

[B\\$0D#4CÔ0Dò 7C 4C GC](#)

Rating: — · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2358.

103369J

[AD5D\\$A0#80' AC 4C,,: <<B\\$>D <Cä7Cä:>>](#)

Rating: — · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2359.

103369B

[B4=C;GD\\$>Cd5CÔ8CR <C AD 8C\\$0](#)

Rating: — · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2360.

105271E

[Blasted hedgehogs!](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2361.

105271D

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

Rating: — · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2362.

105271H

[Railgun and anime-like points](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2363.

105271G

[Leba Non and meals](#) · Tutorial

Rating: — · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2364.

105271K

[MnTm](#) · Tutorial

Rating: — · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2365.

105271I

[topoLogical problem](#) · Tutorial

Rating: — · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2366.

105271F

[Minim and his struggle](#) · Tutorial

Rating: — · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2367.

105271B

[Guess an array](#) · Tutorial

Rating: — · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2368.

105271A

[ACC triangle](#) · Tutorial

Rating: — · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2369.

103994H

[A D, 5 C C C C](#)

Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2370.

103994J

[A @ D a < C a C C 4 > C ` L C O > C R 4 C T @ C T 2 C a](#)

Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2371.

103994G

[Split sort](#) · Tutorial

Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2372.

103994K

[A O 5 D i a D B C, , @ D 4 9](#)

Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2373.

103994A

[B D O o f a D, , 8 C \\$ O D o A D \\$ > C o : C](#)

Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2374.

103994E

[BöökäD BCäOD\\$5C`LCÔKCR 4CT@CT2DÄO](#)

Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2375.

103994B

[A`QDj0iC, GD\\$5CÔ8CR CD ;Cä2C,,9](#)

Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2376.

102129D

[Basis Change](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2377.

102129A

[Tritwise Mex](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2378.

102129H

[Game Of Chance](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2379.

102129F

[Milliarium Aureum](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2380.

102129K

[Expected Value](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2381.

102129E

[Scored Nim](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2382.

105245D

[Permutational Mex](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2383.

105245C

[Super Pair](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2384.

105245B

[Circular Cone](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2385.

105245A

[King Supremacy](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2386.

102956C

[Brave Seekers of Unicorns](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2387.

102956N

[Best Solution Unknown](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2388.

102956D

[Bank Security Unification](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2389.

102956M

[Brilliant Sequence of Umbrellas](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2390.

102956G

[Biological Software Utilities](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2391.

102956I

[Binary Supersonic Utahraptors](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2392.

102956J

[Burnished Security Updates](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2393.

102137I

[A20r0B\\$8D C C, 4C GD2 2 C6@C,,4C GDO](#)

Rating: — · first AC: 2024-05-03 · last AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2394.

102137K

[A\\$30r0j 8 Că2DdK](#)

Rating: — · first AC: 2024-05-03 · last AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[k1r1t0's solution](#)

2395.

102137A

[A0;0BD°](#)

Rating: — · first AC: 2024-05-03 · last AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2396.

102137D

[AD>O@Câ ?Cä6C ;Cä2C BDÂ 2 A B4 B](#)

Rating: — · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2397.

102137J

[A000\\$D,,5D BC\\$8Dò C =C€](#)

Rating: — · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2398.

102137C

[AD>CÄ0D,,=CT5 Ct0CD0CÔ8CP](#)

Rating: — · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2399.

102137H

[AÄ>Cria=Cä<CT@C](#)

Rating: — · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2400.

102137G

[A=BCân?Cä1CT4C,,B?](#)

Rating: — · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2401.

102137B

[B43046! 9 Dt8D ;Cä](#)

Rating: — · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2402.

102440F

[Football championship · Tutorial](#)

Rating: — · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2403.

102440B

[Aô5D05D BC =Cä2C=C CÔ0 Cò@Cä:C GC=C](#)

Rating: — · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2404.

102440C

[A + B = C · Tutorial](#)

Rating: — · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2405.

102440A

[AD>CÄ0D,,=Dò C :D4;C](#)

Rating: — · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2406.

105058C

[Aô5D05D BCÔ0Dò 8C4@C](#)

Rating: — · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2407.

105058B

[Mixing Drinks](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2408.

105058A

[B B O T A C T = C O K C R G C , , A C O](#)

Rating: — · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2409.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, implementation

[k1r1t0's solution](#)

2410.

1952J

[Help, what does it mean to be "Based"](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, constructive algorithms, expression parsing, implementation, sortings

[k1r1t0's solution](#)

2411.

1952G

[Mathematician Takeover](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, binary search, dfs and similar, math

[k1r1t0's solution](#)

2412.

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force

[k1r1t0's solution](#)

2413.

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,263 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, schedules

[k1r1t0's solution](#)

2414.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[k1r1t0's solution](#)

2415.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[k1r1t0's solution](#)

2416.

105062F

[Apple](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2417.

105062D

[Important Memories](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2418.

105062B

[TheForces ORZ](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2419.

105062A

[Is It Rated??](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2420.

102441E

[Very Simple Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · last AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2421.

102441C

[Partial Sums](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2422.

102441A

[Template for Search](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2423.

102441F

[Random XOR](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2424.

102441I

[Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2425.

102441H

[Not A + B](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[k1r1t0's solution](#)

2426.

1049508

[Binary Tree Traversal](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[k1r1t0's solution](#)

2427.

1049494

[ASKC&D AD\\$>C`8DdK](#)

Rating: — · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[k1r1t0's solution](#)

2428.

1049505

[B U0m0,,5C08CR <C AD 8C\\$0](#)

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

[k1r1t0's solution](#)

2429.

1049506

[ATC=ECT@C,,8](#)

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

[k1r1t0's solution](#)

2430.

1049507

[Split into Triplets](#) · [Tutorial](#)

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

[k1r1t0's solution](#)

2431.

1024805

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

Rating: — · first AC: 2024-02-16 · last AC: 2024-02-16 · PascalABC.NET (first AC) · Tags: —

[k1r1t0's solution](#)

2432.

104160F

[Half Mixed](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2433.

104160C

[Clamped Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2434.

104160D

[DRX vs. T1](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2435.

104895A

[Good arrays](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-05 · last AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2436.

104244A

[AÄÖö=5Dt:C =C ?Cä4D BD >Dt5Dt:C€](#)

Rating: — · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2437.

104896D

[Air Reform](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2438.

104896A

[Plane stretching](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2439.

104896C

[Third grader's task](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2440.

104896B

[Integral Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2441.

104895D

[Serious Business](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2442.

104895C

[Strange sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-05 · last AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2443.

104243A

[ATIE >CD=Ca FâBÔ<CT@CÔ0Dò HCä:Cä;C 4C#0](#)

Rating: — · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2444.

104243D

[AÄ00iK#0C`LCÔKC` DCTAD\\$8C\\$0C`L](#)

Rating: — · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2445.

104772B

[Based Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · last AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2446.

104244B

[A5>C#0Cô:C ?Cä4C @C#>C](#)

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

[k1r1t0's solution](#)

2447.

104244D

[A700\\$u CD>CÄ>C•](#)

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

[k1r1t0's solution](#)

2448.

104243C

[A#D#C`5C\\$AC#0Dò 7C 4C GC](#)

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

[k1r1t0's solution](#)

2449.

1042918

[A\\$K0ô>Ca=C,,BDÂ ?C`0C0À CÔ> CÔ5 Cô5D 5C\\$KCô>C`=C,,BDÀ](#)

Rating: — · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2450.

1042917

[BôT0ô>Q#8 Cô> C#>D 7C,,=C <](#)

Rating: — · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2451.

104235C

[B-0010Gä2Cä@ Cà 4CT@CT2DÄODP](#)

Rating: — · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2452.

1041553

[B >C@D"Ô?D';CTACäA](#)

Rating: — · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2453.

1041552

[A@Cä8Ct2CT4CT=C,,5 BD8C >CÔ0DtGC€](#)

Rating: — · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2454.

1041551

[B U@40;CT=C,,5 C@D@<CäCC4>C'LCÔ8C#0](#)

Rating: — · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2455.

100627R

[A@>C@D 2 AÔ A,, 'A Aä](#)

Rating: — · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2456.

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2023-12-16 · Text (first AC) · Tags: *special, constructive algorithms

[k1r1t0's solution](#)

2457.

1663D

[Is it rated - 3](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: — · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: *special, combinatorics, dp, math

[k1r1t0's solution](#)

2458.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: *special, divide and conquer, implementation, math

[k1r1t0's solution](#)

2459.

1663C

[P Ô! Verdon Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · last AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation, math

[k1r1t0's solution](#)

2460.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · last AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: *special, expression parsing, trees

[k1r1t0's solution](#)

2461.

104872C

[Driving License Exam](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2462.

104114B

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2463.

104114I

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

Rating: — · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2464.

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2465.

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · last AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2466.

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2467.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2468.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2469.

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2470.

100005I

[I](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2471.

100005B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · PyPy 3-64 (first AC) · Tags: —
[k1r1t0's solution](#)

2472.

100005C

[C · Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2473.

100005F

[F · Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2474.

100005H

[H · Tutorial](#)

Rating: — · first AC: 2023-12-06 · last AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2475.

100005G

[G · Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2476.

100005E

[E · Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2477.

100005D

[D · Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2478.

104633O

[Which Planet is This?! · Tutorial](#)

Rating: — · first AC: 2023-12-01 · last AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2479.

104633M

[Trailing Digits · Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2480.

104633G

[Opportunity Cost · Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2481.

104633E

[Landscape Generator · Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2482.

104288F

[Islands from the Sky · Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2483.

104288A

[Crystal Crosswind](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2484.

104288J

[Splitstream](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2485.

104288H

[Prehistoric Programs](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2486.

104772C

[Colorful Village](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2487.

104772I

[Intersegment Activation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2488.

104772E

[Every Queen](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2489.

104772J

[Jumping Frogs](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2490.

104772K

[Kitchen Timer](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2491.

104772M

[Missing Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2492.

104772G

[Game of Nim](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2493.

104772D

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

Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2494.

104772A

[Axis-Aligned Area](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2495.

104730J

[AöCDSQC\\$:C =C D BD >C\\$0 AαCCα0](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2496.

104730I

[ASKC,3D 0C' Aα B,,](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2497.

104730A

[B4=C,r;C ;DÄ=C O Cö5D =Dö](#)

Rating: — · first AC: 2023-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[k1r1t0's solution](#)

2498.

104730H

[A+0000:0 C" ?Cä4C @Cä:](#)

Rating: — · first AC: 2023-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[k1r1t0's solution](#)

2499.

104770L

[Seats in the subway](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2500.

104770J

[Slime Escape](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2501.

104443E

[Cringemeter](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2502.

104471F

[Happy Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[k1r1t0's solution](#)

2503.

104471C

[Extended Average](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[k1r1t0's solution](#)

2504.

104471D

[Array Counting](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[k1r1t0's solution](#)

2505.

104471B

[2-set Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[k1r1t0's solution](#)

2506.

104471A

[Tuples](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[k1r1t0's solution](#)

2507.

104349G

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

Rating: — · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2508.

104094D

[Gas Stations](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2509.

104094E

[kex](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2510.

104094C

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2511.

104094A

[Meeting Near the Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2512.

104301E

[Again Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2513.

104301F

[OR Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2514.

104301C

[Lucky Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2515.

104301B

[Two Squares](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2516.

104301A

[Reading Books](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2517.

104248C

[Game with stones](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2518.

104248B

[Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2519.

103483K

[Railroad sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2520.

103483F

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

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2521.

103483A

[Natives](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2522.

104010K

[Pick a Pair](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2523.

104010D

[The Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2524.

104010A

[Rain Diary](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2525.

102644D

[Count Paths](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2526.

102644C

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[k1r1t0's solution](#)

2527.

102644B

[String Mood](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2528.

102644A

[Random Mood](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · last AC: 2022-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[k1r1t0's solution](#)

2529.

1005887

[B4C00D:C ?C`8D\\$:C€](#)

Rating: — · first AC: 2022-03-25 · last AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[k1r1t0's solution](#)

2530.

1005886

[ASKDrGC :C ;CTAC](#)

Rating: — · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[k1r1t0's solution](#)

2531.

1005885

[A5C1dDd5C\\$0Dò ;C,,=C,,O](#)

Rating: — · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[k1r1t0's solution](#)

2532.

1005861

[ASKDrD 7C ;C](#)

Rating: — · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[k1r1t0's solution](#)

2533.

1035335

[New Year in Kindergarten](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[k1r1t0's solution](#)

2534.

102980A

[A1C7C\\$ @CT6C,,2C =C,,5 C >CÄ1D°](#)

Rating: — · first AC: 2022-01-02 · last AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[k1r1t0's solution](#)

2535.

102552A

[AD5C0Cô> CD>CÄC](#)

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

[k1r1t0's solution](#)