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1.

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8.

2208A

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2207A

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12.

2205A

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29.

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88.

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94.

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2049A

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98.

2057A

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2051B

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100.

2051A

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

Quality: 35,177 global accepts · Rating: 800 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[kevinyang's solution](#)

101.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,260 global accepts · Rating: 800 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math
[kevinyang's solution](#)

102.

2043A

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

Quality: 26,988 global accepts · Rating: 800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[kevinyang's solution](#)

103.

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
[kevinyang's solution](#)

104.

2040A

[Game of Division](#) · [Tutorial](#)

Quality: 24,433 global accepts · Rating: 800 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: games, math
[kevinyang's solution](#)

105.

2044C

[Hard Problem](#) · [Tutorial](#)

Quality: 45,267 global accepts · Rating: 800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[kevinyang's solution](#)

106.

2044B

[Normal Problem](#) · [Tutorial](#)

Quality: 51,974 global accepts · Rating: 800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[kevinyang's solution](#)

107.

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,211 global accepts · Rating: 800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[kevinyang's solution](#)

108.

2050A

[Line Breaks](#) · [Tutorial](#)

Quality: 36,457 global accepts · Rating: 800 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[kevinyang's solution](#)

109.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,855 global accepts · Rating: 800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[kevinyang's solution](#)

110.

2034A

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

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

111.

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
[kevinyang's solution](#)

112.

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[kevinyang's solution](#)

113.

2038N

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

Quality: 11,341 global accepts · Rating: 800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[kevinyang's solution](#)

114.

2037B

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

Quality: 25,539 global accepts · Rating: 800 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[kevinyang's solution](#)

115.

2037A

[Twice](#) · [Tutorial](#)

Quality: 35,696 global accepts · Rating: 800 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[kevinyang's solution](#)

116.

2031A

[Penchick and Modern Monument](#) · [Tutorial](#)

Quality: 20,947 global accepts · Rating: 800 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math
[kevinyang's solution](#)

117.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,163 global accepts · Rating: 800 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[kevinyang's solution](#)

118.

2036B

[Startup](#) · [Tutorial](#)

Quality: 29,743 global accepts · Rating: 800 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[kevinyang's solution](#)

119.

2036A

[Quintomania](#) · [Tutorial](#)

Quality: 40,692 global accepts · Rating: 800 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[kevinyang's solution](#)

120.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,699 global accepts · Rating: 800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[kevinyang's solution](#)

121.

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

[kevinyang's solution](#)

122.

2027A

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

Quality: 22,025 global accepts · Rating: 800 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation, math

[kevinyang's solution](#)

123.

2033A

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

Quality: 41,160 global accepts · Rating: 800 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[kevinyang's solution](#)

124.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,687 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, math

[kevinyang's solution](#)

125.

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

[kevinyang's solution](#)

126.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,571 global accepts · Rating: 800 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[kevinyang's solution](#)

127.

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

[kevinyang's solution](#)

128.

2014B

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

Quality: 33,191 global accepts · Rating: 800 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: math

[kevinyang's solution](#)

129.

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,707 global accepts · Rating: 800 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[kevinyang's solution](#)

130.

2020A

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

Quality: 25,942 global accepts · Rating: 800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[kevinyang's solution](#)

131.

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

[kevinyang's solution](#)

132.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,710 global accepts · Rating: 800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[kevinyang's solution](#)

133.

2008C

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

Quality: 36,478 global accepts · Rating: 800 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[kevinyang's solution](#)

134.

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,955 global accepts · Rating: 800 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, strings

[kevinyang's solution](#)

135.

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,789 global accepts · Rating: 800 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[kevinyang's solution](#)

136.

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

[kevinyang's solution](#)

137.

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

[kevinyang's solution](#)

138.

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

[kevinyang's solution](#)

139.

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
[kevinyang's solution](#)

140.

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
[kevinyang's solution](#)

141.

1998A

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

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[kevinyang's solution](#)

142.

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,640 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[kevinyang's solution](#)

143.

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,928 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[kevinyang's solution](#)

144.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,168 global accepts · Rating: 800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[kevinyang's solution](#)

145.

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
[kevinyang's solution](#)

146.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[kevinyang's solution](#)

147.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,424 global accepts · Rating: 800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
[kevinyang's solution](#)

148.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[kevinyang's solution](#)

149.

1983A

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

Quality: 28,115 global accepts · Rating: 800 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[kevinyang's solution](#)

150.

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,943 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[kevinyang's solution](#)

151.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,233 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings
[kevinyang's solution](#)

152.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,506 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings
[kevinyang's solution](#)

153.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,353 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[kevinyang's solution](#)

154.

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,985 global accepts · Rating: 800 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math, sortings
[kevinyang's solution](#)

155.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,333 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search
[kevinyang's solution](#)

156.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,622 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[kevinyang's solution](#)

157.

1985B

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

Quality: 56,769 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[kevinyang's solution](#)

158.

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,371 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[kevinyang's solution](#)

159.

1979A

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

Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
[kevinyang's solution](#)

160.

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,501 global accepts · Rating: 800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: sortings
[kevinyang's solution](#)

161.

1980A

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

Quality: 47,596 global accepts · Rating: 800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: math
[kevinyang's solution](#)

162.

1981A

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

Quality: 24,250 global accepts · Rating: 800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
[kevinyang's solution](#)

163.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,644 global accepts · Rating: 800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings
[kevinyang's solution](#)

164.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,197 global accepts · Rating: 800 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: math
[kevinyang's solution](#)

165.

1975A

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

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[kevinyang's solution](#)

166.

1974B

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

Quality: 34,487 global accepts · Rating: 800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings
[kevinyang's solution](#)

167.

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,914 global accepts · Rating: 800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[kevinyang's solution](#)

168.

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,705 global accepts · Rating: 800 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[kevinyang's solution](#)

169.

1971A

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

Quality: 59,478 global accepts · Rating: 800 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[kevinyang's solution](#)

170.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[kevinyang's solution](#)

171.

1968B

[Prefiguence](#) · [Tutorial](#)

Quality: 31,435 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[kevinyang's solution](#)

172.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,455 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[kevinyang's solution](#)

173.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,176 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[kevinyang's solution](#)

174.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,675 global accepts · Rating: 800 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[kevinyang's solution](#)

175.

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,727 global accepts · Rating: 800 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: math

[kevinyang's solution](#)

176.

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

[kevinyang's solution](#)

177.

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

[kevinyang's solution](#)

178.

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

[kevinyang's solution](#)

179.

1946A

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

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

[kevinyang's solution](#)

180.

1948A

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

Quality: 30,994 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[kevinyang's solution](#)

181.

1941A

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

Quality: 47,694 global accepts · Rating: 800 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[kevinyang's solution](#)

182.

1935A

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

Quality: 30,325 global accepts · Rating: 800 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[kevinyang's solution](#)

183.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[kevinyang's solution](#)

184.

1933B

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

Quality: 36,272 global accepts · Rating: 800 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[kevinyang's solution](#)

185.

1933A

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

Quality: 42,107 global accepts · Rating: 800 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[kevinyang's solution](#)

186.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[kevinyang's solution](#)

187.

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,450 global accepts · Rating: 800 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation

[kevinyang's solution](#)

188.

1926A

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

Quality: 62,192 global accepts · Rating: 800 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[kevinyang's solution](#)

189.

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,893 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[kevinyang's solution](#)

190.

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

[kevinyang's solution](#)

191.

1929B

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

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

[kevinyang's solution](#)

192.

1929A

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

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

[kevinyang's solution](#)

193.

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,365 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[kevinyang's solution](#)

194.

1931A

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

Quality: 39,961 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

[kevinyang's solution](#)

195.

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

[kevinyang's solution](#)

196.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,436 global accepts · Rating: 800 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[kevinyang's solution](#)

197.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,372 global accepts · Rating: 800 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[kevinyang's solution](#)

198.

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,575 global accepts · Rating: 800 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[kevinyang's solution](#)

199.

1921A

[Square](#) · [Tutorial](#)

Quality: 49,593 global accepts · Rating: 800 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[kevinyang's solution](#)

200.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,850 global accepts · Rating: 800 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings

[kevinyang's solution](#)

201.

1920A

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

Quality: 29,555 global accepts · Rating: 800 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

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202.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,872 global accepts · Rating: 800 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
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203.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,651 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy
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204.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: games, math
[kevinyang's solution](#)

205.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
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206.

1896A

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Quality: 57,322 global accepts · Rating: 800 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: sortings
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207.

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,009 global accepts · Rating: 800 · first AC: 2024-01-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, two pointers
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208.

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 69,992 global accepts · Rating: 800 · first AC: 2024-01-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
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209.

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,691 global accepts · Rating: 800 · first AC: 2024-01-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[kevinyang's solution](#)

210.

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,392 global accepts · Rating: 800 · first AC: 2024-01-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[kevinyang's solution](#)

211.

1916A

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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
[kevinyang's solution](#)

212.

1903A

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Quality: 79,615 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[kevinyang's solution](#)

213.

1905A

[Constructive Problems](#) · [Tutorial](#)

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
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214.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,182 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation
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215.

1915B

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Quality: 50,351 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation
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216.

1915A

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Quality: 79,796 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, implementation
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217.

1917A

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Quality: 27,244 global accepts · Rating: 800 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[kevinyang's solution](#)

218.

1909A

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Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
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219.

1902A

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220.

1914B

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Quality: 33,225 global accepts · Rating: 800 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
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221.

1914A

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Quality: 35,153 global accepts · Rating: 800 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
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222.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,262 global accepts · Rating: 800 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation
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223.

1881A

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Quality: 59,308 global accepts · Rating: 800 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, strings
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224.

1858A

[Buttons](#) · [Tutorial](#)

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225.

1886A

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Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math
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226.

1861A

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Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
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227.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-06-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
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228.

1837A

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Quality: 54,837 global accepts · Rating: 800 · first AC: 2023-06-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[kevinyang's solution](#)

229.

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
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230.

1838A

[Blackboard List](#) · [Tutorial](#)

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231.

1828A

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Quality: 25,342 global accepts · Rating: 800 · first AC: 2023-05-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
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232.

1831A

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Quality: 46,297 global accepts · Rating: 800 · first AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[kevinyang's solution](#)

233.

1823A

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Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math
[kevinyang's solution](#)

234.

1797A

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Quality: 19,485 global accepts · Rating: 800 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs,

greedy, implementation

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235.

1805B

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Quality: 19,973 global accepts · Rating: 800 · first AC: 2023-04-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

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236.

1805A

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Quality: 41,926 global accepts · Rating: 800 · first AC: 2023-04-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force

[kevinyang's solution](#)

237.

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,625 global accepts · Rating: 800 · first AC: 2023-04-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, strings

[kevinyang's solution](#)

238.

1810B

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239.

1810A

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Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

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240.

1807C

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241.

1807B

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

[kevinyang's solution](#)

242.

1807A

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Quality: 84,711 global accepts · Rating: 800 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[kevinyang's solution](#)

243.

1804A

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Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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244.

1611B

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Quality: 31,914 global accepts · Rating: 800 · first AC: 2023-03-09 · Java 8 (first AC) · Tags: binary search, constructive algorithms, math

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245.

1611A

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246.

1794A

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247.

1800A

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248.

1788A

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249.

1791C

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Quality: 74,159 global accepts · Rating: 800 · first AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers

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250.

1791B

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Quality: 52,662 global accepts · Rating: 800 · first AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation

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251.

1791A

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Quality: 80,612 global accepts · Rating: 800 · first AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

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252.

1780A

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Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-02-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

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253.

1778A

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Quality: 25,751 global accepts · Rating: 800 · first AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[kevinyang's solution](#)

254.

1787A

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Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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255.

1760C

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Quality: 43,819 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[kevinyang's solution](#)

256.

1760B

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Quality: 53,339 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings
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257.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,935 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings
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258.

1747A

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

259.

1740A

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Quality: 23,156 global accepts · Rating: 800 · first AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory
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260.

1740B

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Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, sortings
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261.

1736A

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262.

1733A

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263.

1690C

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[kevinyang's solution](#)

264.

1690B

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265.

1690A

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Quality: 35,629 global accepts · Rating: 800 · first AC: 2022-09-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[kevinyang's solution](#)

266.

1722C

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Quality: 36,175 global accepts · Rating: 800 · first AC: 2022-09-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
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267.

1722B

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Quality: 56,455 global accepts · Rating: 800 · first AC: 2022-09-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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268.

1722A

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[kevinyang's solution](#)

269.

1729B

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[kevinyang's solution](#)

270.

1729A

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Quality: 45,899 global accepts · Rating: 800 · first AC: 2022-09-13 · C++17 (GCC 9-64) (first AC) · Tags: math

[kevinyang's solution](#)

271.

1714B

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Quality: 33,776 global accepts · Rating: 800 · first AC: 2022-08-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

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272.

1709A

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Quality: 31,594 global accepts · Rating: 800 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

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273.

1705A

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274.

1703C

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275.

1703B

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276.

1703A

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277.

1702B

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278.

1702A

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279.

1701B

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Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy

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280.

1701A

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281.

1699A

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282.

1696A

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283.

1700A

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284.

1692C

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285.

1692B

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286.

1692A

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Quality: 85,743 global accepts · Rating: 800 · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[kevinyang's solution](#)

287.

1697A

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288.

1681B

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289.

1681A

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290.

1682A

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291.

1676C

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292.

1676B

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Quality: 60,639 global accepts · Rating: 800 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

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293.

1676A

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294.

1670A

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295.

1675A

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Quality: 36,808 global accepts · Rating: 800 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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296.

1674A

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Quality: 27,970 global accepts · Rating: 800 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[kevinyang's solution](#)

297.

1674B

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Quality: 29,408 global accepts · Rating: 800 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

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298.

1673A

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299.

1665A

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300.

1672B

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Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-04-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms,

implementation

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301.

1672A

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Quality: 16,817 global accepts · Rating: 800 · first AC: 2022-04-25 · C++17 (GCC 9-64) (first AC) · Tags: games, implementation, math

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302.

1669C

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Quality: 41,475 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[kevinyang's solution](#)

303.

1669B

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1658A

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1658B

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1647A

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410.

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1385B

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1372A

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1236A

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455.

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1370A

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461.

1368A

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1352A

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1360B

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477.

758A

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1353B

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480.

1325B

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481.

1325A

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482.

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497.

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2085A

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2042B

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504.

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505.

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506.

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510.

2005A

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511.

1990A

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512.

1988B

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513.

1988A

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514.

1992C

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515.

1985D

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516.

1973A

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517.

1869A

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518.

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519.

1856B

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520.

1954A

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521.

1951A

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522.

1941C

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523.

1927B

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524.

1918B

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525.

1921C

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526.

1896B

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527.

1915D

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528.

1904A

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529.

1881B

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530.

1837B

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531.

1828B

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532.

1823B

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533.

1807D

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534.

913A

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535.

1794B

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536.

1747B

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537.

1737A

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538.

1733B

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1726A

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541.

1705B

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542.

1699B

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543.

1696B

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1697B

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1679A

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546.

1675B

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547.

1665B

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548.

1650B

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549.

1642B

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1624B

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551.

1617B

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552.

1591B

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553.

1609A

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554.

1607B

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555.

1582B

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556.

1593B

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557.

1436B

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558.

1559B

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559.

1559A

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560.

1555A

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561.

868A

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562.

1543B

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563.

1543A

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564.

1488A

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565.

1537B

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566.

1535B

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567.

1486A

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568.

1475B

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569.

1475A

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570.

1462C

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571.

1451B

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572.

1430A

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573.

1427A

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574.

1419A

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575.

1406A

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576.

1401A

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577.

1373B

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578.

1380A

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579.

1008A

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580.

1374B

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581.

1216B

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582.

1197A

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583.

1341A

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584.

1335B

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585.

1337B

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586.

1350A

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587.

1351B

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588.

1354A

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589.

1343A

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590.

199A

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591.

137A

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592.

1330A

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Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-04-04 · Java 8 (first AC) · Tags: implementation

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593.

1133A

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Quality: 19,700 global accepts · Rating: 1000 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

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594.

2203B

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Quality: 14,287 global accepts · Rating: 1000 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, fft, greedy, math

[kevinyang's solution](#)

595.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,251 global accepts · Rating: 1000 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[kevinyang's solution](#)

596.

2192B

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Quality: 14,548 global accepts · Rating: 1000 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings

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597.

620B

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Quality: 10,510 global accepts · Rating: 1000 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[kevinyang's solution](#)

598.

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,902 global accepts · Rating: 1000 · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, strings

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599.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,812 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

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600.

2145B

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Quality: 21,547 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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601.

2143B

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Quality: 20,913 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

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602.

2144B

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Quality: 18,470 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

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603.

2148D

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Quality: 26,738 global accepts · Rating: 1000 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy,

sortings

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604.

1844B

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Quality: 20,247 global accepts · Rating: 1000 · first AC: 2025-08-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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605.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,271 global accepts · Rating: 1000 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[kevinyang's solution](#)

606.

2123C

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

Quality: 30,879 global accepts · Rating: 1000 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures

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607.

2114C

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Quality: 30,891 global accepts · Rating: 1000 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[kevinyang's solution](#)

608.

2120B

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Quality: 17,740 global accepts · Rating: 1000 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[kevinyang's solution](#)

609.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[kevinyang's solution](#)

610.

2093C

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Quality: 30,844 global accepts · Rating: 1000 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

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611.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,818 global accepts · Rating: 1000 · first AC: 2025-03-30 · last AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[kevinyang's solution](#)

612.

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,833 global accepts · Rating: 1000 · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[kevinyang's solution](#)

613.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[kevinyang's solution](#)

614.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,912 global accepts · Rating: 1000 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[kevinyang's solution](#)

615.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,282 global accepts · Rating: 1000 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[kevinyang's solution](#)

616.

2060B

[Farmer John's Card Game](#) · [Tutorial](#)

Quality: 28,590 global accepts · Rating: 1000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[kevinyang's solution](#)

617.

2057B

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

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[kevinyang's solution](#)

618.

2051C

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

Quality: 28,010 global accepts · Rating: 1000 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[kevinyang's solution](#)

619.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,102 global accepts · Rating: 1000 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[kevinyang's solution](#)

620.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

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

[kevinyang's solution](#)

621.

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

[kevinyang's solution](#)

622.

2037C

[Superultra's Favorite Permutation](#) · [Tutorial](#)

Quality: 25,530 global accepts · Rating: 1000 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[kevinyang's solution](#)

623.

2005B1

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

Quality: 24,746 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[kevinyang's solution](#)

624.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,521 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[kevinyang's solution](#)

625.

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
[kevinyang's solution](#)

626.

1998B

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

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[kevinyang's solution](#)

627.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,745 global accepts · Rating: 1000 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation
[kevinyang's solution](#)

628.

1986B

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

Quality: 30,132 global accepts · Rating: 1000 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings
[kevinyang's solution](#)

629.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,106 global accepts · Rating: 1000 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[kevinyang's solution](#)

630.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,432 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy
[kevinyang's solution](#)

631.

1975B

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

Quality: 21,070 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings
[kevinyang's solution](#)

632.

1970A1

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

Quality: 7,237 global accepts · Rating: 1000 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[kevinyang's solution](#)

633.

1968C

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

Quality: 29,262 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory
[kevinyang's solution](#)

634.

1969B

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

Quality: 22,329 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[kevinyang's solution](#)

635.

1955B

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

Quality: 32,264 global accepts · Rating: 1000 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings
[kevinyang's solution](#)

636.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 1000 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
[kevinyang's solution](#)

637.

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
[kevinyang's solution](#)

638.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,884 global accepts · Rating: 1000 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[kevinyang's solution](#)

639.

1927C

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

Quality: 31,567 global accepts · Rating: 1000 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[kevinyang's solution](#)

640.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,906 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[kevinyang's solution](#)

641.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,245 global accepts · Rating: 1000 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: strings
[kevinyang's solution](#)

642.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[kevinyang's solution](#)

643.

1861B

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

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy
[kevinyang's solution](#)

644.

1837C

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

Quality: 24,576 global accepts · Rating: 1000 · first AC: 2023-06-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[kevinyang's solution](#)

645.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,053 global accepts · Rating: 1000 · first AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[kevinyang's solution](#)

646.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,331 global accepts · Rating: 1000 · first AC: 2023-04-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[kevinyang's solution](#)

647.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[kevinyang's solution](#)

648.

1800C1

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

Quality: 26,956 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[kevinyang's solution](#)

649.

1800B

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

Quality: 28,411 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[kevinyang's solution](#)

650.

1785A

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

Rating: 1000 · first AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[kevinyang's solution](#)

651.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,264 global accepts · Rating: 1000 · first AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, strings
[kevinyang's solution](#)

652.

1760D

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

Quality: 27,014 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers
[kevinyang's solution](#)

653.

1690D

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

Quality: 47,026 global accepts · Rating: 1000 · first AC: 2022-09-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers
[kevinyang's solution](#)

654.

1702D

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

Quality: 25,935 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[kevinyang's solution](#)

655.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
[kevinyang's solution](#)

656.

1674C

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

Quality: 26,354 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, implementation, strings
[kevinyang's solution](#)

657.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[kevinyang's solution](#)

658.

1632B

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

Quality: 31,537 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms
[kevinyang's solution](#)

659.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings
[kevinyang's solution](#)

660.

1620B

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

Quality: 31,473 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math
[kevinyang's solution](#)

661.

1614B

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

Quality: 29,027 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings
[kevinyang's solution](#)

662.

1607C

[Minimum Extraction](#) · [Tutorial](#)

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

663.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,938 global accepts · Rating: 1000 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[kevinyang's solution](#)

664.

1593C

[Save More Mice](#) · [Tutorial](#)

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

665.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,920 global accepts · Rating: 1000 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks

[kevinyang's solution](#)

666.

1579E1

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

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

667.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[kevinyang's solution](#)

668.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,862 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[kevinyang's solution](#)

669.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,935 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy
[kevinyang's solution](#)

670.

1562B

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

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory
[kevinyang's solution](#)

671.

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[kevinyang's solution](#)

672.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,526 global accepts · Rating: 1000 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, greedy, math
[kevinyang's solution](#)

673.

1521A

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

Quality: 42,041 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[kevinyang's solution](#)

674.

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,539 global accepts · Rating: 1000 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[kevinyang's solution](#)

675.

1515B

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

Quality: 27,063 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory
[kevinyang's solution](#)

676.

1506C

[Double-ended Strings](#) · [Tutorial](#)

Quality: 35,623 global accepts · Rating: 1000 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings
[kevinyang's solution](#)

677.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation
[kevinyang's solution](#)

678.

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-02-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math
[kevinyang's solution](#)

679.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,141 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory
[kevinyang's solution](#)

680.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,884 global accepts · Rating: 1000 · first AC: 2021-02-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math
[kevinyang's solution](#)

681.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory, strings
[kevinyang's solution](#)

682.

1474B

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

Quality: 40,325 global accepts · Rating: 1000 · first AC: 2021-01-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory
[kevinyang's solution](#)

683.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,058 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[kevinyang's solution](#)

684.

1469A

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

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

685.

1438B

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

Quality: 29,069 global accepts · Rating: 1000 · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[kevinyang's solution](#)

686.

1430C

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

Quality: 28,234 global accepts · Rating: 1000 · first AC: 2020-10-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[kevinyang's solution](#)

687.

1405B

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

Quality: 23,029 global accepts · Rating: 1000 · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[kevinyang's solution](#)

688.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,846 global accepts · Rating: 1000 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: math

[kevinyang's solution](#)

689.

1395A

[Boboniu Likes to Color Balls](#) · [Tutorial](#)

Quality: 25,495 global accepts · Rating: 1000 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[kevinyang's solution](#)

690.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-08-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[kevinyang's solution](#)

691.

1388B

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

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[kevinyang's solution](#)

692.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-06-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[kevinyang's solution](#)

693.

1008B

[Turn the Rectangles](#) · [Tutorial](#)

Quality: 12,563 global accepts · Rating: 1000 · first AC: 2020-06-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[kevinyang's solution](#)

694.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,915 global accepts · Rating: 1000 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[kevinyang's solution](#)

695.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2020-06-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[kevinyang's solution](#)

696.

1020A

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

Quality: 9,453 global accepts · Rating: 1000 · first AC: 2020-06-26 · C++17 (GCC 9-64) (first AC) · Tags: math

[kevinyang's solution](#)

697.

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,124 global accepts · Rating: 1000 · first AC: 2020-06-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs

[kevinyang's solution](#)

698.

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,893 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[kevinyang's solution](#)

699.

1362A

[Johnny and Ancient Computer](#) · [Tutorial](#)

Quality: 34,080 global accepts · Rating: 1000 · first AC: 2020-06-04 · Java 8 (first AC) · Tags: implementation

[kevinyang's solution](#)

700.

385A

[Bear and Raspberry](#) · [Tutorial](#)

Quality: 17,324 global accepts · Rating: 1000 · first AC: 2020-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[kevinyang's solution](#)

701.

1084A

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

Quality: 8,229 global accepts · Rating: 1000 · first AC: 2020-05-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[kevinyang's solution](#)

702.

1359B

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

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-05-28 · Java 8 (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[kevinyang's solution](#)

703.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2020-05-28 · Java 8 (first AC) · Tags: brute force, greedy, math

[kevinyang's solution](#)

704.

1358B

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

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · Java 8 (first AC) · Tags: greedy, sortings

[kevinyang's solution](#)

705.

822B

[Crossword solving](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2020-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[kevinyang's solution](#)

706.

137B

[Permutation](#) · [Tutorial](#)

Quality: 15,037 global accepts · Rating: 1000 · first AC: 2020-05-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[kevinyang's solution](#)

707.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,846 global accepts · Rating: 1000 · first AC: 2020-05-14 · Java 8 (first AC) · Tags: math

[kevinyang's solution](#)

708.

43B

[Letter](#) · [Tutorial](#)

Quality: 20,487 global accepts · Rating: 1100 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[kevinyang's solution](#)

709.

2211B

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

Quality: 11,620 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[kevinyang's solution](#)

710.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,666 global accepts · Rating: 1100 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[kevinyang's solution](#)

711.

2155B

[Abraham's Great Escape](#) · [Tutorial](#)

Quality: 16,988 global accepts · Rating: 1100 · first AC: 2026-03-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs

[kevinyang's solution](#)

712.

2183B

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

Quality: 16,173 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[kevinyang's solution](#)

713.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,921 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[kevinyang's solution](#)

714.

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

[kevinyang's solution](#)

715.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1100 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers

[kevinyang's solution](#)

716.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,883 global accepts · Rating: 1100 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[kevinyang's solution](#)

717.

2125C

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

Quality: 22,750 global accepts · Rating: 1100 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[kevinyang's solution](#)

718.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,418 global accepts · Rating: 1100 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[kevinyang's solution](#)

719.

2130B

[Pathless](#) · [Tutorial](#)

Quality: 21,395 global accepts · Rating: 1100 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[kevinyang's solution](#)

720.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[kevinyang's solution](#)

721.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,116 global accepts · Rating: 1100 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[kevinyang's solution](#)

722.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[kevinyang's solution](#)

723.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,387 global accepts · Rating: 1100 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[kevinyang's solution](#)

724.

2103B

[Binary Typewriter](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[kevinyang's solution](#)

725.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,569 global accepts · Rating: 1100 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[kevinyang's solution](#)

726.

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,860 global accepts · Rating: 1100 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[kevinyang's solution](#)

727.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[kevinyang's solution](#)

728.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,631 global accepts · Rating: 1100 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms,

strings

[kevinyang's solution](#)

729.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,886 global accepts · Rating: 1100 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[kevinyang's solution](#)

730.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,972 global accepts · Rating: 1100 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[kevinyang's solution](#)

731.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,689 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[kevinyang's solution](#)

732.

2064B

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

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[kevinyang's solution](#)

733.

2065C1

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

Quality: 27,760 global accepts · Rating: 1100 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[kevinyang's solution](#)

734.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[kevinyang's solution](#)

735.

2063B

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

Quality: 23,193 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[kevinyang's solution](#)

736.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[kevinyang's solution](#)

737.

2060D

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

Quality: 26,197 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[kevinyang's solution](#)

738.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,732 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[kevinyang's solution](#)

739.

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,100 global accepts · Rating: 1100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[kevinyang's solution](#)

740.

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,059 global accepts · Rating: 1100 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[kevinyang's solution](#)

741.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[kevinyang's solution](#)

742.

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,199 global accepts · Rating: 1100 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[kevinyang's solution](#)

743.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,592 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[kevinyang's solution](#)

744.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[kevinyang's solution](#)

745.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy

[kevinyang's solution](#)

746.

2025B

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

Quality: 19,615 global accepts · Rating: 1100 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[kevinyang's solution](#)

747.

2014C

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

Quality: 27,457 global accepts · Rating: 1100 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[kevinyang's solution](#)

748.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[kevinyang's solution](#)

749.

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,447 global accepts · Rating: 1100 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, dsu, graphs, math
[kevinyang's solution](#)

750.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,672 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings
[kevinyang's solution](#)

751.

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
[kevinyang's solution](#)

752.

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
[kevinyang's solution](#)

753.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[kevinyang's solution](#)

754.

1995B1

[Bouquet \(Easy Version\)](#) · [Tutorial](#)

Quality: 20,984 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers
[kevinyang's solution](#)

755.

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
[kevinyang's solution](#)

756.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,020 global accepts · Rating: 1100 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings
[kevinyang's solution](#)

757.

1976B

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

Quality: 25,080 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[kevinyang's solution](#)

758.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,898 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[kevinyang's solution](#)

759.

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,719 global accepts · Rating: 1100 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math, shortest paths, sortings

[kevinyang's solution](#)

760.

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,555 global accepts · Rating: 1100 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, sortings, strings

[kevinyang's solution](#)

761.

1957B

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

Quality: 20,408 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[kevinyang's solution](#)

762.

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

[kevinyang's solution](#)

763.

1946B

[Maximum Sum](#) · [Tutorial](#)

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

[kevinyang's solution](#)

764.

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

[kevinyang's solution](#)

765.

1933C

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

Quality: 25,372 global accepts · Rating: 1100 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[kevinyang's solution](#)

766.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: 1100 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[kevinyang's solution](#)

767.

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 1100 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[kevinyang's solution](#)

768.

1921D

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

Quality: 24,277 global accepts · Rating: 1100 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[kevinyang's solution](#)

769.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings
[kevinyang's solution](#)

770.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[kevinyang's solution](#)

771.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[kevinyang's solution](#)

772.

1873E

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

Quality: 43,456 global accepts · Rating: 1100 · first AC: 2024-01-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings
[kevinyang's solution](#)

773.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,590 global accepts · Rating: 1100 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees
[kevinyang's solution](#)

774.

1917B

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

Quality: 36,353 global accepts · Rating: 1100 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings
[kevinyang's solution](#)

775.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy
[kevinyang's solution](#)

776.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,530 global accepts · Rating: 1100 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[kevinyang's solution](#)

777.

1904B

[Collecting Game](#) · [Tutorial](#)

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

778.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,329 global accepts · Rating: 1100 · first AC: 2023-06-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy
[kevinyang's solution](#)

779.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,549 global accepts · Rating: 1100 · first AC: 2023-06-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[kevinyang's solution](#)

780.

1838B

[Minimize Permutation Subarrays](#) · [Tutorial](#)

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[kevinyang's solution](#)

781.

1828C

[Counting Orders](#) · [Tutorial](#)

Rating: 1100 · first AC: 2023-05-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, sortings
[kevinyang's solution](#)

782.

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1100 · first AC: 2023-05-31 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[kevinyang's solution](#)

783.

1797B

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

Quality: 24,614 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[kevinyang's solution](#)

784.

1811C

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

Quality: 22,227 global accepts · Rating: 1100 · first AC: 2023-04-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[kevinyang's solution](#)

785.

1807G2

[Subsequence Addition \(Hard Version\)](#) · [Tutorial](#)

Quality: 27,843 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings
[kevinyang's solution](#)

786.

1807G1

[Subsequence Addition \(Easy Version\)](#) · [Tutorial](#)

Quality: 22,250 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings
[kevinyang's solution](#)

787.

1800C2

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

Quality: 27,088 global accepts · Rating: 1100 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[kevinyang's solution](#)

788.

1788B

[Sum of Two Numbers](#) · [Tutorial](#)

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities
[kevinyang's solution](#)

789.

1791G1

[Teleporters \(Easy Version\)](#) · [Tutorial](#)

Quality: 33,918 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[kevinyang's solution](#)

790.

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,282 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[kevinyang's solution](#)

791.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,976 global accepts · Rating: 1100 · first AC: 2023-02-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[kevinyang's solution](#)

792.

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[kevinyang's solution](#)

793.

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math

[kevinyang's solution](#)

794.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,554 global accepts · Rating: 1100 · first AC: 2022-09-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[kevinyang's solution](#)

795.

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,641 global accepts · Rating: 1100 · first AC: 2022-09-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[kevinyang's solution](#)

796.

1726B

[Mainak and Interesting Sequence](#) · [Tutorial](#)

Quality: 16,848 global accepts · Rating: 1100 · first AC: 2022-09-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[kevinyang's solution](#)

797.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,205 global accepts · Rating: 1100 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, strings

[kevinyang's solution](#)

798.

1702C

[Train and Queries](#) · [Tutorial](#)

Quality: 25,123 global accepts · Rating: 1100 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[kevinyang's solution](#)

799.

1700B

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

Quality: 19,887 global accepts · Rating: 1100 · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[kevinyang's solution](#)

800.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,660 global accepts · Rating: 1100 · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[kevinyang's solution](#)

801.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,403 global accepts · Rating: 1100 · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings
[kevinyang's solution](#)

802.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,069 global accepts · Rating: 1100 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings
[kevinyang's solution](#)

803.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings
[kevinyang's solution](#)

804.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[kevinyang's solution](#)

805.

1673B

[A Perfectly Balanced String?](#) · [Tutorial](#)

Quality: 21,772 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, strings
[kevinyang's solution](#)

806.

1574B

[Combinatorics Homework](#) · [Tutorial](#)

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math
[kevinyang's solution](#)

807.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-04-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[kevinyang's solution](#)

808.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,421 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[kevinyang's solution](#)

809.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,610 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, two pointers
[kevinyang's solution](#)

810.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,546 global accepts · Rating: 1100 · first AC: 2022-02-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, sortings
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811.

1637B

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Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math
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812.

1633C

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813.

1631B

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814.

1626B

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Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
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815.

1624C

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816.

1616B

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Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
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817.

1623B

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818.

1609B

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819.

1593D1

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820.

1594B

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821.

1579B

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822.

1566D1

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823.

1557B

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[kevinyang's solution](#)

824.

1547C

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825.

1534B

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826.

1523B

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827.

1506B

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Quality: 21,149 global accepts · Rating: 1100 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

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828.

1509B

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[kevinyang's solution](#)

829.

1511C

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[kevinyang's solution](#)

830.

1511B

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[kevinyang's solution](#)

831.

1492B

[Card Deck](#) · [Tutorial](#)

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[kevinyang's solution](#)

832.

1490C

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Quality: 38,824 global accepts · Rating: 1100 · first AC: 2021-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math
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833.

797A

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Quality: 19,884 global accepts · Rating: 1100 · first AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory
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834.

1481B

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835.

1478B

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836.

1472C

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837.

1463A

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Quality: 27,926 global accepts · Rating: 1100 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math
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838.

1455C

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839.

1407A

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840.

1409B

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Quality: 30,923 global accepts · Rating: 1100 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
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841.

1401B

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842.

1395B

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843.

1382B

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844.

1375A

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845.

1333B

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846.

1370B

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847.

1365A

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848.

712B

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[kevinyang's solution](#)

849.

1335C

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850.

1345B

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851.

1360C

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852.

758B

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[kevinyang's solution](#)

853.

1327A

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854.

1744D

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855.

234A

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856.

361B

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Quality: 8,797 global accepts · Rating: 1200 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory
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857.

53C

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858.

176A

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Quality: 1,806 global accepts · Rating: 1200 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
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859.

489A

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Quality: 10,587 global accepts · Rating: 1200 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings
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860.

222A

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861.

1091B

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862.

2210C1

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863.

2189B

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864.

2190A

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865.

387B

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Quality: 12,970 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers

[kevinyang's solution](#)

866.

2172E

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Quality: 5,898 global accepts · Rating: 1200 · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[kevinyang's solution](#)

867.

2174A

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Quality: 14,297 global accepts · Rating: 1200 · first AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

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868.

2181H

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Quality: 6,603 global accepts · Rating: 1200 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[kevinyang's solution](#)

869.

2178C

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Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[kevinyang's solution](#)

870.

2135A

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871.

2161C

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872.

2148E

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Quality: 14,063 global accepts · Rating: 1200 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

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873.

2134C

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Quality: 18,678 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

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874.

2134B

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Quality: 20,870 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[kevinyang's solution](#)

875.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,592 global accepts · Rating: 1200 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

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876.

2123D

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Quality: 21,889 global accepts · Rating: 1200 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

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877.

2119B

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Quality: 18,304 global accepts · Rating: 1200 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

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878.

2117D

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[kevinyang's solution](#)

879.

2117C

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880.

2121C

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881.

2113B

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Quality: 14,623 global accepts · Rating: 1200 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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882.

2118B

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Quality: 20,036 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

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883.

2109B

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884.

2094E

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Quality: 18,567 global accepts · Rating: 1200 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks

[kevinyang's solution](#)

885.

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,580 global accepts · Rating: 1200 · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[kevinyang's solution](#)

886.

2091D

[Place of the Olympiad](#) · [Tutorial](#)

Quality: 23,489 global accepts · Rating: 1200 · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

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887.

2085B

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Quality: 17,098 global accepts · Rating: 1200 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

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888.

1834C

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Quality: 15,040 global accepts · Rating: 1200 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, strings

[kevinyang's solution](#)

889.

2072C

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Quality: 19,574 global accepts · Rating: 1200 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[kevinyang's solution](#)

890.

2069B

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[kevinyang's solution](#)

891.

2065D

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Quality: 20,629 global accepts · Rating: 1200 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[kevinyang's solution](#)

892.

1987C

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Quality: 20,763 global accepts · Rating: 1200 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[kevinyang's solution](#)

893.

2062C

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

Quality: 18,388 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[kevinyang's solution](#)

894.

2056C

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

Quality: 19,433 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[kevinyang's solution](#)

895.

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,918 global accepts · Rating: 1200 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers
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896.

2053B

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Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy
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897.

2048C

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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
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898.

2050C

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

Quality: 25,000 global accepts · Rating: 1200 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math
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899.

2046A

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

Quality: 16,808 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[kevinyang's solution](#)

900.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1200 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math
[kevinyang's solution](#)

901.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
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902.

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory
[kevinyang's solution](#)

903.

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,665 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math
[kevinyang's solution](#)

904.

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
[kevinyang's solution](#)

905.

2003C

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

Quality: 21,663 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[kevinyang's solution](#)

906.

2002C

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Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[kevinyang's solution](#)

907.

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

[kevinyang's solution](#)

908.

1983B

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Quality: 18,412 global accepts · Rating: 1200 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[kevinyang's solution](#)

909.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,004 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[kevinyang's solution](#)

910.

1982C

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911.

1982B

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912.

1989B

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913.

1985E

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914.

1979C

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915.

1975C

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916.

1954C

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917.

1954B

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918.

1951B

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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

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919.

1941D

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920.

1935B

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921.

1934B

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922.

1933D

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[kevinyang's solution](#)

923.

1926C

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[kevinyang's solution](#)

924.

1928B

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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

[kevinyang's solution](#)

925.

1922B

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[kevinyang's solution](#)

926.

1870B

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Quality: 16,108 global accepts · Rating: 1200 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math
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927.

1916C

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[kevinyang's solution](#)

928.

1903B

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Quality: 14,834 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy
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929.

1909B

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Quality: 30,959 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[kevinyang's solution](#)

930.

1914D

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Quality: 38,089 global accepts · Rating: 1200 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[kevinyang's solution](#)

931.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,255 global accepts · Rating: 1200 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
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932.

1886B

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Quality: 18,016 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, math
[kevinyang's solution](#)

933.

1826A

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Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings
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934.

913B

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Quality: 19,463 global accepts · Rating: 1200 · first AC: 2023-03-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation, trees
[kevinyang's solution](#)

935.

1800D

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Quality: 29,346 global accepts · Rating: 1200 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, hashing, strings
[kevinyang's solution](#)

936.

1736B

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Quality: 20,255 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[kevinyang's solution](#)

937.

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,749 global accepts · Rating: 1200 · first AC: 2022-09-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers
[kevinyang's solution](#)

938.

1703E

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Quality: 27,584 global accepts · Rating: 1200 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[kevinyang's solution](#)

939.

1692E

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[kevinyang's solution](#)

940.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,731 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings
[kevinyang's solution](#)

941.

1679B

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Quality: 27,430 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
[kevinyang's solution](#)

942.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,791 global accepts · Rating: 1200 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings
[kevinyang's solution](#)

943.

1669G

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Quality: 21,723 global accepts · Rating: 1200 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, implementation
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944.

1669E

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Quality: 21,254 global accepts · Rating: 1200 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, strings
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945.

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation
[kevinyang's solution](#)

946.

1650C

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Quality: 18,513 global accepts · Rating: 1200 · first AC: 2022-03-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, hashing, implementation, sortings

[kevinyang's solution](#)

947.

1641A

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Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[kevinyang's solution](#)

948.

1635C

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[kevinyang's solution](#)

949.

1637C

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Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[kevinyang's solution](#)

950.

1608B

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Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[kevinyang's solution](#)

951.

1582C

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[kevinyang's solution](#)

952.

1586B

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Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, trees

[kevinyang's solution](#)

953.

1598C

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Quality: 23,654 global accepts · Rating: 1200 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[kevinyang's solution](#)

954.

1594C

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Quality: 28,336 global accepts · Rating: 1200 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, strings

[kevinyang's solution](#)

955.

1592B

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Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[kevinyang's solution](#)

956.

1559C

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Quality: 22,810 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[kevinyang's solution](#)

957.

1497C1

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958.

1497B

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959.

632A

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Quality: 4,920 global accepts · Rating: 1200 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

960.

1553C

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Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
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961.

1530C

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Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings
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962.

1546B

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963.

1537C

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Quality: 30,281 global accepts · Rating: 1200 · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
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964.

1536B

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Quality: 25,027 global accepts · Rating: 1200 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, strings
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965.

1520D

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Quality: 64,475 global accepts · Rating: 1200 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, math
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966.

1517B

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Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings
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967.

1514B

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Quality: 34,930 global accepts · Rating: 1200 · first AC: 2021-04-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math
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968.

1512C

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969.

1512D

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970.

1437B

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971.

1490D

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Quality: 21,674 global accepts · Rating: 1200 · first AC: 2021-02-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, implementation
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972.

560B

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Quality: 8,253 global accepts · Rating: 1200 · first AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
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973.

1487B

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974.

1485B

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Quality: 17,921 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math
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975.

1472D

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976.

1455B

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977.

1454C

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Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
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978.

1433D

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979.

1419B

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Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math
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980.

1406B

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Quality: 24,461 global accepts · Rating: 1200 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings
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981.

1399C

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982.

1409C

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983.

1392C

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Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
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984.

1384A

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Quality: 19,611 global accepts · Rating: 1200 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings
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985.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy
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986.

1375B

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Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
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987.

1064B

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Quality: 7,937 global accepts · Rating: 1200 · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: math

[kevinyang's solution](#)

988.

1371B

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Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: math

[kevinyang's solution](#)

989.

1245B

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Quality: 14,531 global accepts · Rating: 1200 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[kevinyang's solution](#)

990.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-23 · Java 8 (first AC) · Tags: greedy, implementation, strings

[kevinyang's solution](#)

991.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-06-13 · Java 8 (first AC) · Tags: brute force, data structures, number theory, two pointers

[kevinyang's solution](#)

992.

1362B

[Johnny and His Hobbies](#) · [Tutorial](#)

Quality: 21,042 global accepts · Rating: 1200 · first AC: 2020-06-04 · Java 8 (first AC) · Tags: bitmasks, brute force

[kevinyang's solution](#)

993.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-05-31 · Java 8 (first AC) · Tags: brute force, implementation, math

[kevinyang's solution](#)

994.

385B

[Bear and Strings](#) · [Tutorial](#)

Quality: 10,834 global accepts · Rating: 1200 · first AC: 2020-05-31 · Java 8 (first AC) · Tags: brute force, greedy, implementation, math, strings

[kevinyang's solution](#)

995.

1084B

[Kvass and the Fair Nut](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1200 · first AC: 2020-05-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[kevinyang's solution](#)

996.

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,764 global accepts · Rating: 1200 · first AC: 2020-05-25 · Java 8 (first AC) · Tags: binary search, math

[kevinyang's solution](#)

997.

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,819 global accepts · Rating: 1200 · first AC: 2020-05-24 · Java 8 (first AC) · Tags: constructive algorithms, math

[kevinyang's solution](#)

998.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,287 global accepts · Rating: 1200 · first AC: 2020-05-24 · Java 8 (first AC) · Tags: binary search, dp, implementation, two pointers
[kevinyang's solution](#)

999.

1343C

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

Quality: 44,066 global accepts · Rating: 1200 · first AC: 2020-05-23 · Java 8 (first AC) · Tags: dp, greedy, two pointers
[kevinyang's solution](#)

1000.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,372 global accepts · Rating: 1200 · first AC: 2020-05-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings
[kevinyang's solution](#)

1001.

1355A

[Sequence with Digits](#) · [Tutorial](#)

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-20 · Java 8 (first AC) · Tags: brute force, implementation, math
[kevinyang's solution](#)

1002.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,082 global accepts · Rating: 1200 · first AC: 2020-04-01 · Java 8 (first AC) · Tags: greedy, implementation
[kevinyang's solution](#)

1003.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1300 · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[kevinyang's solution](#)

1004.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,014 global accepts · Rating: 1300 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, strings
[kevinyang's solution](#)

1005.

85A

[Domino](#) · [Tutorial](#)

Quality: 2,024 global accepts · Rating: 1300 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation
[kevinyang's solution](#)

1006.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,106 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers
[kevinyang's solution](#)

1007.

2208C

[Stamina and Tasks](#) · [Tutorial](#)

Quality: 11,090 global accepts · Rating: 1300 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[kevinyang's solution](#)

1008.

2201A1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,049 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[kevinyang's solution](#)

1009.

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1300 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[kevinyang's solution](#)

1010.

2189C1

[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,897 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[kevinyang's solution](#)

1011.

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,261 global accepts · Rating: 1300 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[kevinyang's solution](#)

1012.

2172M

[Maximum Distance To Port](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1300 · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[kevinyang's solution](#)

1013.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 1300 · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[kevinyang's solution](#)

1014.

2181A

[Alphabet City](#) · [Tutorial](#)

Quality: 3,733 global accepts · Rating: 1300 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, strings

[kevinyang's solution](#)

1015.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,109 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[kevinyang's solution](#)

1016.

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings

[kevinyang's solution](#)

1017.

2146C

[Wrong Binary Search](#) · [Tutorial](#)

Quality: 13,311 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms

[kevinyang's solution](#)

1018.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,099 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[kevinyang's solution](#)

1019.

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,988 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[kevinyang's solution](#)

1020.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2025-08-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math
[kevinyang's solution](#)

1021.

2127B

[Hamiiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[kevinyang's solution](#)

1022.

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings
[kevinyang's solution](#)

1023.

2124C

[Subset Multiplication](#) · [Tutorial](#)

Quality: 14,592 global accepts · Rating: 1300 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[kevinyang's solution](#)

1024.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,302 global accepts · Rating: 1300 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[kevinyang's solution](#)

1025.

2121D

[1709](#) · [Tutorial](#)

Quality: 18,205 global accepts · Rating: 1300 · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[kevinyang's solution](#)

1026.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,727 global accepts · Rating: 1300 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers
[kevinyang's solution](#)

1027.

2118C

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

Quality: 18,477 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, greedy, math
[kevinyang's solution](#)

1028.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,428 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[kevinyang's solution](#)

1029.

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[kevinyang's solution](#)

1030.

1753A1

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

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy

[kevinyang's solution](#)

1031.

2091E

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

Quality: 19,628 global accepts · Rating: 1300 · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory, two pointers

[kevinyang's solution](#)

1032.

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,669 global accepts · Rating: 1300 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[kevinyang's solution](#)

1033.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,833 global accepts · Rating: 1300 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[kevinyang's solution](#)

1034.

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[kevinyang's solution](#)

1035.

2072D

[For Wizards, the Exam Is Easy, but I Couldn't Handle It](#) · [Tutorial](#)

Quality: 17,639 global accepts · Rating: 1300 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[kevinyang's solution](#)

1036.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[kevinyang's solution](#)

1037.

2065C2

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

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[kevinyang's solution](#)

1038.

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[kevinyang's solution](#)

1039.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[kevinyang's solution](#)

1040.

2056B

[Find the Permutation](#) · [Tutorial](#)

Quality: 17,922 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[kevinyang's solution](#)

1041.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[kevinyang's solution](#)

1042.

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,069 global accepts · Rating: 1300 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory

[kevinyang's solution](#)

1043.

2050D

[Digital string maximization](#) · [Tutorial](#)

Quality: 18,977 global accepts · Rating: 1300 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, strings

[kevinyang's solution](#)

1044.

2041A

[The Bento Box Adventure](#) · [Tutorial](#)

Quality: 11,293 global accepts · Rating: 1300 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[kevinyang's solution](#)

1045.

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1300 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[kevinyang's solution](#)

1046.

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[kevinyang's solution](#)

1047.

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,987 global accepts · Rating: 1300 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, matrices

[kevinyang's solution](#)

1048.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,502 global accepts · Rating: 1300 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[kevinyang's solution](#)

1049.

2023A

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

Quality: 16,567 global accepts · Rating: 1300 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[kevinyang's solution](#)

1050.

2033D

[Kousuke's Assignment](#) · [Tutorial](#)

Quality: 18,195 global accepts · Rating: 1300 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, math

[kevinyang's solution](#)

1051.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[kevinyang's solution](#)

1052.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,525 global accepts · Rating: 1300 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[kevinyang's solution](#)

1053.

1999E

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

Quality: 23,620 global accepts · Rating: 1300 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math

[kevinyang's solution](#)

1054.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[kevinyang's solution](#)

1055.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[kevinyang's solution](#)

1056.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[kevinyang's solution](#)

1057.

1978C

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

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[kevinyang's solution](#)

1058.

1980C

[Sofia and the Lost Operations](#) · [Tutorial](#)

Quality: 21,702 global accepts · Rating: 1300 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[kevinyang's solution](#)

1059.

1981B

[Turtle and an Infinite Sequence](#) · [Tutorial](#)

Quality: 16,433 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math
[kevinyang's solution](#)

1060.

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,828 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers
[kevinyang's solution](#)

1061.

1869C

[Fill in the Matrix](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[kevinyang's solution](#)

1062.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,425 global accepts · Rating: 1300 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math
[kevinyang's solution](#)

1063.

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,500 global accepts · Rating: 1300 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[kevinyang's solution](#)

1064.

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
[kevinyang's solution](#)

1065.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,479 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[kevinyang's solution](#)

1066.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,095 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths
[kevinyang's solution](#)

1067.

1926D

[Vlad and Division](#) · [Tutorial](#)

Quality: 18,372 global accepts · Rating: 1300 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy
[kevinyang's solution](#)

1068.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,626 global accepts · Rating: 1300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[kevinyang's solution](#)

1069.

1927D

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

Quality: 33,173 global accepts · Rating: 1300 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[kevinyang's solution](#)

1070.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[kevinyang's solution](#)

1071.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[kevinyang's solution](#)

1072.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,702 global accepts · Rating: 1300 · first AC: 2024-01-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, two pointers

[kevinyang's solution](#)

1073.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,522 global accepts · Rating: 1300 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[kevinyang's solution](#)

1074.

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,976 global accepts · Rating: 1300 · first AC: 2023-12-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[kevinyang's solution](#)

1075.

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[kevinyang's solution](#)

1076.

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[kevinyang's solution](#)

1077.

1881D

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

Quality: 28,429 global accepts · Rating: 1300 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[kevinyang's solution](#)

1078.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-06-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, strings

[kevinyang's solution](#)

1079.

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,443 global accepts · Rating: 1300 · first AC: 2023-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[kevinyang's solution](#)

1080.

1826C

[Dreaming of Freedom](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[kevinyang's solution](#)

1081.

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[kevinyang's solution](#)

1082.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[kevinyang's solution](#)

1083.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,774 global accepts · Rating: 1300 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, interactive

[kevinyang's solution](#)

1084.

1794C

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

Quality: 22,083 global accepts · Rating: 1300 · first AC: 2023-03-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, two pointers

[kevinyang's solution](#)

1085.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[kevinyang's solution](#)

1086.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[kevinyang's solution](#)

1087.

1736C1

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

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, schedules, two pointers

[kevinyang's solution](#)

1088.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math

[kevinyang's solution](#)

1089.

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,100 global accepts · Rating: 1300 · first AC: 2022-09-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[kevinyang's solution](#)

1090.

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,049 global accepts · Rating: 1300 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[kevinyang's solution](#)

1091.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,148 global accepts · Rating: 1300 · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[kevinyang's solution](#)

1092.

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 24,002 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[kevinyang's solution](#)

1093.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,188 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[kevinyang's solution](#)

1094.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,772 global accepts · Rating: 1300 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation, trees

[kevinyang's solution](#)

1095.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,109 global accepts · Rating: 1300 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[kevinyang's solution](#)

1096.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,687 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[kevinyang's solution](#)

1097.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,331 global accepts · Rating: 1300 · first AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[kevinyang's solution](#)

1098.

1650D

[Twist the Permutation](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1300 · first AC: 2022-03-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[kevinyang's solution](#)

1099.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, math

[kevinyang's solution](#)

1100.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings
[kevinyang's solution](#)

1101.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math
[kevinyang's solution](#)

1102.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings
[kevinyang's solution](#)

1103.

1591C

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

Rating: 1300 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[kevinyang's solution](#)

1104.

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 1300 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings
[kevinyang's solution](#)

1105.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[kevinyang's solution](#)

1106.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[kevinyang's solution](#)

1107.

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,458 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, strings
[kevinyang's solution](#)

1108.

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, strings
[kevinyang's solution](#)

1109.

1220B

[Multiplication Table](#) · [Tutorial](#)

Quality: 12,135 global accepts · Rating: 1300 · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[kevinyang's solution](#)

1110.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math
[kevinyang's solution](#)

1111.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,083 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[kevinyang's solution](#)**1112.**

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[kevinyang's solution](#)**1113.**

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[kevinyang's solution](#)**1114.**

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory

[kevinyang's solution](#)**1115.**

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 1300 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[kevinyang's solution](#)**1116.**

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[kevinyang's solution](#)**1117.**

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,400 global accepts · Rating: 1300 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

[kevinyang's solution](#)**1118.**

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[kevinyang's solution](#)**1119.**

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[kevinyang's solution](#)**1120.**

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,827 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[kevinyang's solution](#)

1121.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings
[kevinyang's solution](#)

1122.

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 1300 · first AC: 2020-11-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[kevinyang's solution](#)

1123.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2020-11-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, sortings
[kevinyang's solution](#)

1124.

1418B

[Negative Prefixes](#) · [Tutorial](#)

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[kevinyang's solution](#)

1125.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory
[kevinyang's solution](#)

1126.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,834 global accepts · Rating: 1300 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings
[kevinyang's solution](#)

1127.

1003B

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

Quality: 12,224 global accepts · Rating: 1300 · first AC: 2020-08-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[kevinyang's solution](#)

1128.

1382C1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, strings
[kevinyang's solution](#)

1129.

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,390 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[kevinyang's solution](#)

1130.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[kevinyang's solution](#)

1131.

1064C

[Oh Those Palindromes](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[kevinyang's solution](#)

1132.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[kevinyang's solution](#)

1133.

1008C

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

Rating: 1300 · first AC: 2020-06-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[kevinyang's solution](#)

1134.

1216D

[Swords](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1300 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: math

[kevinyang's solution](#)

1135.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,105 global accepts · Rating: 1300 · first AC: 2020-06-16 · Java 8 (first AC) · Tags: constructive algorithms, greedy, math

[kevinyang's solution](#)

1136.

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,177 global accepts · Rating: 1300 · first AC: 2020-06-13 · Java 8 (first AC) · Tags: greedy, two pointers

[kevinyang's solution](#)

1137.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,842 global accepts · Rating: 1300 · first AC: 2020-06-07 · Java 8 (first AC) · Tags: constructive algorithms, implementation

[kevinyang's solution](#)

1138.

332A

[Down the Hatch!](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 1300 · first AC: 2020-06-07 · Java 8 (first AC) · Tags: implementation

[kevinyang's solution](#)

1139.

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,855 global accepts · Rating: 1300 · first AC: 2020-05-25 · Java 8 (first AC) · Tags: implementation

[kevinyang's solution](#)

1140.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 1300 · first AC: 2020-05-24 · Java 8 (first AC) · Tags: dp, graphs, implementation, shortest paths

[kevinyang's solution](#)

1141.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 42,995 global accepts · Rating: 1300 · first AC: 2020-05-24 · Java 8 (first AC) · Tags: math, number theory

[kevinyang's solution](#)

1142.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,044 global accepts · Rating: 1300 · first AC: 2020-04-01 · Java 8 (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[kevinyang's solution](#)

1143.

414B

[Mashmokh and ACM](#) · [Tutorial](#)

Quality: 29,178 global accepts · Rating: 1400 · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, number theory

[kevinyang's solution](#)

1144.

544B

[Sea and Islands](#) · [Tutorial](#)

Quality: 8,941 global accepts · Rating: 1400 · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[kevinyang's solution](#)

1145.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[kevinyang's solution](#)

1146.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,700 global accepts · Rating: 1400 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[kevinyang's solution](#)

1147.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,640 global accepts · Rating: 1400 · first AC: 2026-03-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive

[kevinyang's solution](#)

1148.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,671 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[kevinyang's solution](#)

1149.

602B

[Approximating a Constant Range](#) · [Tutorial](#)

Quality: 12,073 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, two pointers

[kevinyang's solution](#)

1150.

245E

[Mishap in Club](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[kevinyang's solution](#)

1151.

2132C2

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

Quality: 13,336 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[kevinyang's solution](#)

1152.

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,679 global accepts · Rating: 1400 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy
[kevinyang's solution](#)

1153.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[kevinyang's solution](#)

1154.

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory
[kevinyang's solution](#)

1155.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,794 global accepts · Rating: 1400 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive
[kevinyang's solution](#)

1156.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2025-08-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings
[kevinyang's solution](#)

1157.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[kevinyang's solution](#)

1158.

2111D

[Creating a Schedule](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1400 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings
[kevinyang's solution](#)

1159.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,906 global accepts · Rating: 1400 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers
[kevinyang's solution](#)

1160.

2114E

[Kirei Attacks the Estate](#) · [Tutorial](#)

Quality: 14,008 global accepts · Rating: 1400 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[kevinyang's solution](#)

1161.

2114D

[Come a Little Closer](#) · [Tutorial](#)

Quality: 14,641 global accepts · Rating: 1400 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
[kevinyang's solution](#)

1162.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1400 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[kevinyang's solution](#)

1163.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,827 global accepts · Rating: 1400 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[kevinyang's solution](#)

1164.

1824A

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

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[kevinyang's solution](#)

1165.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1400 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[kevinyang's solution](#)

1166.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,584 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, math, sortings

[kevinyang's solution](#)

1167.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,215 global accepts · Rating: 1400 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[kevinyang's solution](#)

1168.

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,271 global accepts · Rating: 1400 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, implementation

[kevinyang's solution](#)

1169.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[kevinyang's solution](#)

1170.

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive

[kevinyang's solution](#)

1171.

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,064 global accepts · Rating: 1400 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers

[kevinyang's solution](#)

1172.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,244 global accepts · Rating: 1400 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[kevinyang's solution](#)

1173.

2034C

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

Quality: 9,139 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[kevinyang's solution](#)

1174.

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[kevinyang's solution](#)

1175.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[kevinyang's solution](#)

1176.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings

[kevinyang's solution](#)

1177.

2028B

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

Quality: 13,289 global accepts · Rating: 1400 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[kevinyang's solution](#)

1178.

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

[kevinyang's solution](#)

1179.

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

[kevinyang's solution](#)

1180.

2033E

[Sakurako, Kosuke, and the Permutation](#) · [Tutorial](#)

Quality: 14,139 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[kevinyang's solution](#)

1181.

2033C

[Sakurako's Field Trip](#) · [Tutorial](#)

Quality: 17,813 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[kevinyang's solution](#)

1182.

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,973 global accepts · Rating: 1400 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[kevinyang's solution](#)

1183.

2020C

[Bitwise Balancing](#) · [Tutorial](#)

Quality: 18,297 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[kevinyang's solution](#)

1184.

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

[kevinyang's solution](#)

1185.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,665 global accepts · Rating: 1400 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[kevinyang's solution](#)

1186.

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

[kevinyang's solution](#)

1187.

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[kevinyang's solution](#)

1188.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[kevinyang's solution](#)

1189.

1986D

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

Quality: 17,962 global accepts · Rating: 1400 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[kevinyang's solution](#)

1190.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,377 global accepts · Rating: 1400 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[kevinyang's solution](#)

1191.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,794 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[kevinyang's solution](#)

1192.

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures
[kevinyang's solution](#)

1193.

1970C1

[Game on Tree \(Easy\)](#) · [Tutorial](#)

Quality: 5,038 global accepts · Rating: 1400 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: games
[kevinyang's solution](#)

1194.

1967B1

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

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[kevinyang's solution](#)

1195.

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings
[kevinyang's solution](#)

1196.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,706 global accepts · Rating: 1400 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings
[kevinyang's solution](#)

1197.

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,579 global accepts · Rating: 1400 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers
[kevinyang's solution](#)

1198.

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
[kevinyang's solution](#)

1199.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,453 global accepts · Rating: 1400 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[kevinyang's solution](#)

1200.

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[kevinyang's solution](#)

1201.

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 1400 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, math, two pointers
[kevinyang's solution](#)

1202.

1929C

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

Quality: 17,285 global accepts · Rating: 1400 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force,

constructive algorithms, games, greedy, math

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1203.

1931E

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1204.

1927E

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1205.

1918C

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1206.

1863D

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Quality: 10,766 global accepts · Rating: 1400 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

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1207.

1919C

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1208.

1896C

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Quality: 11,598 global accepts · Rating: 1400 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

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1209.

1887A1

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1210.

1903C

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1211.

1905C

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Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

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1212.

1909C

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1213.

1914E1

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1214.

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,749 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings
[kevinyang's solution](#)

1215.

1904C

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Quality: 23,542 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers
[kevinyang's solution](#)

1216.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,970 global accepts · Rating: 1400 · first AC: 2023-06-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
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1217.

1838C

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Quality: 17,320 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
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1218.

1830A

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Quality: 20,318 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[kevinyang's solution](#)

1219.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1400 · first AC: 2023-04-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, geometry, math
[kevinyang's solution](#)

1220.

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,586 global accepts · Rating: 1400 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings
[kevinyang's solution](#)

1221.

1758C

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

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1222.

1740C

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Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings
[kevinyang's solution](#)

1223.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[kevinyang's solution](#)

1224.

1705C

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Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[kevinyang's solution](#)

1225.

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,840 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, two pointers
[kevinyang's solution](#)

1226.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[kevinyang's solution](#)

1227.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,406 global accepts · Rating: 1400 · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, sortings, two pointers
[kevinyang's solution](#)

1228.

1697C

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

Quality: 15,800 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers
[kevinyang's solution](#)

1229.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[kevinyang's solution](#)

1230.

1679C

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Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
[kevinyang's solution](#)

1231.

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,326 global accepts · Rating: 1400 · first AC: 2022-05-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force
[kevinyang's solution](#)

1232.

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,992 global accepts · Rating: 1400 · first AC: 2022-05-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math
[kevinyang's solution](#)

1233.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,767 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[kevinyang's solution](#)

1234.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[kevinyang's solution](#)

1235.

1634B

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Quality: 22,300 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[kevinyang's solution](#)

1236.

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers

[kevinyang's solution](#)

1237.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[kevinyang's solution](#)

1238.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[kevinyang's solution](#)

1239.

1624D

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

Quality: 19,080 global accepts · Rating: 1400 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, strings

[kevinyang's solution](#)

1240.

1609C

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[kevinyang's solution](#)

1241.

1195C

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

Quality: 34,837 global accepts · Rating: 1400 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: dp

[kevinyang's solution](#)

1242.

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,422 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[kevinyang's solution](#)

1243.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[kevinyang's solution](#)

1244.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy

[kevinyang's solution](#)

1245.

632B

[Alice, Bob, Two Teams](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 1400 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[kevinyang's solution](#)

1246.

868B

[Race Against Time](#) · [Tutorial](#)

Quality: 3,907 global accepts · Rating: 1400 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[kevinyang's solution](#)

1247.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[kevinyang's solution](#)

1248.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,734 global accepts · Rating: 1400 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[kevinyang's solution](#)

1249.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,724 global accepts · Rating: 1400 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[kevinyang's solution](#)

1250.

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,609 global accepts · Rating: 1400 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[kevinyang's solution](#)

1251.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[kevinyang's solution](#)

1252.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,464 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[kevinyang's solution](#)

1253.

1506D

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

Quality: 25,534 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

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1254.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

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1255.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,104 global accepts · Rating: 1400 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[kevinyang's solution](#)

1256.

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,994 global accepts · Rating: 1400 · first AC: 2021-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[kevinyang's solution](#)

1257.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,203 global accepts · Rating: 1400 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math

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1258.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,167 global accepts · Rating: 1400 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[kevinyang's solution](#)

1259.

1462D

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Quality: 18,136 global accepts · Rating: 1400 · first AC: 2020-12-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

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1260.

1266C

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1261.

1461B

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Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

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1262.

1452B

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Quality: 15,492 global accepts · Rating: 1400 · first AC: 2020-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings

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1263.

1443C

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Quality: 16,828 global accepts · Rating: 1400 · first AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings
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1264.

1427B

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Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
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1265.

1393B

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Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[kevinyang's solution](#)

1266.

1380C

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Quality: 22,710 global accepts · Rating: 1400 · first AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings
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1267.

1380B

[Universal Solution](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[kevinyang's solution](#)

1268.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[kevinyang's solution](#)

1269.

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,086 global accepts · Rating: 1400 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings, two pointers
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1270.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2020-06-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[kevinyang's solution](#)

1271.

1245C

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Quality: 19,874 global accepts · Rating: 1400 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: dp
[kevinyang's solution](#)

1272.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings, two pointers
[kevinyang's solution](#)

1273.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,141 global accepts · Rating: 1400 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

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1274.

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,980 global accepts · Rating: 1400 · first AC: 2020-06-07 · Java 8 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[kevinyang's solution](#)

1275.

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,703 global accepts · Rating: 1400 · first AC: 2020-06-04 · Java 8 (first AC) · Tags: bitmasks, greedy, math

[kevinyang's solution](#)

1276.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,123 global accepts · Rating: 1400 · first AC: 2020-05-31 · Java 8 (first AC) · Tags: implementation, strings

[kevinyang's solution](#)

1277.

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-05-28 · Java 8 (first AC) · Tags: data structures, implementation

[kevinyang's solution](#)

1278.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,456 global accepts · Rating: 1400 · first AC: 2020-05-27 · Java 8 (first AC) · Tags: dp, math, number theory

[kevinyang's solution](#)

1279.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[kevinyang's solution](#)

1280.

199D

[Jumping on Walls](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-05-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, shortest paths

[kevinyang's solution](#)

1281.

414A

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

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[kevinyang's solution](#)

1282.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,157 global accepts · Rating: 1500 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[kevinyang's solution](#)

1283.

91A

[Newspaper Headline](#) · [Tutorial](#)

Quality: 3,954 global accepts · Rating: 1500 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[kevinyang's solution](#)

1284.

743C

[Vladik and fractions](#) · [Tutorial](#)

Quality: 13,402 global accepts · Rating: 1500 · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[kevinyang's solution](#)

1285.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,028 global accepts · Rating: 1500 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, greedy, math

[kevinyang's solution](#)

1286.

2155C

[The Ancient Wizards' Capes](#) · [Tutorial](#)

Quality: 10,252 global accepts · Rating: 1500 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[kevinyang's solution](#)

1287.

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,728 global accepts · Rating: 1500 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[kevinyang's solution](#)

1288.

2183D1

[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,853 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[kevinyang's solution](#)

1289.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[kevinyang's solution](#)

1290.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,025 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[kevinyang's solution](#)

1291.

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,774 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[kevinyang's solution](#)

1292.

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[kevinyang's solution](#)

1293.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,372 global accepts · Rating: 1500 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy

[kevinyang's solution](#)

1294.

2121E

[Sponsor of Your Problems](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1500 · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings
[kevinyang's solution](#)

1295.

2115A

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

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-06-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory
[kevinyang's solution](#)

1296.

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory
[kevinyang's solution](#)

1297.

2107C

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

Quality: 12,095 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math
[kevinyang's solution](#)

1298.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation
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1299.

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,441 global accepts · Rating: 1500 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy
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1300.

1753A2

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Quality: 11,606 global accepts · Rating: 1500 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy
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1301.

2075C

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Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, math
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1302.

2077A

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Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
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1303.

2070C

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Quality: 13,826 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy
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1304.

2072E

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1305.

2069C

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

Quality: 14,820 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[kevinyang's solution](#)

1306.

2060E

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1307.

2049C

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Quality: 13,641 global accepts · Rating: 1500 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

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1308.

2057C

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Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

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1309.

2053C

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Quality: 12,332 global accepts · Rating: 1500 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[kevinyang's solution](#)

1310.

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,500 global accepts · Rating: 1500 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[kevinyang's solution](#)

1311.

2026C

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[kevinyang's solution](#)

1312.

2027C

[Add Zeros](#) · [Tutorial](#)

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[kevinyang's solution](#)

1313.

2008E

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[kevinyang's solution](#)

1314.

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

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[kevinyang's solution](#)

1315.

2001C

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1316.

1999G1

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Quality: 14,527 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

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1317.

1999F

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[kevinyang's solution](#)

1318.

1990C

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[kevinyang's solution](#)

1319.

1985F

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1320.

1971E

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[kevinyang's solution](#)

1321.

1949B

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1322.

1933E

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1323.

1926E

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[kevinyang's solution](#)

1324.

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

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1325.

1873G

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1326.

1915F

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Quality: 22,198 global accepts · Rating: 1500 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[kevinyang's solution](#)

1327.

1881E

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1328.

1858B

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1329.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-04-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, math, number theory

[kevinyang's solution](#)

1330.

1804C

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1331.

1611D

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[kevinyang's solution](#)

1332.

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1500 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

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1333.

1791F

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[kevinyang's solution](#)

1334.

1760F

[Quests](#) · [Tutorial](#)

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1335.

1740D

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Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures
[kevinyang's solution](#)

1336.

1737C

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[kevinyang's solution](#)

1337.

1690E

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

Quality: 16,988 global accepts · Rating: 1500 · first AC: 2022-09-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, two pointers
[kevinyang's solution](#)

1338.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1500 · first AC: 2022-09-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[kevinyang's solution](#)

1339.

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2022-05-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, sortings
[kevinyang's solution](#)

1340.

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

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1341.

1673C

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[kevinyang's solution](#)

1342.

1646C

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1343.

1630A

[And Matching](#) · [Tutorial](#)

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[kevinyang's solution](#)

1344.

1631C

[And Matching](#) · [Tutorial](#)

Quality: 1500 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[kevinyang's solution](#)

1345.

1621B

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Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

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1346.

1616C

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[kevinyang's solution](#)

1347.

1614C

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1348.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

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1349.

1569C

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1350.

1436C

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[kevinyang's solution](#)

1351.

1562C

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Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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1352.

1307C

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Quality: 12,592 global accepts · Rating: 1500 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, strings

[kevinyang's solution](#)

1353.

868C

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1354.

1552B

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[kevinyang's solution](#)**1355.**

1553D

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[kevinyang's solution](#)**1356.**

1209C

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1545A

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[kevinyang's solution](#)**1358.**

1547E

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[kevinyang's solution](#)**1359.**

1542B

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

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[kevinyang's solution](#)**1360.**

1526C1

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Quality: 27,189 global accepts · Rating: 1500 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[kevinyang's solution](#)**1361.**

1538F

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Quality: 22,215 global accepts · Rating: 1500 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory

[kevinyang's solution](#)**1362.**

1536C

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Quality: 16,120 global accepts · Rating: 1500 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, number theory

[kevinyang's solution](#)**1363.**

1515D

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Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

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1364.

1506E

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Quality: 14,194 global accepts · Rating: 1500 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[kevinyang's solution](#)

1365.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,535 global accepts · Rating: 1500 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[kevinyang's solution](#)

1366.

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,419 global accepts · Rating: 1500 · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math

[kevinyang's solution](#)

1367.

1440C1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[kevinyang's solution](#)

1368.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2021-02-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[kevinyang's solution](#)

1369.

1486B

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Quality: 20,483 global accepts · Rating: 1500 · first AC: 2021-02-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[kevinyang's solution](#)

1370.

1490F

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Quality: 18,382 global accepts · Rating: 1500 · first AC: 2021-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[kevinyang's solution](#)

1371.

1487D

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[kevinyang's solution](#)

1372.

1487C

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Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[kevinyang's solution](#)

1373.

1466D

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Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, trees

[kevinyang's solution](#)

1374.

1462E1

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[kevinyang's solution](#)

1375.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2020-12-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

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1376.

1242A

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Quality: 13,267 global accepts · Rating: 1500 · first AC: 2020-12-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

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1377.

1461C

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1378.

1296C

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Quality: 15,725 global accepts · Rating: 1500 · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[kevinyang's solution](#)

1379.

1444A

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Quality: 14,408 global accepts · Rating: 1500 · first AC: 2020-11-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

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1380.

1418C

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Quality: 28,133 global accepts · Rating: 1500 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, shortest paths

[kevinyang's solution](#)

1381.

1409D

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[kevinyang's solution](#)

1382.

1404A

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Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[kevinyang's solution](#)

1383.

1400C

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

Quality: 18,504 global accepts · Rating: 1500 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[kevinyang's solution](#)

1384.

1391C

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

Quality: 16,027 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, math
[kevinyang's solution](#)

1385.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory
[kevinyang's solution](#)

1386.

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings
[kevinyang's solution](#)

1387.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,564 global accepts · Rating: 1500 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, two pointers
[kevinyang's solution](#)

1388.

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[kevinyang's solution](#)

1389.

1368C

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Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · Java 8 (first AC) · Tags: constructive algorithms
[kevinyang's solution](#)

1390.

1368B

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Quality: 21,427 global accepts · Rating: 1500 · first AC: 2020-06-18 · Java 8 (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
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1391.

332B

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

Quality: 8,711 global accepts · Rating: 1500 · first AC: 2020-06-07 · Java 8 (first AC) · Tags: data structures, dp, implementation
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1392.

1084C

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Quality: 11,659 global accepts · Rating: 1500 · first AC: 2020-05-29 · Java 8 (first AC) · Tags: combinatorics, dp, implementation
[kevinyang's solution](#)

1393.

1352F

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Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-05-27 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar, math
[kevinyang's solution](#)

1394.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,015 global accepts · Rating: 1500 · first AC: 2020-05-25 · Java 8 (first AC) · Tags: brute force, implementation, two pointers

[kevinyang's solution](#)

1395.

137C

[History](#) · [Tutorial](#)

Quality: 7,815 global accepts · Rating: 1500 · first AC: 2020-05-18 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[kevinyang's solution](#)

1396.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2020-04-01 · Java 8 (first AC) · Tags: greedy, math

[kevinyang's solution](#)

1397.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,445 global accepts · Rating: 1600 · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, math

[kevinyang's solution](#)

1398.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,806 global accepts · Rating: 1600 · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[kevinyang's solution](#)

1399.

243A

[The Brand New Function](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1600 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks

[kevinyang's solution](#)

1400.

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,892 global accepts · Rating: 1600 · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, math

[kevinyang's solution](#)

1401.

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 1600 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: games

[kevinyang's solution](#)

1402.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[kevinyang's solution](#)

1403.

2125D

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

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[kevinyang's solution](#)

1404.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,286 global accepts · Rating: 1600 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[kevinyang's solution](#)

1405.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,261 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[kevinyang's solution](#)

1406.

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 1600 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[kevinyang's solution](#)

1407.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,552 global accepts · Rating: 1600 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[kevinyang's solution](#)

1408.

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,413 global accepts · Rating: 1600 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[kevinyang's solution](#)

1409.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[kevinyang's solution](#)

1410.

1753B

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

Quality: 14,995 global accepts · Rating: 1600 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[kevinyang's solution](#)

1411.

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,561 global accepts · Rating: 1600 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[kevinyang's solution](#)

1412.

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1600 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: geometry, interactive, probabilities

[kevinyang's solution](#)

1413.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,105 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[kevinyang's solution](#)

1414.

2065E

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

Quality: 11,972 global accepts · Rating: 1600 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[kevinyang's solution](#)

1415.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,539 global accepts · Rating: 1600 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[kevinyang's solution](#)

1416.

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[kevinyang's solution](#)

1417.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[kevinyang's solution](#)

1418.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[kevinyang's solution](#)

1419.

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,240 global accepts · Rating: 1600 · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[kevinyang's solution](#)

1420.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,956 global accepts · Rating: 1600 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[kevinyang's solution](#)

1421.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,199 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[kevinyang's solution](#)

1422.

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

[kevinyang's solution](#)

1423.

2040C

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[kevinyang's solution](#)

1424.

2046B

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

Quality: 10,868 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[kevinyang's solution](#)

1425.

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

[kevinyang's solution](#)

1426.

2037E

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Quality: 7,372 global accepts · Rating: 1600 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, interactive, two pointers

[kevinyang's solution](#)

1427.

2028C

[Alice's Adventures in Cutting Cake](#) · [Tutorial](#)

Quality: 9,979 global accepts · Rating: 1600 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[kevinyang's solution](#)

1428.

2036E

[Reverse the Rivers](#) · [Tutorial](#)

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[kevinyang's solution](#)

1429.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,254 global accepts · Rating: 1600 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[kevinyang's solution](#)

1430.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[kevinyang's solution](#)

1431.

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

[kevinyang's solution](#)

1432.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,629 global accepts · Rating: 1600 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[kevinyang's solution](#)

1433.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,212 global accepts · Rating: 1600 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[kevinyang's solution](#)

1434.

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,004 global accepts · Rating: 1600 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[kevinyang's solution](#)

1435.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,419 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[kevinyang's solution](#)

1436.

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,468 global accepts · Rating: 1600 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[kevinyang's solution](#)

1437.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,330 global accepts · Rating: 1600 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp

[kevinyang's solution](#)

1438.

1968E

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

Quality: 12,638 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[kevinyang's solution](#)

1439.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,936 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[kevinyang's solution](#)

1440.

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

[kevinyang's solution](#)

1441.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,717 global accepts · Rating: 1600 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[kevinyang's solution](#)

1442.

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,932 global accepts · Rating: 1600 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[kevinyang's solution](#)

1443.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1600 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[kevinyang's solution](#)

1444.

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

[kevinyang's solution](#)

1445.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,412 global accepts · Rating: 1600 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, math
[kevinyang's solution](#)

1446.

1920C

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

Quality: 19,917 global accepts · Rating: 1600 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[kevinyang's solution](#)

1447.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,386 global accepts · Rating: 1600 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math
[kevinyang's solution](#)

1448.

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,621 global accepts · Rating: 1600 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[kevinyang's solution](#)

1449.

1886C

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

Quality: 16,599 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[kevinyang's solution](#)

1450.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive
[kevinyang's solution](#)

1451.

1811D

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

Quality: 8,639 global accepts · Rating: 1600 · first AC: 2023-04-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math
[kevinyang's solution](#)

1452.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2023-03-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy
[kevinyang's solution](#)

1453.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,125 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, strings
[kevinyang's solution](#)

1454.

1787C

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

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math
[kevinyang's solution](#)

1455.

1722E

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

Quality: 13,367 global accepts · Rating: 1600 · first AC: 2022-09-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, implementation

[kevinyang's solution](#)

1456.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,744 global accepts · Rating: 1600 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[kevinyang's solution](#)

1457.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,844 global accepts · Rating: 1600 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[kevinyang's solution](#)

1458.

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

[kevinyang's solution](#)

1459.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,664 global accepts · Rating: 1600 · first AC: 2022-05-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[kevinyang's solution](#)

1460.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, trees

[kevinyang's solution](#)

1461.

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[kevinyang's solution](#)

1462.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[kevinyang's solution](#)

1463.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,698 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[kevinyang's solution](#)

1464.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,072 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[kevinyang's solution](#)

1465.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2022-01-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, two pointers
[kevinyang's solution](#)

1466.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy
[kevinyang's solution](#)

1467.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,541 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, sortings
[kevinyang's solution](#)

1468.

1604D

[Moderate Modular Mode](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[kevinyang's solution](#)

1469.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, math
[kevinyang's solution](#)

1470.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees
[kevinyang's solution](#)

1471.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,163 global accepts · Rating: 1600 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, sortings
[kevinyang's solution](#)

1472.

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,375 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers
[kevinyang's solution](#)

1473.

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[kevinyang's solution](#)

1474.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[kevinyang's solution](#)

1475.

1593E

[Gardener and Tree](#) · [Tutorial](#)

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[kevinyang's solution](#)

1476.

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[kevinyang's solution](#)

1477.

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[kevinyang's solution](#)

1478.

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,468 global accepts · Rating: 1600 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[kevinyang's solution](#)

1479.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[kevinyang's solution](#)

1480.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,182 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[kevinyang's solution](#)

1481.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,312 global accepts · Rating: 1600 · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[kevinyang's solution](#)

1482.

1526C2

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

Quality: 29,731 global accepts · Rating: 1600 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[kevinyang's solution](#)

1483.

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,392 global accepts · Rating: 1600 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[kevinyang's solution](#)

1484.

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,631 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[kevinyang's solution](#)

1485.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,286 global accepts · Rating: 1600 · first AC: 2021-04-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory

[kevinyang's solution](#)

1486.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,451 global accepts · Rating: 1600 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[kevinyang's solution](#)

1487.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[kevinyang's solution](#)

1488.

1512E

[Permutation by Sum](#) · [Tutorial](#)

Quality: 11,383 global accepts · Rating: 1600 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[kevinyang's solution](#)

1489.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths, trees

[kevinyang's solution](#)

1490.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[kevinyang's solution](#)

1491.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,400 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[kevinyang's solution](#)

1492.

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,669 global accepts · Rating: 1600 · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings

[kevinyang's solution](#)

1493.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, two pointers

[kevinyang's solution](#)

1494.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2020-12-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[kevinyang's solution](#)

1495.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[kevinyang's solution](#)

1496.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[kevinyang's solution](#)

1497.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,602 global accepts · Rating: 1600 · first AC: 2020-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[kevinyang's solution](#)

1498.

1395C

[Boboniu and Bit Operations](#) · [Tutorial](#)

Quality: 15,209 global accepts · Rating: 1600 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[kevinyang's solution](#)

1499.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,348 global accepts · Rating: 1600 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[kevinyang's solution](#)

1500.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[kevinyang's solution](#)

1501.

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2020-06-30 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[kevinyang's solution](#)

1502.

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2020-06-13 · Java 8 (first AC) · Tags: brute force, constructive algorithms, greedy

[kevinyang's solution](#)

1503.

712C

[Memory and De-Evolution](#) · [Tutorial](#)

Quality: 6,202 global accepts · Rating: 1600 · first AC: 2020-06-05 · Java 8 (first AC) · Tags: greedy, math

[kevinyang's solution](#)

1504.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,077 global accepts · Rating: 1600 · first AC: 2020-05-31 · Java 8 (first AC) · Tags: games, trees

[kevinyang's solution](#)

1505.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-28 · Java 8 (first AC) · Tags: math, number theory, sortings

[kevinyang's solution](#)

1506.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2020-05-26 · Java 8 (first AC) · Tags: math

[kevinyang's solution](#)

1507.

822C

[Hacker, pack your bags!](#) · [Tutorial](#)

Quality: 4,937 global accepts · Rating: 1600 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[kevinyang's solution](#)

1508.

1352G

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

Quality: 24,799 global accepts · Rating: 1600 · first AC: 2020-05-23 · Java 8 (first AC) · Tags: constructive algorithms

[kevinyang's solution](#)

1509.

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2020-05-14 · Java 8 (first AC) · Tags: constructive algorithms, data structures, sortings

[kevinyang's solution](#)

1510.

303B

[Rectangle Puzzle II](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 1700 · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[kevinyang's solution](#)

1511.

66D

[Petya and His Friends](#) · [Tutorial](#)

Quality: 3,612 global accepts · Rating: 1700 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[kevinyang's solution](#)

1512.

288C

[Polo the Penguin and XOR operation](#) · [Tutorial](#)

Quality: 2,457 global accepts · Rating: 1700 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[kevinyang's solution](#)

1513.

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[kevinyang's solution](#)

1514.

2203D

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

Quality: 5,430 global accepts · Rating: 1700 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, number theory

[kevinyang's solution](#)

1515.

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 1700 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[kevinyang's solution](#)

1516.

2201B

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

Quality: 4,951 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[kevinyang's solution](#)

1517.

2201A2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[kevinyang's solution](#)

1518.

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 1700 · first AC: 2026-01-07 · PyPy 3-64 (first AC) · Tags: dp, strings
[kevinyang's solution](#)

1519.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[kevinyang's solution](#)

1520.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,340 global accepts · Rating: 1700 · first AC: 2025-12-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math
[kevinyang's solution](#)

1521.

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[kevinyang's solution](#)

1522.

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
[kevinyang's solution](#)

1523.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings
[kevinyang's solution](#)

1524.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,093 global accepts · Rating: 1700 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers
[kevinyang's solution](#)

1525.

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,759 global accepts · Rating: 1700 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory
[kevinyang's solution](#)

1526.

2112D

[Reachability and Tree](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1700 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
[kevinyang's solution](#)

1527.

2113C

[Smilo and Minecraft](#) · [Tutorial](#)

Quality: 7,975 global accepts · Rating: 1700 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[kevinyang's solution](#)

1528.

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1700 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[kevinyang's solution](#)

1529.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,606 global accepts · Rating: 1700 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[kevinyang's solution](#)

1530.

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[kevinyang's solution](#)

1531.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings

[kevinyang's solution](#)

1532.

2045A

[Scrambled Scrabble](#) · [Tutorial](#)

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[kevinyang's solution](#)

1533.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[kevinyang's solution](#)

1534.

2094G

[Chimpanzini Bananini](#) · [Tutorial](#)

Quality: 7,848 global accepts · Rating: 1700 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math

[kevinyang's solution](#)

1535.

2089A

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

Quality: 7,193 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[kevinyang's solution](#)

1536.

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,696 global accepts · Rating: 1700 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[kevinyang's solution](#)

1537.

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,446 global accepts · Rating: 1700 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[kevinyang's solution](#)

1538.

2065G

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

Quality: 6,282 global accepts · Rating: 1700 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[kevinyang's solution](#)

1539.

2065F

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

Quality: 7,093 global accepts · Rating: 1700 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[kevinyang's solution](#)

1540.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[kevinyang's solution](#)

1541.

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs

[kevinyang's solution](#)

1542.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[kevinyang's solution](#)

1543.

2044G1

[Medium Demon Problem \(easy version\)](#) · [Tutorial](#)

Quality: 7,316 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees

[kevinyang's solution](#)

1544.

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1700 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory

[kevinyang's solution](#)

1545.

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,786 global accepts · Rating: 1700 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[kevinyang's solution](#)

1546.

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

[kevinyang's solution](#)

1547.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,677 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[kevinyang's solution](#)

1548.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[kevinyang's solution](#)

1549.

2027D1

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

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[kevinyang's solution](#)

1550.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[kevinyang's solution](#)

1551.

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[kevinyang's solution](#)

1552.

2006A

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

Quality: 9,367 global accepts · Rating: 1700 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[kevinyang's solution](#)

1553.

1999G2

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

Quality: 11,029 global accepts · Rating: 1700 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[kevinyang's solution](#)

1554.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[kevinyang's solution](#)

1555.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,051 global accepts · Rating: 1700 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[kevinyang's solution](#)

1556.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,758 global accepts · Rating: 1700 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[kevinyang's solution](#)

1557.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,768 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[kevinyang's solution](#)

1558.

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,862 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[kevinyang's solution](#)

1559.

1985H1

[Maximize the Largest Component \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1700 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[kevinyang's solution](#)

1560.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[kevinyang's solution](#)

1561.

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[kevinyang's solution](#)

1562.

1869D1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-05-14 · last AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[kevinyang's solution](#)

1563.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,487 global accepts · Rating: 1700 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings

[kevinyang's solution](#)

1564.

1970C2

[Game on Tree \(Medium\)](#) · [Tutorial](#)

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[kevinyang's solution](#)

1565.

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[kevinyang's solution](#)

1566.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1700 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[kevinyang's solution](#)

1567.

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

[kevinyang's solution](#)

1568.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,305 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[kevinyang's solution](#)

1569.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,073 global accepts · Rating: 1700 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[kevinyang's solution](#)

1570.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[kevinyang's solution](#)

1571.

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

[kevinyang's solution](#)

1572.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,008 global accepts · Rating: 1700 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[kevinyang's solution](#)

1573.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[kevinyang's solution](#)

1574.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[kevinyang's solution](#)

1575.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2024-01-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[kevinyang's solution](#)

1576.

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

[kevinyang's solution](#)

1577.

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,145 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[kevinyang's solution](#)

1578.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[kevinyang's solution](#)

1579.

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[kevinyang's solution](#)

1580.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,949 global accepts · Rating: 1700 · first AC: 2023-05-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[kevinyang's solution](#)

1581.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,656 global accepts · Rating: 1700 · first AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[kevinyang's solution](#)

1582.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,541 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

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1583.

1807F

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Quality: 7,319 global accepts · Rating: 1700 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, implementation

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1584.

1611E1

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Quality: 8,375 global accepts · Rating: 1700 · first AC: 2023-03-09 · Java 8 (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

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1585.

1760G

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Quality: 10,313 global accepts · Rating: 1700 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

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1586.

1690F

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Quality: 8,881 global accepts · Rating: 1700 · first AC: 2022-09-14 · last AC: 2022-09-14 · C++17 (GCC 9-64) (first AC) · Tags: graphs, math, number theory, strings

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1587.

1722F

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Quality: 8,014 global accepts · Rating: 1700 · first AC: 2022-09-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, implementation

[kevinyang's solution](#)

1588.

1709D

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Quality: 10,210 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math

[kevinyang's solution](#)

1589.

1702F

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1590.

1699C

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Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

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1591.

1700C

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1592.

1692H

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Quality: 9,601 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

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1593.

1677B

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Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math

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1594.

1670D

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Quality: 5,655 global accepts · Rating: 1700 · first AC: 2022-05-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

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1595.

1336B

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Quality: 12,128 global accepts · Rating: 1700 · first AC: 2022-05-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

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1596.

1672D

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Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

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1597.

1661C

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Quality: 10,538 global accepts · Rating: 1700 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[kevinyang's solution](#)

1598.

1660F1

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Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, strings

[kevinyang's solution](#)

1599.

1658C

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[kevinyang's solution](#)

1600.

1644D

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Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math

[kevinyang's solution](#)

1601.

1629D

[Peculiar Movie Preferences](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[kevinyang's solution](#)

1602.

1628B

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Quality: 12,714 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[kevinyang's solution](#)

1603.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,809 global accepts · Rating: 1700 · first AC: 2022-01-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[kevinyang's solution](#)

1604.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, interactive, math

[kevinyang's solution](#)

1605.

1148C

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Quality: 5,627 global accepts · Rating: 1700 · first AC: 2022-01-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[kevinyang's solution](#)

1606.

1619E

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Quality: 10,207 global accepts · Rating: 1700 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[kevinyang's solution](#)

1607.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[kevinyang's solution](#)

1608.

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[kevinyang's solution](#)

1609.

1586C

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Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[kevinyang's solution](#)

1610.

1598D

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1611.

1594D

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1612.

1592C

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Quality: 9,133 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[kevinyang's solution](#)

1613.

1579F

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Quality: 5,363 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[kevinyang's solution](#)

1614.

1579E2

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Quality: 7,368 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

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1615.

1562D1

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1616.

1557C

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Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

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1617.

1497E1

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1618.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, math

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1619.

632C

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Quality: 10,429 global accepts · Rating: 1700 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: sortings, strings

[kevinyang's solution](#)

1620.

1209D

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Quality: 10,728 global accepts · Rating: 1700 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[kevinyang's solution](#)

1621.

1550C

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Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy, implementation

[kevinyang's solution](#)

1622.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-08 · last AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[kevinyang's solution](#)

1623.

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

[kevinyang's solution](#)

1624.

1538D

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Quality: 15,267 global accepts · Rating: 1700 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[kevinyang's solution](#)

1625.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1700 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[kevinyang's solution](#)

1626.

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1700 · first AC: 2021-04-10 · last AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[kevinyang's solution](#)

1627.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[kevinyang's solution](#)

1628.

1474C

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

Quality: 14,158 global accepts · Rating: 1700 · first AC: 2021-01-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[kevinyang's solution](#)

1629.

1469D

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Quality: 10,208 global accepts · Rating: 1700 · first AC: 2020-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[kevinyang's solution](#)

1630.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,367 global accepts · Rating: 1700 · first AC: 2020-12-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[kevinyang's solution](#)

1631.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1700 · first AC: 2020-10-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[kevinyang's solution](#)

1632.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[kevinyang's solution](#)

1633.

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2020-09-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[kevinyang's solution](#)

1634.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[kevinyang's solution](#)

1635.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[kevinyang's solution](#)

1636.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

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1637.

1384C

[String Transformation 1](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[kevinyang's solution](#)

1638.

1382C2

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Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, implementation, strings

[kevinyang's solution](#)

1639.

1333C

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Quality: 13,363 global accepts · Rating: 1700 · first AC: 2020-06-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[kevinyang's solution](#)

1640.

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2020-06-28 · last AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

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1641.

1365D

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Quality: 20,818 global accepts · Rating: 1700 · first AC: 2020-06-07 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[kevinyang's solution](#)

1642.

385C

[Bear and Prime Numbers](#) · [Tutorial](#)

Quality: 10,586 global accepts · Rating: 1700 · first AC: 2020-05-31 · Java 8 (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory

[kevinyang's solution](#)

1643.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,298 global accepts · Rating: 1700 · first AC: 2020-05-29 · Java 8 (first AC) · Tags: binary search, math

[kevinyang's solution](#)

1644.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-05-24 · Java 8 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[kevinyang's solution](#)

1645.

1343D

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Quality: 13,539 global accepts · Rating: 1700 · first AC: 2020-05-23 · Java 8 (first AC) · Tags: brute force, data structures, greedy, two pointers

[kevinyang's solution](#)

1646.

199C

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Rating: 1700 · first AC: 2020-05-20 · Java 8 (first AC) · Tags: math

[kevinyang's solution](#)

1647.

758C

[Unfair Poll](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1700 · first AC: 2020-05-18 · Java 8 (first AC) · Tags: binary search, constructive algorithms, implementation, math

[kevinyang's solution](#)

1648.

538D

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Quality: 2,522 global accepts · Rating: 1800 · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation

[kevinyang's solution](#)

1649.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

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1650.

1030D

[Vasya and Triangle](#) · [Tutorial](#)

Quality: 6,254 global accepts · Rating: 1800 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, number theory

[kevinyang's solution](#)

1651.

926B

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Quality: 2,036 global accepts · Rating: 1800 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[kevinyang's solution](#)

1652.

234F

[Fence](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 1800 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

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1653.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,964 global accepts · Rating: 1800 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers

[kevinyang's solution](#)

1654.

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,671 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy

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1655.

2209D

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Quality: 5,317 global accepts · Rating: 1800 · first AC: 2026-03-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[kevinyang's solution](#)

1656.

2208D1

[Tree Orientation \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,200 global accepts · Rating: 1800 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

[kevinyang's solution](#)

1657.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[kevinyang's solution](#)

1658.

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1800 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[kevinyang's solution](#)

1659.

180E

[Cubes](#) · [Tutorial](#)

Quality: 2,067 global accepts · Rating: 1800 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[kevinyang's solution](#)

1660.

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 1800 · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[kevinyang's solution](#)

1661.

2176D

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Quality: 5,760 global accepts · Rating: 1800 · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, sortings

[kevinyang's solution](#)

1662.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math

[kevinyang's solution](#)

1663.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,294 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[kevinyang's solution](#)

1664.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,661 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[kevinyang's solution](#)

1665.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,394 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[kevinyang's solution](#)

1666.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 6,999 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[kevinyang's solution](#)

1667.

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: 1800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
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1668.

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
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1669.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
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1670.

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,930 global accepts · Rating: 1800 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, trees
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1671.

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1800 · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers
[kevinyang's solution](#)

1672.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
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1673.

442B

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Quality: 6,110 global accepts · Rating: 1800 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, probabilities
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1674.

1119D

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Quality: 5,169 global accepts · Rating: 1800 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings
[kevinyang's solution](#)

1675.

2101B

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Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings
[kevinyang's solution](#)

1676.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities, trees
[kevinyang's solution](#)

1677.

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

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1678.

2093F

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Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy

[kevinyang's solution](#)

1679.

2092D

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Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[kevinyang's solution](#)

1680.

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1800 · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp

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1681.

1867D

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Quality: 6,874 global accepts · Rating: 1800 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[kevinyang's solution](#)

1682.

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1800 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[kevinyang's solution](#)

1683.

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,693 global accepts · Rating: 1800 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[kevinyang's solution](#)

1684.

2069D

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

Quality: 7,048 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[kevinyang's solution](#)

1685.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[kevinyang's solution](#)

1686.

2043D

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

Quality: 7,678 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

[kevinyang's solution](#)

1687.

2042C

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Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[kevinyang's solution](#)

1688.

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

[kevinyang's solution](#)

1689.

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

[kevinyang's solution](#)

1690.

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

[kevinyang's solution](#)

1691.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[kevinyang's solution](#)

1692.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[kevinyang's solution](#)

1693.

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

[kevinyang's solution](#)

1694.

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,726 global accepts · Rating: 1800 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[kevinyang's solution](#)

1695.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,423 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[kevinyang's solution](#)

1696.

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

[kevinyang's solution](#)

1697.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[kevinyang's solution](#)

1698.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1800 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[kevinyang's solution](#)

1699.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[kevinyang's solution](#)

1700.

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

[kevinyang's solution](#)

1701.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[kevinyang's solution](#)

1702.

1981C

[Turtle and an Incomplete Sequence](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[kevinyang's solution](#)

1703.

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,318 global accepts · Rating: 1800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: dp

[kevinyang's solution](#)

1704.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,426 global accepts · Rating: 1800 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: dp

[kevinyang's solution](#)

1705.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[kevinyang's solution](#)

1706.

1968F

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

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[kevinyang's solution](#)

1707.

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[kevinyang's solution](#)

1708.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,713 global accepts · Rating: 1800 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, math, schedules

[kevinyang's solution](#)

1709.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,078 global accepts · Rating: 1800 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[kevinyang's solution](#)

1710.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[kevinyang's solution](#)

1711.

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[kevinyang's solution](#)

1712.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,671 global accepts · Rating: 1800 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[kevinyang's solution](#)

1713.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1800 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[kevinyang's solution](#)

1714.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[kevinyang's solution](#)

1715.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[kevinyang's solution](#)

1716.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[kevinyang's solution](#)

1717.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[kevinyang's solution](#)

1718.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,716 global accepts · Rating: 1800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings
[kevinyang's solution](#)

1719.

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 1800 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings
[kevinyang's solution](#)

1720.

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,001 global accepts · Rating: 1800 · first AC: 2023-04-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees
[kevinyang's solution](#)

1721.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2023-03-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
[kevinyang's solution](#)

1722.

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-02-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[kevinyang's solution](#)

1723.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees
[kevinyang's solution](#)

1724.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1800 · first AC: 2022-09-13 · C++17 (GCC 9-64) (first AC) · Tags: interactive, probabilities
[kevinyang's solution](#)

1725.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[kevinyang's solution](#)

1726.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[kevinyang's solution](#)

1727.

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,268 global accepts · Rating: 1800 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[kevinyang's solution](#)

1728.

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[kevinyang's solution](#)

1729.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[kevinyang's solution](#)

1730.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[kevinyang's solution](#)

1731.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[kevinyang's solution](#)

1732.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[kevinyang's solution](#)

1733.

1631D

[Range and Partition](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[kevinyang's solution](#)

1734.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2022-01-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[kevinyang's solution](#)

1735.

1619D

[New Year's Problem](#) · [Tutorial](#)

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[kevinyang's solution](#)

1736.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,274 global accepts · Rating: 1800 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, math

[kevinyang's solution](#)

1737.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[kevinyang's solution](#)

1738.

220B

[Little Elephant and Array](#) · [Tutorial](#)

Quality: 12,883 global accepts · Rating: 1800 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures

[kevinyang's solution](#)

1739.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[kevinyang's solution](#)

1740.

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[kevinyang's solution](#)

1741.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,701 global accepts · Rating: 1800 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics

[kevinyang's solution](#)

1742.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,590 global accepts · Rating: 1800 · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[kevinyang's solution](#)

1743.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[kevinyang's solution](#)

1744.

1560E

[Polycarp and String Transformation](#) · [Tutorial](#)

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, sortings, strings

[kevinyang's solution](#)

1745.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[kevinyang's solution](#)

1746.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,561 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[kevinyang's solution](#)

1747.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[kevinyang's solution](#)

1748.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[kevinyang's solution](#)

1749.

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[kevinyang's solution](#)

1750.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees

[kevinyang's solution](#)

1751.

1535D

[Playoff Tournament](#) · [Tutorial](#)

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[kevinyang's solution](#)

1752.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-04-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[kevinyang's solution](#)

1753.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,305 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[kevinyang's solution](#)

1754.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[kevinyang's solution](#)

1755.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[kevinyang's solution](#)

1756.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,176 global accepts · Rating: 1800 · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[kevinyang's solution](#)

1757.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math
[kevinyang's solution](#)

1758.

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2020-12-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy
[kevinyang's solution](#)

1759.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings
[kevinyang's solution](#)

1760.

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2020-10-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs
[kevinyang's solution](#)

1761.

1398D

[Colored Rectangles](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1800 · first AC: 2020-09-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings
[kevinyang's solution](#)

1762.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, sortings, two pointers
[kevinyang's solution](#)

1763.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,933 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy
[kevinyang's solution](#)

1764.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees
[kevinyang's solution](#)

1765.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, math, trees
[kevinyang's solution](#)

1766.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,564 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: dp
[kevinyang's solution](#)

1767.

1084D

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-05-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[kevinyang's solution](#)

1768.

822D

[My pretty girl Noora](#) · [Tutorial](#)

Quality: 3,283 global accepts · Rating: 1800 · first AC: 2020-05-26 · Java 8 (first AC) · Tags: brute force, dp, greedy, math, number theory

[kevinyang's solution](#)

1769.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-05-20 · Java 8 (first AC) · Tags: binary search, implementation, math, two pointers

[kevinyang's solution](#)

1770.

613A

[Peter and Snow Blower](#) · [Tutorial](#)

Quality: 3,429 global accepts · Rating: 1900 · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry, ternary search

[kevinyang's solution](#)

1771.

2211D

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Quality: 2,898 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math

[kevinyang's solution](#)

1772.

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,960 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

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1773.

1847D

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1774.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,254 global accepts · Rating: 1900 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[kevinyang's solution](#)

1775.

2180C

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Quality: 6,463 global accepts · Rating: 1900 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[kevinyang's solution](#)

1776.

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

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[kevinyang's solution](#)

1777.

2174B

[Wishing Cards](#) · [Tutorial](#)

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[kevinyang's solution](#)

1778.

2157E

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Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[kevinyang's solution](#)

1779.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, sortings

[kevinyang's solution](#)

1780.

2154D

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1781.

2148G

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Quality: 4,192 global accepts · Rating: 1900 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, number theory

[kevinyang's solution](#)

1782.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,331 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[kevinyang's solution](#)

1783.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,485 global accepts · Rating: 1900 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[kevinyang's solution](#)

1784.

2111E

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

Quality: 5,407 global accepts · Rating: 1900 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[kevinyang's solution](#)

1785.

2128E1

[Submedians \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,542 global accepts · Rating: 1900 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[kevinyang's solution](#)

1786.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[kevinyang's solution](#)

1787.

2117G

[Omq Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings

[kevinyang's solution](#)

1788.

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,362 global accepts · Rating: 1900 · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, sortings

[kevinyang's solution](#)

1789.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,620 global accepts · Rating: 1900 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[kevinyang's solution](#)

1790.

2094H

[La Vaca Saturno Saturnita](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1900 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math, number theory

[kevinyang's solution](#)

1791.

2093G

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

Quality: 3,805 global accepts · Rating: 1900 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

[kevinyang's solution](#)

1792.

2089B1

[Canteen \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[kevinyang's solution](#)

1793.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[kevinyang's solution](#)

1794.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[kevinyang's solution](#)

1795.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[kevinyang's solution](#)

1796.

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 1900 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, strings

[kevinyang's solution](#)

1797.

2073A

[Control Towers](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[kevinyang's solution](#)

1798.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[kevinyang's solution](#)

1799.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1900 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[kevinyang's solution](#)

1800.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,019 global accepts · Rating: 1900 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[kevinyang's solution](#)

1801.

2052E

[Expression Correction](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2025-01-11 · Python 3 (first AC) · Tags: brute force, expression parsing, strings

[kevinyang's solution](#)

1802.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[kevinyang's solution](#)

1803.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[kevinyang's solution](#)

1804.

2044F

[Easy Demon Problem](#) · [Tutorial](#)

Quality: 6,044 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[kevinyang's solution](#)

1805.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,381 global accepts · Rating: 1900 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[kevinyang's solution](#)

1806.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[kevinyang's solution](#)

1807.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[kevinyang's solution](#)

1808.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1900 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[kevinyang's solution](#)

1809.

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1900 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, number theory, two pointers

[kevinyang's solution](#)

1810.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math

[kevinyang's solution](#)

1811.

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,089 global accepts · Rating: 1900 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: matrices

[kevinyang's solution](#)

1812.

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

[kevinyang's solution](#)

1813.

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,686 global accepts · Rating: 1900 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[kevinyang's solution](#)

1814.

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

[kevinyang's solution](#)

1815.

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

[kevinyang's solution](#)

1816.

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

[kevinyang's solution](#)

1817.

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

[kevinyang's solution](#)

1818.

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

[kevinyang's solution](#)

1819.

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

[kevinyang's solution](#)

1820.

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

[kevinyang's solution](#)

1821.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,410 global accepts · Rating: 1900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[kevinyang's solution](#)

1822.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,099 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[kevinyang's solution](#)

1823.

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,433 global accepts · Rating: 1900 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[kevinyang's solution](#)

1824.

1980F1

[Field Division \(easy version\)](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 1900 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings

[kevinyang's solution](#)

1825.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1900 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[kevinyang's solution](#)

1826.

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[kevinyang's solution](#)

1827.

1970G1

[Min-Fund Prison \(Easy\)](#) · [Tutorial](#)

Quality: 1,926 global accepts · Rating: 1900 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees

[kevinyang's solution](#)

1828.

1970C3

[Game on Tree \(Hard\)](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 1900 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[kevinyang's solution](#)

1829.

1970B1

[Exact Neighbours \(Easy\)](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1900 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[kevinyang's solution](#)

1830.

1968G1

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Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[kevinyang's solution](#)

1831.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,707 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[kevinyang's solution](#)

1832.

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math

[kevinyang's solution](#)

1833.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[kevinyang's solution](#)

1834.

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[kevinyang's solution](#)

1835.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[kevinyang's solution](#)

1836.

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,536 global accepts · Rating: 1900 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[kevinyang's solution](#)

1837.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,634 global accepts · Rating: 1900 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings
[kevinyang's solution](#)

1838.

1929D

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Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees
[kevinyang's solution](#)

1839.

1928D

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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
[kevinyang's solution](#)

1840.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,387 global accepts · Rating: 1900 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees
[kevinyang's solution](#)

1841.

1918D

[Blocking Elements](#) · [Tutorial](#)

Quality: 6,193 global accepts · Rating: 1900 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers
[kevinyang's solution](#)

1842.

1921F

[Sum of Progression](#) · [Tutorial](#)

Quality: 5,011 global accepts · Rating: 1900 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation, math
[kevinyang's solution](#)

1843.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math
[kevinyang's solution](#)

1844.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,493 global accepts · Rating: 1900 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math
[kevinyang's solution](#)

1845.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2024-01-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, shortest paths
[kevinyang's solution](#)

1846.

1887A2

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

Rating: 1900 · first AC: 2024-01-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings
[kevinyang's solution](#)

1847.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[kevinyang's solution](#)

1848.

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings, trees
[kevinyang's solution](#)

1849.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation
[kevinyang's solution](#)

1850.

1914F

[Programming Competition](#) · [Tutorial](#)

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees
[kevinyang's solution](#)

1851.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2023-06-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math
[kevinyang's solution](#)

1852.

1823D

[Unique Palindromes](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, strings
[kevinyang's solution](#)

1853.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees
[kevinyang's solution](#)

1854.

1794D

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

Quality: 4,485 global accepts · Rating: 1900 · first AC: 2023-03-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory
[kevinyang's solution](#)

1855.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation
[kevinyang's solution](#)

1856.

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,553 global accepts · Rating: 1900 · first AC: 2022-09-13 · C++17 (GCC 9-64) (first AC) · Tags: hashing, math
[kevinyang's solution](#)

1857.

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1900 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, trees

[kevinyang's solution](#)

1858.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[kevinyang's solution](#)

1859.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[kevinyang's solution](#)

1860.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,993 global accepts · Rating: 1900 · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, math

[kevinyang's solution](#)

1861.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,995 global accepts · Rating: 1900 · first AC: 2022-06-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[kevinyang's solution](#)

1862.

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[kevinyang's solution](#)

1863.

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[kevinyang's solution](#)

1864.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[kevinyang's solution](#)

1865.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-04-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[kevinyang's solution](#)

1866.

1661D

[Progressions Covering](#) · [Tutorial](#)

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[kevinyang's solution](#)

1867.

1650E

[Rescheduling the Exam](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1900 · first AC: 2022-03-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[kevinyang's solution](#)

1868.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation

[kevinyang's solution](#)

1869.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[kevinyang's solution](#)

1870.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[kevinyang's solution](#)

1871.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1900 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[kevinyang's solution](#)

1872.

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[kevinyang's solution](#)

1873.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,309 global accepts · Rating: 1900 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: dp

[kevinyang's solution](#)

1874.

1591D

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

Rating: 1900 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, math, sortings

[kevinyang's solution](#)

1875.

835D

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

Quality: 4,660 global accepts · Rating: 1900 · first AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, strings

[kevinyang's solution](#)

1876.

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[kevinyang's solution](#)

1877.

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-13 · last AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[kevinyang's solution](#)

1878.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,859 global accepts · Rating: 1900 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, two pointers

[kevinyang's solution](#)

1879.

1569D

[Inconvenient Pairs](#) · [Tutorial](#)

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[kevinyang's solution](#)

1880.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[kevinyang's solution](#)

1881.

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, dp, strings

[kevinyang's solution](#)

1882.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[kevinyang's solution](#)

1883.

1560F1

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

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-18 · last AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[kevinyang's solution](#)

1884.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math, number theory

[kevinyang's solution](#)

1885.

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[kevinyang's solution](#)

1886.

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,952 global accepts · Rating: 1900 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[kevinyang's solution](#)

1887.

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[kevinyang's solution](#)

1888.

1508A

[Binary Literature](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[kevinyang's solution](#)

1889.

1512F

[Education](#) · [Tutorial](#)

Quality: 6,815 global accepts · Rating: 1900 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[kevinyang's solution](#)

1890.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,186 global accepts · Rating: 1900 · first AC: 2021-03-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, trees

[kevinyang's solution](#)

1891.

1440C2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[kevinyang's solution](#)

1892.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[kevinyang's solution](#)

1893.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[kevinyang's solution](#)

1894.

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math

[kevinyang's solution](#)

1895.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[kevinyang's solution](#)

1896.

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1900 · first AC: 2021-02-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory, sortings

[kevinyang's solution](#)

1897.

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-02-03 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[kevinyang's solution](#)

1898.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[kevinyang's solution](#)

1899.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2020-11-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings

[kevinyang's solution](#)

1900.

1405D

[Tree Tag](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, games, strings, trees

[kevinyang's solution](#)

1901.

1365E

[Maximum Subsequence Value](#) · [Tutorial](#)

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[kevinyang's solution](#)

1902.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,791 global accepts · Rating: 1900 · first AC: 2020-08-26 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, greedy

[kevinyang's solution](#)

1903.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[kevinyang's solution](#)

1904.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, sortings

[kevinyang's solution](#)

1905.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,442 global accepts · Rating: 1900 · first AC: 2020-07-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[kevinyang's solution](#)

1906.

1384B1

[Koa and the Beach \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[kevinyang's solution](#)

1907.

1371E1

[Asterism \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2020-07-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[kevinyang's solution](#)

1908.

1064E

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[kevinyang's solution](#)

1909.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,228 global accepts · Rating: 1900 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, math, trees

[kevinyang's solution](#)

1910.

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2020-05-25 · Java 8 (first AC) · Tags: constructive algorithms, greedy, math

[kevinyang's solution](#)

1911.

137D

[Palindromes](#) · [Tutorial](#)

Quality: 1,722 global accepts · Rating: 1900 · first AC: 2020-05-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[kevinyang's solution](#)

1912.

2196C2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[kevinyang's solution](#)

1913.

1244E

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

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[kevinyang's solution](#)

1914.

2201C

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

Quality: 1,989 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy

[kevinyang's solution](#)

1915.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2000 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp

[kevinyang's solution](#)

1916.

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2000 · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[kevinyang's solution](#)

1917.

2181D

[Doorway](#) · [Tutorial](#)

Quality: 1,357 global accepts · Rating: 2000 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[kevinyang's solution](#)

1918.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[kevinyang's solution](#)

1919.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 2000 · first AC: 2025-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[kevinyang's solution](#)

1920.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,521 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[kevinyang's solution](#)

1921.

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[kevinyang's solution](#)

1922.

2146D2

[Max Sum OR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[kevinyang's solution](#)

1923.

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,889 global accepts · Rating: 2000 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[kevinyang's solution](#)

1924.

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

[kevinyang's solution](#)

1925.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[kevinyang's solution](#)

1926.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,504 global accepts · Rating: 2000 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[kevinyang's solution](#)

1927.

916B

[Jamie and Binary Sequence \(changed after round\)](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math
[kevinyang's solution](#)

1928.

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[kevinyang's solution](#)

1929.

2103D

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

Quality: 3,983 global accepts · Rating: 2000 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers
[kevinyang's solution](#)

1930.

2096D

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

Quality: 5,601 global accepts · Rating: 2000 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math
[kevinyang's solution](#)

1931.

1753C

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

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities
[kevinyang's solution](#)

1932.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,308 global accepts · Rating: 2000 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, greedy
[kevinyang's solution](#)

1933.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math
[kevinyang's solution](#)

1934.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math
[kevinyang's solution](#)

1935.

2074F

[Counting Necessary Nodes](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2000 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math
[kevinyang's solution](#)

1936.

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy
[kevinyang's solution](#)

1937.

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[kevinyang's solution](#)

1938.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[kevinyang's solution](#)

1939.

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

[kevinyang's solution](#)

1940.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,041 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[kevinyang's solution](#)

1941.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[kevinyang's solution](#)

1942.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[kevinyang's solution](#)

1943.

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[kevinyang's solution](#)

1944.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[kevinyang's solution](#)

1945.

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[kevinyang's solution](#)

1946.

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

[kevinyang's solution](#)

1947.

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers
[kevinyang's solution](#)

1948.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp
[kevinyang's solution](#)

1949.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory
[kevinyang's solution](#)

1950.

2028D

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

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search
[kevinyang's solution](#)

1951.

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 2000 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[kevinyang's solution](#)

1952.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities
[kevinyang's solution](#)

1953.

1984D

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

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings
[kevinyang's solution](#)

1954.

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
[kevinyang's solution](#)

1955.

1988D

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

Quality: 6,010 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees
[kevinyang's solution](#)

1956.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 2000 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[kevinyang's solution](#)

1957.

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,606 global accepts · Rating: 2000 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

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1958.

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,798 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[kevinyang's solution](#)

1959.

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,894 global accepts · Rating: 2000 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

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1960.

1970E2

[Trails \(Medium\)](#) · [Tutorial](#)

Quality: 2,056 global accepts · Rating: 2000 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[kevinyang's solution](#)

1961.

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

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1962.

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

[kevinyang's solution](#)

1963.

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

[kevinyang's solution](#)

1964.

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

[kevinyang's solution](#)

1965.

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[kevinyang's solution](#)

1966.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[kevinyang's solution](#)

1967.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,141 global accepts · Rating: 2000 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[kevinyang's solution](#)

1968.

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[kevinyang's solution](#)

1969.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2024-01-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[kevinyang's solution](#)

1970.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,511 global accepts · Rating: 2000 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math

[kevinyang's solution](#)

1971.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[kevinyang's solution](#)

1972.

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[kevinyang's solution](#)

1973.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-06-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[kevinyang's solution](#)

1974.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[kevinyang's solution](#)

1975.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[kevinyang's solution](#)

1976.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,655 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[kevinyang's solution](#)

1977.

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[kevinyang's solution](#)

1978.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 2000 · first AC: 2022-09-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[kevinyang's solution](#)

1979.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[kevinyang's solution](#)

1980.

689E

[Mike and Geometry Problem](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2000 · first AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation

[kevinyang's solution](#)

1981.

900D

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

Quality: 3,789 global accepts · Rating: 2000 · first AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[kevinyang's solution](#)

1982.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[kevinyang's solution](#)

1983.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 2000 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[kevinyang's solution](#)

1984.

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 2000 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[kevinyang's solution](#)

1985.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[kevinyang's solution](#)

1986.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[kevinyang's solution](#)

1987.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2022-03-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[kevinyang's solution](#)

1988.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[kevinyang's solution](#)

1989.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2000 · first AC: 2022-02-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[kevinyang's solution](#)

1990.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[kevinyang's solution](#)

1991.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,332 global accepts · Rating: 2000 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[kevinyang's solution](#)

1992.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2022-01-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[kevinyang's solution](#)

1993.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,435 global accepts · Rating: 2000 · first AC: 2022-01-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[kevinyang's solution](#)

1994.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[kevinyang's solution](#)

1995.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[kevinyang's solution](#)

1996.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2022-01-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[kevinyang's solution](#)

1997.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[kevinyang's solution](#)

1998.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[kevinyang's solution](#)

1999.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers

[kevinyang's solution](#)

2000.

1619G

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

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[kevinyang's solution](#)

2001.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[kevinyang's solution](#)

2002.

1142B

[Lynyrd Skynyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[kevinyang's solution](#)

2003.

1582E

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

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[kevinyang's solution](#)

2004.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 2000 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, trees

[kevinyang's solution](#)

2005.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,616 global accepts · Rating: 2000 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[kevinyang's solution](#)

2006.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[kevinyang's solution](#)

2007.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2021-09-07 · last AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive

algorithms, math, number theory

[kevinyang's solution](#)

2008.

1426F

[Number of Subsequences](#) · [Tutorial](#)

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, strings

[kevinyang's solution](#)

2009.

803F

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

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[kevinyang's solution](#)

2010.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[kevinyang's solution](#)

2011.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[kevinyang's solution](#)

2012.

1536D

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

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[kevinyang's solution](#)

2013.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive

[kevinyang's solution](#)

2014.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2021-05-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

[kevinyang's solution](#)

2015.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,700 global accepts · Rating: 2000 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[kevinyang's solution](#)

2016.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 2000 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[kevinyang's solution](#)

2017.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 2000 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, graphs,

greedy, number theory, sortings

[kevinyang's solution](#)

2018.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[kevinyang's solution](#)

2019.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[kevinyang's solution](#)

2020.

1092E

[Minimal Diameter Forest](#) · [Tutorial](#)

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[kevinyang's solution](#)

2021.

1210C

[Kamil and Making a Stream](#) · [Tutorial](#)

Quality: 3,598 global accepts · Rating: 2000 · first AC: 2020-11-28 · last AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory, trees

[kevinyang's solution](#)

2022.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-11-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[kevinyang's solution](#)

2023.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,628 global accepts · Rating: 2000 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[kevinyang's solution](#)

2024.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,202 global accepts · Rating: 2000 · first AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[kevinyang's solution](#)

2025.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: dp

[kevinyang's solution](#)

2026.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-08-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[kevinyang's solution](#)

2027.

1359E

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

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2020-08-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory
[kevinyang's solution](#)

2028.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[kevinyang's solution](#)

2029.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 2000 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[kevinyang's solution](#)

2030.

1084E

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

Rating: 2000 · first AC: 2020-05-29 · Java 8 (first AC) · Tags: greedy, strings

[kevinyang's solution](#)

2031.

758D

[Ability To Convert](#) · [Tutorial](#)

Quality: 2,935 global accepts · Rating: 2000 · first AC: 2020-05-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, math, strings

[kevinyang's solution](#)

2032.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[kevinyang's solution](#)

2033.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 2100 · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, sortings, two pointers

[kevinyang's solution](#)

2034.

754D

[Fedor and coupons](#) · [Tutorial](#)

Quality: 2,694 global accepts · Rating: 2100 · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[kevinyang's solution](#)

2035.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,628 global accepts · Rating: 2100 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[kevinyang's solution](#)

2036.

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, two pointers

[kevinyang's solution](#)

2037.

2210D

[A Simple RBS Problem](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, strings, trees

[kevinyang's solution](#)

2038.

2210C2

[A Simple GCD Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, number theory

[kevinyang's solution](#)

2039.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2100 · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[kevinyang's solution](#)

2040.

2205E

[Simons and Dividing the Rhythm](#) · [Tutorial](#)

Quality: 1,571 global accepts · Rating: 2100 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings

[kevinyang's solution](#)

2041.

2192E

[Swap to Rearrange](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2100 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings

[kevinyang's solution](#)

2042.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2100 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[kevinyang's solution](#)

2043.

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 2100 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dsu, graphs, greedy

[kevinyang's solution](#)

2044.

1152D

[Neko and Aki's Prank](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[kevinyang's solution](#)

2045.

276E

[Little Girl and Problem on Trees](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2100 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, trees

[kevinyang's solution](#)

2046.

2172K

[Kindergarten Homework](#) · [Tutorial](#)

Quality: 843 global accepts · Rating: 2100 · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[kevinyang's solution](#)

2047.

2183D2

[Tree Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[kevinyang's solution](#)

2048.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,852 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[kevinyang's solution](#)

2049.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[kevinyang's solution](#)

2050.

2163D1

[Diadrash \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,730 global accepts · Rating: 2100 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

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2051.

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

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2052.

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

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2053.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[kevinyang's solution](#)

2054.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[kevinyang's solution](#)

2055.

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[kevinyang's solution](#)

2056.

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,472 global accepts · Rating: 2100 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

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2057.

2115B

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

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-06-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[kevinyang's solution](#)

2058.

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,555 global accepts · Rating: 2100 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[kevinyang's solution](#)

2059.

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures

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2060.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,843 global accepts · Rating: 2100 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

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2061.

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry

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2062.

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[kevinyang's solution](#)

2063.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

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2064.

2061F1

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

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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2065.

2052D

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Quality: 1,214 global accepts · Rating: 2100 · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs

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2066.

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, dsu, graphs

[kevinyang's solution](#)

2067.

2040E

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Quality: 2,670 global accepts · Rating: 2100 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

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2068.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[kevinyang's solution](#)

2069.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

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2070.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[kevinyang's solution](#)

2071.

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

[kevinyang's solution](#)

2072.

2031E

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

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[kevinyang's solution](#)

2073.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[kevinyang's solution](#)

2074.

2005E1

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

Quality: 3,322 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation

[kevinyang's solution](#)

2075.

2004E

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

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

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2076.

2008H

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Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, number theory

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2077.

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy,

implementation, math

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2078.

1998D

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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

[kevinyang's solution](#)

2079.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[kevinyang's solution](#)

2080.

1869D2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[kevinyang's solution](#)

2081.

1971H

[+1](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2100 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, graphs

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2082.

1970D1

[Arithmancy \(Easy\)](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2100 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, strings

[kevinyang's solution](#)

2083.

1970B2

[Exact Neighbours \(Medium\)](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2100 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[kevinyang's solution](#)

2084.

1856D

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Quality: 3,788 global accepts · Rating: 2100 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive

[kevinyang's solution](#)

2085.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games

[kevinyang's solution](#)

2086.

1942D

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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

[kevinyang's solution](#)

2087.

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

[kevinyang's solution](#)

2088.

1934D1

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

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[kevinyang's solution](#)

2089.

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 2100 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[kevinyang's solution](#)

2090.

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

[kevinyang's solution](#)

2091.

1924B

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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

[kevinyang's solution](#)

2092.

1920E

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Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[kevinyang's solution](#)

2093.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[kevinyang's solution](#)

2094.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[kevinyang's solution](#)

2095.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[kevinyang's solution](#)

2096.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[kevinyang's solution](#)

2097.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,144 global accepts · Rating: 2100 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer,

dp, trees

[kevinyang's solution](#)

2098.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[kevinyang's solution](#)

2099.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, math

[kevinyang's solution](#)

2100.

1821E

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Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-06-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[kevinyang's solution](#)

2101.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,698 global accepts · Rating: 2100 · first AC: 2023-06-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, sortings

[kevinyang's solution](#)

2102.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,706 global accepts · Rating: 2100 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, strings

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2103.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-04-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[kevinyang's solution](#)

2104.

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2023-04-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation

[kevinyang's solution](#)

2105.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

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2106.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

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2107.

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2022-09-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[kevinyang's solution](#)

2108.

1667B

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Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp
[kevinyang's solution](#)

2109.

1650G

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Quality: 2,938 global accepts · Rating: 2100 · first AC: 2022-03-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths
[kevinyang's solution](#)

2110.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,525 global accepts · Rating: 2100 · first AC: 2022-02-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
[kevinyang's solution](#)

2111.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation
[kevinyang's solution](#)

2112.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2022-01-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees
[kevinyang's solution](#)

2113.

1629F1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games
[kevinyang's solution](#)

2114.

1628D1

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Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math
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2115.

1626D

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Quality: 4,330 global accepts · Rating: 2100 · first AC: 2022-01-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math
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2116.

1621D

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Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
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2117.

1472G

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Quality: 5,644 global accepts · Rating: 2100 · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
[kevinyang's solution](#)

2118.

1056E

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Quality: 2,814 global accepts · Rating: 2100 · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, strings

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2119.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,270 global accepts · Rating: 2100 · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

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2120.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

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2121.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

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2122.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2021-10-14 · last AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[kevinyang's solution](#)

2123.

498C

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

Quality: 4,186 global accepts · Rating: 2100 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, number theory

[kevinyang's solution](#)

2124.

1560F2

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

Quality: 4,969 global accepts · Rating: 2100 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

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2125.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, trees, two pointers

[kevinyang's solution](#)

2126.

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[kevinyang's solution](#)

2127.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[kevinyang's solution](#)

2128.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings
[kevinyang's solution](#)

2129.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[kevinyang's solution](#)

2130.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation, matrices, strings
[kevinyang's solution](#)

2131.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search
[kevinyang's solution](#)

2132.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 2100 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers
[kevinyang's solution](#)

2133.

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,895 global accepts · Rating: 2100 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, greedy, math
[kevinyang's solution](#)

2134.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-02-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp
[kevinyang's solution](#)

2135.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 2100 · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees
[kevinyang's solution](#)

2136.

1450C1

[Erich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[kevinyang's solution](#)

2137.

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: dp
[kevinyang's solution](#)

2138.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,119 global accepts · Rating: 2100 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[kevinyang's solution](#)

2139.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[kevinyang's solution](#)

2140.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[kevinyang's solution](#)

2141.

1389D

[Segment Intersections](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[kevinyang's solution](#)

2142.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[kevinyang's solution](#)

2143.

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2200 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers

[kevinyang's solution](#)

2144.

2203E

[Probabilistic Card Game](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-04-07 · last AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[kevinyang's solution](#)

2145.

2209E

[A Trivial String Problem](#) · [Tutorial](#)

Quality: 1,774 global accepts · Rating: 2200 · first AC: 2026-03-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

[kevinyang's solution](#)

2146.

2208D2

[Tree Orientation \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,834 global accepts · Rating: 2200 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[kevinyang's solution](#)

2147.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2200 · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, shortest

paths, trees

[kevinyang's solution](#)

2148.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[kevinyang's solution](#)

2149.

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,604 global accepts · Rating: 2200 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[kevinyang's solution](#)

2150.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2200 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[kevinyang's solution](#)

2151.

1736D

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

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[kevinyang's solution](#)

2152.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[kevinyang's solution](#)

2153.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[kevinyang's solution](#)

2154.

903F

[Clear The Matrix](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[kevinyang's solution](#)

2155.

903D

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

Quality: 4,474 global accepts · Rating: 2200 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[kevinyang's solution](#)

2156.

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[kevinyang's solution](#)

2157.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees

[kevinyang's solution](#)

2158.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[kevinyang's solution](#)

2159.

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,108 global accepts · Rating: 2200 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[kevinyang's solution](#)

2160.

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[kevinyang's solution](#)

2161.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 2200 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[kevinyang's solution](#)

2162.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2200 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[kevinyang's solution](#)

2163.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[kevinyang's solution](#)

2164.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[kevinyang's solution](#)

2165.

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,497 global accepts · Rating: 2200 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[kevinyang's solution](#)

2166.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[kevinyang's solution](#)

2167.

2108D

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

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, interactive

[kevinyang's solution](#)

2168.

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, string suffix structures, strings

[kevinyang's solution](#)

2169.

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, shortest paths

[kevinyang's solution](#)

2170.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,152 global accepts · Rating: 2200 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[kevinyang's solution](#)

2171.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities

[kevinyang's solution](#)

2172.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive

[kevinyang's solution](#)

2173.

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2200 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[kevinyang's solution](#)

2174.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[kevinyang's solution](#)

2175.

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[kevinyang's solution](#)

2176.

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,972 global accepts · Rating: 2200 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[kevinyang's solution](#)

2177.

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

[kevinyang's solution](#)

2178.

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory
[kevinyang's solution](#)

2179.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,666 global accepts · Rating: 2200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp
[kevinyang's solution](#)

2180.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 2200 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
[kevinyang's solution](#)

2181.

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
[kevinyang's solution](#)

2182.

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
[kevinyang's solution](#)

2183.

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,670 global accepts · Rating: 2200 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory
[kevinyang's solution](#)

2184.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers
[kevinyang's solution](#)

2185.

2033G

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

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees
[kevinyang's solution](#)

2186.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math
[kevinyang's solution](#)

2187.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math
[kevinyang's solution](#)

2188.

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation
[kevinyang's solution](#)

2189.

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
[kevinyang's solution](#)

2190.

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
[kevinyang's solution](#)

2191.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy
[kevinyang's solution](#)

2192.

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
[kevinyang's solution](#)

2193.

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation
[kevinyang's solution](#)

2194.

1583E

[Moment of Bloom](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 2200 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, trees
[kevinyang's solution](#)

2195.

1970G2

[Min-Fund Prison \(Medium\)](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2200 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees
[kevinyang's solution](#)

2196.

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices
[kevinyang's solution](#)

2197.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[kevinyang's solution](#)

2198.

1968G2

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

Quality: 2,508 global accepts · Rating: 2200 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings
[kevinyang's solution](#)

2199.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,971 global accepts · Rating: 2200 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory
[kevinyang's solution](#)

2200.

850C

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2200 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games
[kevinyang's solution](#)

2201.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees
[kevinyang's solution](#)

2202.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory
[kevinyang's solution](#)

2203.

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation
[kevinyang's solution](#)

2204.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings
[kevinyang's solution](#)

2205.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math
[kevinyang's solution](#)

2206.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-06-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, trees
[kevinyang's solution](#)

2207.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-04-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, data

structures, dp, math, two pointers

[kevinyang's solution](#)

2208.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[kevinyang's solution](#)

2209.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp

[kevinyang's solution](#)

2210.

1785C

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

Rating: 2200 · first AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[kevinyang's solution](#)

2211.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[kevinyang's solution](#)

2212.

1670E

[Hemose on the Tree](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[kevinyang's solution](#)

2213.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[kevinyang's solution](#)

2214.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-04-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[kevinyang's solution](#)

2215.

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2022-03-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[kevinyang's solution](#)

2216.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[kevinyang's solution](#)

2217.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data

structures, dsu, greedy, sortings

[kevinyang's solution](#)

2218.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[kevinyang's solution](#)

2219.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, probabilities

[kevinyang's solution](#)

2220.

1631E

[Paint the Middle](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[kevinyang's solution](#)

2221.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[kevinyang's solution](#)

2222.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[kevinyang's solution](#)

2223.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2022-01-01 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[kevinyang's solution](#)

2224.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings

[kevinyang's solution](#)

2225.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-12-27 · last AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy

[kevinyang's solution](#)

2226.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[kevinyang's solution](#)

2227.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[kevinyang's solution](#)

2228.

588E

[Duff in the Army](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-12-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[kevinyang's solution](#)

2229.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2021-11-09 · last AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[kevinyang's solution](#)

2230.

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[kevinyang's solution](#)

2231.

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[kevinyang's solution](#)

2232.

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: hashing, string suffix structures, strings

[kevinyang's solution](#)

2233.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 2200 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, string suffix structures, strings

[kevinyang's solution](#)

2234.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: dp

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2235.

7D

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

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: hashing, strings

[kevinyang's solution](#)

2236.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[kevinyang's solution](#)

2237.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, two pointers

[kevinyang's solution](#)

2238.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, math

[kevinyang's solution](#)

2239.

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[kevinyang's solution](#)

2240.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

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2241.

1557D

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Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[kevinyang's solution](#)

2242.

1552F

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Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

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2243.

1234F

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Quality: 2,973 global accepts · Rating: 2200 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[kevinyang's solution](#)

2244.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[kevinyang's solution](#)

2245.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[kevinyang's solution](#)

2246.

712D

[Memory and Scores](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

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2247.

731D

[80-th Level Archeology](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2200 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[kevinyang's solution](#)

2248.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[kevinyang's solution](#)

2249.

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy

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2250.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[kevinyang's solution](#)

2251.

1184B2

[The Doctor Meets Vader \(Medium\)](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2200 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs, shortest paths, sortings

[kevinyang's solution](#)

2252.

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[kevinyang's solution](#)

2253.

603C

[Liesges of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[kevinyang's solution](#)

2254.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[kevinyang's solution](#)

2255.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2021-06-29 · last AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[kevinyang's solution](#)

2256.

1156E

[Special Segments of Permutation](#) · [Tutorial](#)

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[kevinyang's solution](#)

2257.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[kevinyang's solution](#)

2258.

509D

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

Quality: 815 global accepts · Rating: 2200 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[kevinyang's solution](#)

2259.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, trees
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2260.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, implementation
[kevinyang's solution](#)

2261.

1225E

[Rock Is Push](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 2200 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp
[kevinyang's solution](#)

2262.

981E

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Quality: 2,536 global accepts · Rating: 2200 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp
[kevinyang's solution](#)

2263.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings
[kevinyang's solution](#)

2264.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: dp
[kevinyang's solution](#)

2265.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, sortings
[kevinyang's solution](#)

2266.

1092D2

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

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
[kevinyang's solution](#)

2267.

1092D1

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

Quality: 5,675 global accepts · Rating: 2200 · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[kevinyang's solution](#)

2268.

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2200 · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and

similar, divide and conquer, trees

[kevinyang's solution](#)

2269.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[kevinyang's solution](#)

2270.

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, implementation, math

[kevinyang's solution](#)

2271.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-23 · last AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[kevinyang's solution](#)

2272.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[kevinyang's solution](#)

2273.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[kevinyang's solution](#)

2274.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-02 · last AC: 2021-05-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[kevinyang's solution](#)

2275.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[kevinyang's solution](#)

2276.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[kevinyang's solution](#)

2277.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[kevinyang's solution](#)

2278.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[kevinyang's solution](#)

2279.

1227E

[Arson In Berland Forest](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2020-08-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, shortest paths

[kevinyang's solution](#)

2280.

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

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2281.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2020-08-20 · Java 8 (first AC) · Tags: combinatorics, dp, math, number theory

[kevinyang's solution](#)

2282.

1389E

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Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-08-08 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

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2283.

1384B2

[Koa and the Beach \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,591 global accepts · Rating: 2200 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

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2284.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, math, sortings

[kevinyang's solution](#)

2285.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[kevinyang's solution](#)

2286.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

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2287.

1738E

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2288.

1748E

[Yet Another Array Counting Problem](#) · [Tutorial](#)

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2289.

1468M

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2290.

1096F

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Quality: 2,060 global accepts · Rating: 2300 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

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2291.

915G

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Quality: 1,452 global accepts · Rating: 2300 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

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2292.

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[kevinyang's solution](#)

2293.

1139D

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Quality: 2,702 global accepts · Rating: 2300 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory, probabilities

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2294.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

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2295.

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[kevinyang's solution](#)

2296.

2172J

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Quality: 562 global accepts · Rating: 2300 · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu

[kevinyang's solution](#)

2297.

2172L

[Maximum Color Segment](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2300 · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

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2298.

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2300 · first AC: 2026-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, probabilities

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2299.

1843F2

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Quality: 2,117 global accepts · Rating: 2300 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

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2300.

2146E

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

Quality: 2,054 global accepts · Rating: 2300 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

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2301.

2134E

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Quality: 2,399 global accepts · Rating: 2300 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

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2302.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[kevinyang's solution](#)

2303.

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[kevinyang's solution](#)

2304.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[kevinyang's solution](#)

2305.

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,241 global accepts · Rating: 2300 · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[kevinyang's solution](#)

2306.

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, ternary search

[kevinyang's solution](#)

2307.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation

[kevinyang's solution](#)

2308.

713C

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

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2024-11-24 · last AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[kevinyang's solution](#)

2309.

2107F1

[Cycling \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy
[kevinyang's solution](#)

2310.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees
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2311.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees
[kevinyang's solution](#)

2312.

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2300 · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths
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2313.

2089B2

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[kevinyang's solution](#)

2314.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory
[kevinyang's solution](#)

2315.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
[kevinyang's solution](#)

2316.

2077C

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Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices
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2317.

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities
[kevinyang's solution](#)

2318.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs
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2319.

2069E

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Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[kevinyang's solution](#)

2320.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[kevinyang's solution](#)

2321.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[kevinyang's solution](#)

2322.

2057E1

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

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

[kevinyang's solution](#)

2323.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[kevinyang's solution](#)

2324.

2041I

[Auto Complete](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees

[kevinyang's solution](#)

2325.

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[kevinyang's solution](#)

2326.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[kevinyang's solution](#)

2327.

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

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2328.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, matrices

[kevinyang's solution](#)

2329.

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

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2330.

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

[kevinyang's solution](#)

2331.

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

[kevinyang's solution](#)

2332.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[kevinyang's solution](#)

2333.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[kevinyang's solution](#)

2334.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[kevinyang's solution](#)

2335.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[kevinyang's solution](#)

2336.

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[kevinyang's solution](#)

2337.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[kevinyang's solution](#)

2338.

1970B3

[Exact Neighbours \(Hard\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2300 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[kevinyang's solution](#)

2339.

1967C

[Fenwick Tree](#) · [Tutorial](#)

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

[kevinyang's solution](#)

2340.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[kevinyang's solution](#)

2341.

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[kevinyang's solution](#)

2342.

812E

[Sagheer and Apple Tree](#) · [Tutorial](#)

Quality: 1,326 global accepts · Rating: 2300 · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: games, trees

[kevinyang's solution](#)

2343.

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

[kevinyang's solution](#)

2344.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[kevinyang's solution](#)

2345.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[kevinyang's solution](#)

2346.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[kevinyang's solution](#)

2347.

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[kevinyang's solution](#)

2348.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[kevinyang's solution](#)

2349.

1929F

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

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[kevinyang's solution](#)

2350.

1929E

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

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[kevinyang's solution](#)

2351.

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

[kevinyang's solution](#)

2352.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[kevinyang's solution](#)

2353.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-11 · last AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[kevinyang's solution](#)

2354.

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[kevinyang's solution](#)

2355.

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

[kevinyang's solution](#)

2356.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[kevinyang's solution](#)

2357.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices

[kevinyang's solution](#)

2358.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[kevinyang's solution](#)

2359.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[kevinyang's solution](#)

2360.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-02-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[kevinyang's solution](#)

2361.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[kevinyang's solution](#)

2362.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, math

[kevinyang's solution](#)

2363.

1681F

[Unique Occurrences](#) · [Tutorial](#)

Quality: 2,322 global accepts · Rating: 2300 · first AC: 2022-05-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[kevinyang's solution](#)

2364.

1629E

[Grid Xor](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[kevinyang's solution](#)

2365.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[kevinyang's solution](#)

2366.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[kevinyang's solution](#)

2367.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2022-01-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[kevinyang's solution](#)

2368.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, probabilities
[kevinyang's solution](#)

2369.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory
[kevinyang's solution](#)

2370.

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, hashing
[kevinyang's solution](#)

2371.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[kevinyang's solution](#)

2372.

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp
[kevinyang's solution](#)

2373.

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures
[kevinyang's solution](#)

2374.

425D

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

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, hashing
[kevinyang's solution](#)

2375.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees
[kevinyang's solution](#)

2376.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, number theory
[kevinyang's solution](#)

2377.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,315 global accepts · Rating: 2300 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[kevinyang's solution](#)

2378.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation
[kevinyang's solution](#)

2379.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[kevinyang's solution](#)

2380.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[kevinyang's solution](#)

2381.

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[kevinyang's solution](#)

2382.

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[kevinyang's solution](#)

2383.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, geometry, math, number theory

[kevinyang's solution](#)

2384.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[kevinyang's solution](#)

2385.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[kevinyang's solution](#)

2386.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

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2387.

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

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2388.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2300 · first AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[kevinyang's solution](#)

2389.

629E

[Familar Door and Roads](#) · [Tutorial](#)

Quality: 1,151 global accepts · Rating: 2300 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, probabilities, trees

[kevinyang's solution](#)

2390.

711E

[ZS and The Birthday Paradox](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory, probabilities

[kevinyang's solution](#)

2391.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

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2392.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[kevinyang's solution](#)

2393.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,225 global accepts · Rating: 2300 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

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2394.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-07-23 · last AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

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2395.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[kevinyang's solution](#)

2396.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[kevinyang's solution](#)

2397.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[kevinyang's solution](#)

2398.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

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2399.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[kevinyang's solution](#)

2400.

1251E1

[Voting \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[kevinyang's solution](#)

2401.

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[kevinyang's solution](#)

2402.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[kevinyang's solution](#)

2403.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: dp

[kevinyang's solution](#)

2404.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,378 global accepts · Rating: 2300 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[kevinyang's solution](#)

2405.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: dp

[kevinyang's solution](#)

2406.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, trees

[kevinyang's solution](#)

2407.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

[kevinyang's solution](#)

2408.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,402 global accepts · Rating: 2300 · first AC: 2021-07-05 · last AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: geometry, sortings

[kevinyang's solution](#)

2409.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,400 global accepts · Rating: 2300 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, strings
[kevinyang's solution](#)

2410.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices, number theory, two pointers
[kevinyang's solution](#)

2411.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,596 global accepts · Rating: 2300 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math
[kevinyang's solution](#)

2412.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees
[kevinyang's solution](#)

2413.

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[kevinyang's solution](#)

2414.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities
[kevinyang's solution](#)

2415.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math
[kevinyang's solution](#)

2416.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, math
[kevinyang's solution](#)

2417.

317D

[Game with Powers](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: 2300 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, games
[kevinyang's solution](#)

2418.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,369 global accepts · Rating: 2300 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, sortings
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2419.

467E

[Alex and Complicated Task](#) · [Tutorial](#)

Quality: 852 global accepts · Rating: 2300 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[kevinyang's solution](#)

2420.

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, strings

[kevinyang's solution](#)

2421.

1422D

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Quality: 3,191 global accepts · Rating: 2300 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths, sortings

[kevinyang's solution](#)

2422.

870E

[Points, Lines and Ready-made Titles](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[kevinyang's solution](#)

2423.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[kevinyang's solution](#)

2424.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[kevinyang's solution](#)

2425.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[kevinyang's solution](#)

2426.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[kevinyang's solution](#)

2427.

277C

[Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 2400 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, implementation

[kevinyang's solution](#)

2428.

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings

[kevinyang's solution](#)

2429.

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp

[kevinyang's solution](#)

2430.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2400 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees
[kevinyang's solution](#)

2431.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2400 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp, fft, math
[kevinyang's solution](#)

2432.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities
[kevinyang's solution](#)

2433.

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, hashing
[kevinyang's solution](#)

2434.

1482F

[Useful Edges](#) · [Tutorial](#)

Quality: 1,761 global accepts · Rating: 2400 · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths
[kevinyang's solution](#)

2435.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, math
[kevinyang's solution](#)

2436.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices
[kevinyang's solution](#)

2437.

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math
[kevinyang's solution](#)

2438.

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math
[kevinyang's solution](#)

2439.

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2400 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs
[kevinyang's solution](#)

2440.

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities
[kevinyang's solution](#)

2441.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
[kevinyang's solution](#)

2442.

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees
[kevinyang's solution](#)

2443.

2181G

[Greta's Game](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, greedy, math
[kevinyang's solution](#)

2444.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search
[kevinyang's solution](#)

2445.

2161E

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

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math
[kevinyang's solution](#)

2446.

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 985 global accepts · Rating: 2400 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[kevinyang's solution](#)

2447.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings
[kevinyang's solution](#)

2448.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2025-08-16 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs
[kevinyang's solution](#)

2449.

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[kevinyang's solution](#)

2450.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[kevinyang's solution](#)

2451.

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[kevinyang's solution](#)

2452.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[kevinyang's solution](#)

2453.

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, strings

[kevinyang's solution](#)

2454.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · last AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[kevinyang's solution](#)

2455.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[kevinyang's solution](#)

2456.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[kevinyang's solution](#)

2457.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[kevinyang's solution](#)

2458.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[kevinyang's solution](#)

2459.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[kevinyang's solution](#)

2460.

2066D1

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

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[kevinyang's solution](#)

2461.

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

2462.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings
[kevinyang's solution](#)

2463.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2400 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory
[kevinyang's solution](#)

2464.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees
[kevinyang's solution](#)

2465.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings
[kevinyang's solution](#)

2466.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive
[kevinyang's solution](#)

2467.

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

2468.

2041F

[Segmentation Folds](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2400 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, number theory
[kevinyang's solution](#)

2469.

2038D

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

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation
[kevinyang's solution](#)

2470.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[kevinyang's solution](#)

2471.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[kevinyang's solution](#)

2472.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[kevinyang's solution](#)

2473.

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

[kevinyang's solution](#)

2474.

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

[kevinyang's solution](#)

2475.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[kevinyang's solution](#)

2476.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[kevinyang's solution](#)

2477.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[kevinyang's solution](#)

2478.

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2400 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[kevinyang's solution](#)

2479.

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[kevinyang's solution](#)

2480.

1970G3

[Min-Fund Prison \(Hard\)](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2400 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, trees

[kevinyang's solution](#)

2481.

1970A2

[Balanced Unshuffle \(Medium\)](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 2400 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, trees

[kevinyang's solution](#)

2482.

1970A3

[Balanced Unshuffle \(Hard\)](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2400 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees

[kevinyang's solution](#)

2483.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[kevinyang's solution](#)

2484.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[kevinyang's solution](#)

2485.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-12 · last AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[kevinyang's solution](#)

2486.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[kevinyang's solution](#)

2487.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[kevinyang's solution](#)

2488.

1934D2

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

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[kevinyang's solution](#)

2489.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[kevinyang's solution](#)

2490.

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

[kevinyang's solution](#)

2491.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[kevinyang's solution](#)

2492.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices

[kevinyang's solution](#)

2493.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[kevinyang's solution](#)

2494.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[kevinyang's solution](#)

2495.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2023-12-27 · last AC: 2023-12-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, matrices

[kevinyang's solution](#)

2496.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[kevinyang's solution](#)

2497.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[kevinyang's solution](#)

2498.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[kevinyang's solution](#)

2499.

1886E

[IWanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp,

greedy, math, sortings, two pointers

[kevinyang's solution](#)

2500.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-06-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[kevinyang's solution](#)

2501.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[kevinyang's solution](#)

2502.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-06-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[kevinyang's solution](#)

2503.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[kevinyang's solution](#)

2504.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

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2505.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[kevinyang's solution](#)

2506.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-03-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[kevinyang's solution](#)

2507.

1591E

[Frequency Queries](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-11 · last AC: 2023-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[kevinyang's solution](#)

2508.

1585E

[Frequency Queries](#) · [Tutorial](#)

Quality: 1,207 global accepts · Rating: 2400 · first AC: 2023-02-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[kevinyang's solution](#)

2509.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graphs
[kevinyang's solution](#)

2510.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-02-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures
[kevinyang's solution](#)

2511.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-06-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math
[kevinyang's solution](#)

2512.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, strings
[kevinyang's solution](#)

2513.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[kevinyang's solution](#)

2514.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math
[kevinyang's solution](#)

2515.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-17 · last AC: 2022-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation
[kevinyang's solution](#)

2516.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[kevinyang's solution](#)

2517.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs
[kevinyang's solution](#)

2518.

856C

[Eleventh Birthday](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2400 · first AC: 2022-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[kevinyang's solution](#)

2519.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2022-02-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[kevinyang's solution](#)

2520.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2400 · first AC: 2022-01-31 · last AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[kevinyang's solution](#)

2521.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[kevinyang's solution](#)

2522.

1631F

[Flipping Range](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, number theory

[kevinyang's solution](#)

2523.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[kevinyang's solution](#)

2524.

1629F2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games

[kevinyang's solution](#)

2525.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[kevinyang's solution](#)

2526.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, trees

[kevinyang's solution](#)

2527.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[kevinyang's solution](#)

2528.

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2400 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing

[kevinyang's solution](#)

2529.

1075F

[Deduction Queries](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-01-02 · last AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu
[kevinyang's solution](#)

2530.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[kevinyang's solution](#)

2531.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees
[kevinyang's solution](#)

2532.

1619H

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

Quality: 1,433 global accepts · Rating: 2400 · first AC: 2021-12-20 · last AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers
[kevinyang's solution](#)

2533.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory
[kevinyang's solution](#)

2534.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[kevinyang's solution](#)

2535.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, two pointers
[kevinyang's solution](#)

2536.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[kevinyang's solution](#)

2537.

26D

[Tickets](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities
[kevinyang's solution](#)

2538.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[kevinyang's solution](#)

2539.

220E

[Little Elephant and Inversions](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers

[kevinyang's solution](#)

2540.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[kevinyang's solution](#)

2541.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[kevinyang's solution](#)

2542.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[kevinyang's solution](#)

2543.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[kevinyang's solution](#)

2544.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[kevinyang's solution](#)

2545.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,959 global accepts · Rating: 2400 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[kevinyang's solution](#)

2546.

1083E

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

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry

[kevinyang's solution](#)

2547.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[kevinyang's solution](#)

2548.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,017 global accepts · Rating: 2400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[kevinyang's solution](#)

2549.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[kevinyang's solution](#)

2550.

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities, two pointers

[kevinyang's solution](#)

2551.

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities

[kevinyang's solution](#)

2552.

767E

[Change-free](#) · [Tutorial](#)

Quality: 1,072 global accepts · Rating: 2400 · first AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[kevinyang's solution](#)

2553.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[kevinyang's solution](#)

2554.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[kevinyang's solution](#)

2555.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, sortings

[kevinyang's solution](#)

2556.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[kevinyang's solution](#)

2557.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[kevinyang's solution](#)

2558.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2400 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[kevinyang's solution](#)

2559.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[kevinyang's solution](#)

2560.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp
[kevinyang's solution](#)

2561.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs
[kevinyang's solution](#)

2562.

23C

[Oranges and Apples](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, sortings
[kevinyang's solution](#)

2563.

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees
[kevinyang's solution](#)

2564.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees
[kevinyang's solution](#)

2565.

2202G1

[Monotone Monochrome Matrices \(Easy Version\)](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 2500 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[kevinyang's solution](#)

2566.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation
[kevinyang's solution](#)

2567.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2026-02-09 · last AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities
[kevinyang's solution](#)

2568.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers
[kevinyang's solution](#)

2569.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2026-02-06 · last AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, number theory
[kevinyang's solution](#)

2570.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[kevinyang's solution](#)

2571.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[kevinyang's solution](#)

2572.

1374E2

[Reading Books \(hard version\)](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers

[kevinyang's solution](#)

2573.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[kevinyang's solution](#)

2574.

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[kevinyang's solution](#)

2575.

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[kevinyang's solution](#)

2576.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[kevinyang's solution](#)

2577.

2172H

[Shuffling Cards with Problem Solver 68!](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2500 · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings

[kevinyang's solution](#)

2578.

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[kevinyang's solution](#)

2579.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[kevinyang's solution](#)

2580.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[kevinyang's solution](#)

2581.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[kevinyang's solution](#)

2582.

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[kevinyang's solution](#)

2583.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy

[kevinyang's solution](#)

2584.

2163D2

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

Quality: 1,500 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, math, sortings

[kevinyang's solution](#)

2585.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, games, graphs, math

[kevinyang's solution](#)

2586.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2500 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[kevinyang's solution](#)

2587.

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory

[kevinyang's solution](#)

2588.

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[kevinyang's solution](#)

2589.

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[kevinyang's solution](#)

2590.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[kevinyang's solution](#)

2591.

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[kevinyang's solution](#)

2592.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory, probabilities

[kevinyang's solution](#)

2593.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[kevinyang's solution](#)

2594.

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, sortings

[kevinyang's solution](#)

2595.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[kevinyang's solution](#)

2596.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, geometry, math, sortings

[kevinyang's solution](#)

2597.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[kevinyang's solution](#)

2598.

2101D

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

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[kevinyang's solution](#)

2599.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp,

dsu, greedy, trees

[kevinyang's solution](#)

2600.

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[kevinyang's solution](#)

2601.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[kevinyang's solution](#)

2602.

2081B

[Balancing](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[kevinyang's solution](#)

2603.

1117G

[Recursive Queries](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[kevinyang's solution](#)

2604.

2059E1

[Stop Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[kevinyang's solution](#)

2605.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[kevinyang's solution](#)

2606.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[kevinyang's solution](#)

2607.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[kevinyang's solution](#)

2608.

2057E2

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

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

[kevinyang's solution](#)

2609.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide

and conquer, dp, implementation, math, trees

[kevinyang's solution](#)

2610.

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

[kevinyang's solution](#)

2611.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[kevinyang's solution](#)

2612.

508D

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

Quality: 4,229 global accepts · Rating: 2500 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[kevinyang's solution](#)

2613.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[kevinyang's solution](#)

2614.

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[kevinyang's solution](#)

2615.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[kevinyang's solution](#)

2616.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[kevinyang's solution](#)

2617.

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

[kevinyang's solution](#)

2618.

2022E1

[Billetes MX \(Easy Version\)](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 2500 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[kevinyang's solution](#)

2619.

2005E2

[Subtangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2500 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, games, greedy, implementation

[kevinyang's solution](#)

2620.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[kevinyang's solution](#)

2621.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[kevinyang's solution](#)

2622.

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

[kevinyang's solution](#)

2623.

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

[kevinyang's solution](#)

2624.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[kevinyang's solution](#)

2625.

1976E

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

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

[kevinyang's solution](#)

2626.

1973E

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

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

[kevinyang's solution](#)

2627.

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, math, sortings

[kevinyang's solution](#)

2628.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[kevinyang's solution](#)

2629.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,110 global accepts · Rating: 2500 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees
[kevinyang's solution](#)

2630.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search
[kevinyang's solution](#)

2631.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[kevinyang's solution](#)

2632.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-23 · last AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp
[kevinyang's solution](#)

2633.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings
[kevinyang's solution](#)

2634.

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
[kevinyang's solution](#)

2635.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees
[kevinyang's solution](#)

2636.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers
[kevinyang's solution](#)

2637.

1661E

[Narrow Components](#) · [Tutorial](#)

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees
[kevinyang's solution](#)

2638.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees
[kevinyang's solution](#)

2639.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[kevinyang's solution](#)

2640.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,746 global accepts · Rating: 2500 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings

[kevinyang's solution](#)

2641.

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2024-01-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[kevinyang's solution](#)

2642.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2023-12-31 · last AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[kevinyang's solution](#)

2643.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[kevinyang's solution](#)

2644.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[kevinyang's solution](#)

2645.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[kevinyang's solution](#)

2646.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[kevinyang's solution](#)

2647.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[kevinyang's solution](#)

2648.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[kevinyang's solution](#)

2649.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[kevinyang's solution](#)

2650.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2500 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[kevinyang's solution](#)

2651.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2022-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[kevinyang's solution](#)

2652.

1549E

[The Three Little Pigs](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[kevinyang's solution](#)

2653.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,009 global accepts · Rating: 2500 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[kevinyang's solution](#)

2654.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2022-02-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[kevinyang's solution](#)

2655.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities

[kevinyang's solution](#)

2656.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2500 · first AC: 2022-01-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[kevinyang's solution](#)

2657.

1418G

[Three Occurrences](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[kevinyang's solution](#)

2658.

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2500 · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[kevinyang's solution](#)

2659.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2500 · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[kevinyang's solution](#)

2660.

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2500 · first AC: 2021-12-08 · C++17 (GCC 9-64) (first AC) · Tags: *special, dfs and similar, trees

[kevinyang's solution](#)

2661.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,730 global accepts · Rating: 2500 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: hashing, string suffix structures, strings

[kevinyang's solution](#)

2662.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, dsu, graphs

[kevinyang's solution](#)

2663.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp

[kevinyang's solution](#)

2664.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[kevinyang's solution](#)

2665.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-09-01 · last AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, string suffix structures, strings

[kevinyang's solution](#)

2666.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, number theory

[kevinyang's solution](#)

2667.

613C

[Necklace](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[kevinyang's solution](#)

2668.

739C

[Alyona and towers](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[kevinyang's solution](#)

2669.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[kevinyang's solution](#)

2670.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[kevinyang's solution](#)

2671.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[kevinyang's solution](#)

2672.

982E

[Billiard](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, number theory

[kevinyang's solution](#)

2673.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, matrices

[kevinyang's solution](#)

2674.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[kevinyang's solution](#)

2675.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[kevinyang's solution](#)

2676.

2203F

[Binary Search with One Swap](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2600 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, dp, hashing, math, two pointers

[kevinyang's solution](#)

2677.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[kevinyang's solution](#)

2678.

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, strings

[kevinyang's solution](#)

2679.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[kevinyang's solution](#)

2680.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math
[kevinyang's solution](#)

2681.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
[kevinyang's solution](#)

2682.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing
[kevinyang's solution](#)

2683.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: games, implementation, interactive, math
[kevinyang's solution](#)

2684.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, fft
[kevinyang's solution](#)

2685.

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math
[kevinyang's solution](#)

2686.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, interactive, trees
[kevinyang's solution](#)

2687.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs, math, number theory, trees
[kevinyang's solution](#)

2688.

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2600 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings
[kevinyang's solution](#)

2689.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,134 global accepts · Rating: 2600 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures
[kevinyang's solution](#)

2690.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[kevinyang's solution](#)

2691.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[kevinyang's solution](#)

2692.

2131H

[Sea, You & copriMe](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2600 · first AC: 2025-11-17 · last AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math, number theory

[kevinyang's solution](#)

2693.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, probabilities, trees

[kevinyang's solution](#)

2694.

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

[kevinyang's solution](#)

2695.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2025-08-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[kevinyang's solution](#)

2696.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: math

[kevinyang's solution](#)

2697.

2128E2

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

Quality: 795 global accepts · Rating: 2600 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers

[kevinyang's solution](#)

2698.

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[kevinyang's solution](#)

2699.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[kevinyang's solution](#)

2700.

2119E

[And Constraint](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 2600 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy
[kevinyang's solution](#)

2701.

2120F

[Superb Graphs](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2600 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, graphs
[kevinyang's solution](#)

2702.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle
[kevinyang's solution](#)

2703.

13D

[Triangles](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 2600 · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry
[kevinyang's solution](#)

2704.

2109C3

[Hacking Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory
[kevinyang's solution](#)

2705.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy
[kevinyang's solution](#)

2706.

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy
[kevinyang's solution](#)

2707.

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees
[kevinyang's solution](#)

2708.

2064F

[We Be Summing](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 2600 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, two pointers
[kevinyang's solution](#)

2709.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings
[kevinyang's solution](#)

2710.

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 889 global accepts · Rating: 2600 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[kevinyang's solution](#)

2711.

2103F

[Maximize Nor](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, implementation, sortings

[kevinyang's solution](#)

2712.

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2600 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, two pointers

[kevinyang's solution](#)

2713.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[kevinyang's solution](#)

2714.

1363F

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

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[kevinyang's solution](#)

2715.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[kevinyang's solution](#)

2716.

2085F1

[Serval and Colorful Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2600 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[kevinyang's solution](#)

2717.

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[kevinyang's solution](#)

2718.

2071E

[LeaFall](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[kevinyang's solution](#)

2719.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu

[kevinyang's solution](#)

2720.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[kevinyang's solution](#)

2721.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[kevinyang's solution](#)

2722.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, matrices

[kevinyang's solution](#)

2723.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[kevinyang's solution](#)

2724.

2022E2

[Billetes MX \(Hard Version\)](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2600 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs

[kevinyang's solution](#)

2725.

2004F

[Make a Palindrome](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[kevinyang's solution](#)

2726.

2006D

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

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[kevinyang's solution](#)

2727.

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[kevinyang's solution](#)

2728.

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

[kevinyang's solution](#)

2729.

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

[kevinyang's solution](#)

2730.

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[kevinyang's solution](#)

2731.

1981E

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[kevinyang's solution](#)

2732.

1970D2

[Arithmancy \(Medium\)](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2600 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, probabilities, strings

[kevinyang's solution](#)

2733.

1957F1

[Frequency Mismatch \(Easy Version\)](#) · [Tutorial](#)

Quality: 664 global accepts · Rating: 2600 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees

[kevinyang's solution](#)

2734.

1836E

[Twin Clusters](#) · [Tutorial](#)

Rating: 2600 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, meet-in-the-middle, probabilities

[kevinyang's solution](#)

2735.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[kevinyang's solution](#)

2736.

1893D

[Colorful Constructive](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2024-01-04 · last AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[kevinyang's solution](#)

2737.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2024-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[kevinyang's solution](#)

2738.

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2024-01-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[kevinyang's solution](#)

2739.

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer

[kevinyang's solution](#)

2740.

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[kevinyang's solution](#)

2741.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[kevinyang's solution](#)

2742.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2022-06-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[kevinyang's solution](#)

2743.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2600 · first AC: 2022-01-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[kevinyang's solution](#)

2744.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2022-01-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[kevinyang's solution](#)

2745.

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[kevinyang's solution](#)

2746.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings

[kevinyang's solution](#)

2747.

1569E

[Playoff Restoration](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 2600 · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle

[kevinyang's solution](#)

2748.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry

[kevinyang's solution](#)

2749.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,946 global accepts · Rating: 2600 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[kevinyang's solution](#)

2750.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2021-09-14 · last AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp

[kevinyang's solution](#)

2751.

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[kevinyang's solution](#)

2752.

772D

[Varying Kibibits](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2700 · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[kevinyang's solution](#)

2753.

524F

[And Yet Another Bracket Sequence](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2700 · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings

[kevinyang's solution](#)

2754.

1866E

[Elevators of Tamem](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[kevinyang's solution](#)

2755.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, math

[kevinyang's solution](#)

2756.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, trees

[kevinyang's solution](#)

2757.

2210F

[A Simple Problem](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: 2700 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, trees

[kevinyang's solution](#)

2758.

2210E

[Binary Strings are Simple?](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 2700 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive, number theory

[kevinyang's solution](#)

2759.

2209F

[Dynamic Values And Maximum Sum](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2700 · first AC: 2026-03-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy,

implementation, trees

[kevinyang's solution](#)

2760.

2208E

[Counting Cute Arrays](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 2700 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[kevinyang's solution](#)

2761.

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing

[kevinyang's solution](#)

2762.

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[kevinyang's solution](#)

2763.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[kevinyang's solution](#)

2764.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2026-03-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities, trees

[kevinyang's solution](#)

2765.

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp

[kevinyang's solution](#)

2766.

1728G

[Illumination](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2700 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers

[kevinyang's solution](#)

2767.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, trees

[kevinyang's solution](#)

2768.

2163E

[Plegma](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, communication, interactive

[kevinyang's solution](#)

2769.

2154F1

[Bombing \(Easy Version\)](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive

algorithms, implementation, math

[kevinyang's solution](#)

2770.

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[kevinyang's solution](#)

2771.

2143F

[Increasing Xor](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2700 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, math

[kevinyang's solution](#)

2772.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 2700 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[kevinyang's solution](#)

2773.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[kevinyang's solution](#)

2774.

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[kevinyang's solution](#)

2775.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[kevinyang's solution](#)

2776.

2032F

[Peanuts](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2700 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math

[kevinyang's solution](#)

2777.

2104G

[Modulo 3](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 2700 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[kevinyang's solution](#)

2778.

2045E

[Narrower Passageway](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2700 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[kevinyang's solution](#)

2779.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures,

implementation, math

[kevinyang's solution](#)

2780.

2071F

[Towering Arrays](#) · [Tutorial](#)

Quality: 333 global accepts · Rating: 2700 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[kevinyang's solution](#)

2781.

2081C

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

Quality: 354 global accepts · Rating: 2700 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, matrices

[kevinyang's solution](#)

2782.

2040F

[Number of Cubes](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2700 · first AC: 2025-03-12 · last AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[kevinyang's solution](#)

2783.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[kevinyang's solution](#)

2784.

1388E

[Uncle Bogdan and Projections](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2700 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, sortings

[kevinyang's solution](#)

2785.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[kevinyang's solution](#)

2786.

2068H

[Statues](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2700 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

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2787.

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[kevinyang's solution](#)

2788.

2073C

[Cactus Connectivity](#) · [Tutorial](#)

Quality: 336 global accepts · Rating: 2700 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[kevinyang's solution](#)

2789.

2073H

[Secret Lilies and Roses](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2700 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[kevinyang's solution](#)

2790.

2049F

[MEX OR Mania](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 2700 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dsu, implementation

[kevinyang's solution](#)

2791.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[kevinyang's solution](#)

2792.

2056F1

[Xor of Median \(Easy Version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2700 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[kevinyang's solution](#)

2793.

2052M

[Managing Cluster](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, trees

[kevinyang's solution](#)

2794.

1930F

[Maximize the Difference](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[kevinyang's solution](#)

2795.

1957F2

[Frequency Mismatch \(Hard Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2700 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, probabilities, trees

[kevinyang's solution](#)

2796.

2043F

[Nim](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2700 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[kevinyang's solution](#)

2797.

2041J

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

Quality: 265 global accepts · Rating: 2700 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, dsu, greedy

[kevinyang's solution](#)

2798.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees

[kevinyang's solution](#)

2799.

2028F

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

Quality: 541 global accepts · Rating: 2700 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp,

implementation

[kevinyang's solution](#)

2800.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[kevinyang's solution](#)

2801.

2022D2

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

Quality: 827 global accepts · Rating: 2700 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, interactive

[kevinyang's solution](#)

2802.

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[kevinyang's solution](#)

2803.

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation

[kevinyang's solution](#)

2804.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[kevinyang's solution](#)

2805.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[kevinyang's solution](#)

2806.

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry, sortings

[kevinyang's solution](#)

2807.

1025F

[Disjoint Triangles](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[kevinyang's solution](#)

2808.

1918G

[Permutation of Given](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2700 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[kevinyang's solution](#)

2809.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[kevinyang's solution](#)

2810.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2024-01-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[kevinyang's solution](#)

2811.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2024-01-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[kevinyang's solution](#)

2812.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2024-01-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[kevinyang's solution](#)

2813.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[kevinyang's solution](#)

2814.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[kevinyang's solution](#)

2815.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-24 · last AC: 2022-02-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[kevinyang's solution](#)

2816.

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[kevinyang's solution](#)

2817.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[kevinyang's solution](#)

2818.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2021-12-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[kevinyang's solution](#)

2819.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2700 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[kevinyang's solution](#)

2820.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry

[kevinyang's solution](#)

2821.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[kevinyang's solution](#)

2822.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 2700 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[kevinyang's solution](#)

2823.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[kevinyang's solution](#)

2824.

1152F1

[Neko Rules the Catniverse \(Small Version\)](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2800 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, matrices

[kevinyang's solution](#)

2825.

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[kevinyang's solution](#)

2826.

2155F

[Juan's Colorful Tree](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2800 · first AC: 2026-03-08 · last AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, meet-in-the-middle, trees

[kevinyang's solution](#)

2827.

2201F2

[Monotone Monochrome Matrices \(Hard Version\)](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, hashing, math

[kevinyang's solution](#)

2828.

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[kevinyang's solution](#)

2829.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[kevinyang's solution](#)

2830.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[kevinyang's solution](#)

2831.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, math

[kevinyang's solution](#)

2832.

1809G

[Prediction](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2800 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[kevinyang's solution](#)

2833.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[kevinyang's solution](#)

2834.

2189F

[Zhora the Vacuum Cleaner](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 2800 · first AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, sortings, trees

[kevinyang's solution](#)

2835.

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[kevinyang's solution](#)

2836.

1615F

[LEGondary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[kevinyang's solution](#)

2837.

2172N

[New Kingdom](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 2800 · first AC: 2026-01-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[kevinyang's solution](#)

2838.

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math, trees

[kevinyang's solution](#)

2839.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[kevinyang's solution](#)

2840.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[kevinyang's solution](#)

2841.

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[kevinyang's solution](#)

2842.

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2025-08-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[kevinyang's solution](#)

2843.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[kevinyang's solution](#)

2844.

1746F

[Kazae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, probabilities

[kevinyang's solution](#)

2845.

2113E

[From Kazan with Love](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[kevinyang's solution](#)

2846.

2112F

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

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[kevinyang's solution](#)

2847.

1906D

[Spaceship Exploration](#) · [Tutorial](#)

Quality: 169 global accepts · Rating: 2800 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[kevinyang's solution](#)

2848.

77E

[Martian Food](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[kevinyang's solution](#)

2849.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2025-06-05 · C++20 (GCC 13-64) (first AC) · Tags: dp

[kevinyang's solution](#)

2850.

1697F

[Too Many Constraints](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation

[kevinyang's solution](#)

2851.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2025-05-09 · last AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[kevinyang's solution](#)

2852.

2107F2

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

Quality: 507 global accepts · Rating: 2800 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[kevinyang's solution](#)

2853.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[kevinyang's solution](#)

2854.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[kevinyang's solution](#)

2855.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[kevinyang's solution](#)

2856.

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, matrices

[kevinyang's solution](#)

2857.

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[kevinyang's solution](#)

2858.

2031F

[Penchick and Even Medians](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[kevinyang's solution](#)

2859.

1990F

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

Quality: 430 global accepts · Rating: 2800 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, two pointers

[kevinyang's solution](#)

2860.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[kevinyang's solution](#)

2861.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[kevinyang's solution](#)

2862.

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs

[kevinyang's solution](#)

2863.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[kevinyang's solution](#)

2864.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[kevinyang's solution](#)

2865.

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

[kevinyang's solution](#)

2866.

1993F2

[Dyn-scripted Robot \(Hard Version\)](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 2800 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[kevinyang's solution](#)

2867.

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[kevinyang's solution](#)

2868.

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[kevinyang's solution](#)

2869.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[kevinyang's solution](#)

2870.

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[kevinyang's solution](#)

2871.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[kevinyang's solution](#)

2872.

1900F

[Local Deletions](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2800 · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation

[kevinyang's solution](#)

2873.

1904F

[Beautiful Tree](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2800 · first AC: 2023-12-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[kevinyang's solution](#)

2874.

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2021-12-11 · last AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, sortings

[kevinyang's solution](#)

2875.

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[kevinyang's solution](#)

2876.

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings

[kevinyang's solution](#)

2877.

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive

[kevinyang's solution](#)

2878.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[kevinyang's solution](#)

2879.

2211G

[Rational Bubble Sort](#) · [Tutorial](#)

Quality: 280 global accepts · Rating: 2900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy

[kevinyang's solution](#)

2880.

2207F

[Hanabi](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy

[kevinyang's solution](#)

2881.

2201F1

[Monotone Monochrome Matrices \(Medium Version\)](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2900 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing

[kevinyang's solution](#)

2882.

2201E

[ABBA Counting](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2900 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: fft, math, number theory, strings

[kevinyang's solution](#)

2883.

2192F

[Fish Fight](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 2900 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[kevinyang's solution](#)

2884.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2026-02-05 · last AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[kevinyang's solution](#)

2885.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, trees

[kevinyang's solution](#)

2886.

2045K

[GCDDCG](#) · [Tutorial](#)

Quality: 131 global accepts · Rating: 2900 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[kevinyang's solution](#)

2887.

2073K

[Book Sorting](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 2900 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[kevinyang's solution](#)

2888.

2181E

[Elevator Against Humanity](#) · [Tutorial](#)

Quality: 144 global accepts · Rating: 2900 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[kevinyang's solution](#)

2889.

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2026-01-06 · last AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[kevinyang's solution](#)

2890.

1500D

[Tiles for Bathroom](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings, two pointers
[kevinyang's solution](#)

2891.

2153F

[Odd Queries on Odd Array](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 2900 · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, implementation, trees
[kevinyang's solution](#)

2892.

2146F

[Bubble Sort](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2900 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp
[kevinyang's solution](#)

2893.

2145G

[Cost of Coloring](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math
[kevinyang's solution](#)

2894.

2134F

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

Quality: 647 global accepts · Rating: 2900 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[kevinyang's solution](#)

2895.

1906G

[Grid Game 2](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2900 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: games, number theory
[kevinyang's solution](#)

2896.

2111G

[Divisible Subarrays](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2900 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, interactive
[kevinyang's solution](#)

2897.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games, greedy, math
[kevinyang's solution](#)

2898.

1773J

[Jumbled Trees](#) · [Tutorial](#)

Quality: 142 global accepts · Rating: 2900 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[kevinyang's solution](#)

2899.

2030G1

[The Destruction of the Universe \(Easy Version\)](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2900 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math
[kevinyang's solution](#)

2900.

2108F

[Fallen Towers](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2900 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[kevinyang's solution](#)

2901.

2092F

[Andryusha and CCB](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2900 · first AC: 2025-03-31 · last AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory, strings

[kevinyang's solution](#)

2902.

2085F2

[Serval and Colorful Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[kevinyang's solution](#)

2903.

1616F

[Tricolor Triangles](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2900 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, math, matrices

[kevinyang's solution](#)

2904.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[kevinyang's solution](#)

2905.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[kevinyang's solution](#)

2906.

2052L

[Legacy Screensaver](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 2900 · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[kevinyang's solution](#)

2907.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[kevinyang's solution](#)

2908.

2046E1

[Cheops and a Contest \(Easy Version\)](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2024-12-03 · last AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[kevinyang's solution](#)

2909.

2042E

[Vertex Pairs](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2900 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, divide and conquer, greedy, implementation, trees

[kevinyang's solution](#)

2910.

1965D

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

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[kevinyang's solution](#)

2911.

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 866 global accepts · Rating: 2900 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[kevinyang's solution](#)

2912.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, probabilities

[kevinyang's solution](#)

2913.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[kevinyang's solution](#)

2914.

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, matrices

[kevinyang's solution](#)

2915.

1938B

[Attraction Score](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3000 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[kevinyang's solution](#)

2916.

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2026-01-30 · PyPy 3-64 (first AC) · Tags: interactive, probabilities, trees

[kevinyang's solution](#)

2917.

2043G

[Problem with Queries](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 3000 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[kevinyang's solution](#)

2918.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2026-01-12 · last AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[kevinyang's solution](#)

2919.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[kevinyang's solution](#)

2920.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2025-12-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[kevinyang's solution](#)

2921.

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees

[kevinyang's solution](#)

2922.

2161F

[SubMST](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 3000 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, trees

[kevinyang's solution](#)

2923.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2025-08-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[kevinyang's solution](#)

2924.

2056F2

[Xor of Median \(Hard Version\)](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[kevinyang's solution](#)

2925.

2125F

[Timofey and Docker](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 3000 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, dp

[kevinyang's solution](#)

2926.

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, sortings

[kevinyang's solution](#)

2927.

1572E

[Polygon](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 3000 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, geometry

[kevinyang's solution](#)

2928.

2045F

[Grid Game 3-angle](#) · [Tutorial](#)

Quality: 154 global accepts · Rating: 3000 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[kevinyang's solution](#)

2929.

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[kevinyang's solution](#)

2930.

2075F

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

Quality: 521 global accepts · Rating: 3000 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[kevinyang's solution](#)

2931.

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 3000 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy
[kevinyang's solution](#)

2932.

2068K

[Amusement Park Rides](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3000 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs
[kevinyang's solution](#)

2933.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: hashing, strings
[kevinyang's solution](#)

2934.

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths
[kevinyang's solution](#)

2935.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math
[kevinyang's solution](#)

2936.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees
[kevinyang's solution](#)

2937.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory
[kevinyang's solution](#)

2938.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities
[kevinyang's solution](#)

2939.

2172D

[Divisor Card Game](#) · [Tutorial](#)

Quality: 103 global accepts · Rating: 3100 · first AC: 2026-01-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[kevinyang's solution](#)

2940.

2174E1

[Game of Scientists \(Version 1\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3100 · first AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, constructive algorithms, interactive, math
[kevinyang's solution](#)

2941.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy
[kevinyang's solution](#)

2942.

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, math
[kevinyang's solution](#)

2943.

2138E2

[Determinant Construction \(Hard Version\)](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory
[kevinyang's solution](#)

2944.

2138E1

[Determinant Construction \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3100 · first AC: 2025-09-08 · last AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory
[kevinyang's solution](#)

2945.

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 3100 · first AC: 2025-08-11 · last AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees
[kevinyang's solution](#)

2946.

2118F

[Shifts and Swaps](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3100 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, hashing, trees
[kevinyang's solution](#)

2947.

2096F

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

Quality: 458 global accepts · Rating: 3100 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, two pointers
[kevinyang's solution](#)

2948.

2097E

[Clearing the Snowdrift](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3100 · first AC: 2025-04-27 · last AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy
[kevinyang's solution](#)

2949.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2026-03-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[kevinyang's solution](#)

2950.

2174E2

[Game of Scientists \(Version 2\)](#) · [Tutorial](#)

Quality: 97 global accepts · Rating: 3200 · first AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, chinese remainder theorem, dfs and similar, interactive, math
[kevinyang's solution](#)

2951.

2181C

[Cacti Classification](#) · [Tutorial](#)

Quality: 148 global accepts · Rating: 3200 · first AC: 2026-01-08 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, interactive, math

[kevinyang's solution](#)

2952.

2165E

[Rainbow Branch](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3200 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, trees

[kevinyang's solution](#)

2953.

2128F

[Strict Triangle](#) · [Tutorial](#)

Quality: 378 global accepts · Rating: 3200 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[kevinyang's solution](#)

2954.

744D

[Hongcow Draws a Circle](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 3200 · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[kevinyang's solution](#)

2955.

2096G

[Wonderful Guessing Game](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3200 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[kevinyang's solution](#)

2956.

2178H

[Create or Duplicate](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3300 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths

[kevinyang's solution](#)

2957.

1500E

[Subset Trick](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3300 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[kevinyang's solution](#)

2958.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry, sortings

[kevinyang's solution](#)

2959.

1938M

[Zig-zag](#) · [Tutorial](#)

Quality: 96 global accepts · Rating: 3500 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[kevinyang's solution](#)

2960.

2226G

[Stop Spot](#) · [Tutorial](#)

Quality: 128 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings, trees

[kevinyang's solution](#)

2961.

2226F

[Inversion Invasion](#) · [Tutorial](#)

Quality: 181 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[kevinyang's solution](#)

2962.

2226E

[Mental Monumental \(Hard Version\)](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, two pointers
[kevinyang's solution](#)

2963.

2226D

[Reserved Reversals](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math
[kevinyang's solution](#)

2964.

2226C

[Mental Monumental \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,475 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, two pointers
[kevinyang's solution](#)

2965.

2226B

[Everything Everywhere](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory
[kevinyang's solution](#)

2966.

2226A

[Disturbing Distribution](#) · [Tutorial](#)

Quality: 11,077 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[kevinyang's solution](#)

2967.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation
[kevinyang's solution](#)

2968.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,937 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[kevinyang's solution](#)

2969.

2222D

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

Quality: 3,180 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings
[kevinyang's solution](#)

2970.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,765 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math
[kevinyang's solution](#)

2971.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,266 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[kevinyang's solution](#)

2972.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,976 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math
[kevinyang's solution](#)

2973.

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: — · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, trees
[kevinyang's solution](#)

2974.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: — · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees
[kevinyang's solution](#)

2975.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,600 global accepts · Rating: — · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math
[kevinyang's solution](#)

2976.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,206 global accepts · Rating: — · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[kevinyang's solution](#)

2977.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: — · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[kevinyang's solution](#)

2978.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,541 global accepts · Rating: — · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, brute force, games, interactive
[kevinyang's solution](#)

2979.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,562 global accepts · Rating: — · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, strings
[kevinyang's solution](#)

2980.

104160K

[Security at Museums](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

2981.

100551C

[Bridges in a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-16 · last AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[kevinyang's solution](#)

2982.

102392H

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

Rating: — · first AC: 2026-03-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[kevinyang's solution](#)

2983.

106268G

[Charity Raffle](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[kevinyang's solution](#)

2984.

106268A

[Tatami Renovation](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[kevinyang's solution](#)

2985.

106268I

[Game of Names](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[kevinyang's solution](#)

2986.

106268C

[Seagull Population](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[kevinyang's solution](#)

2987.

106268J

[ICPC Board](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[kevinyang's solution](#)

2988.

106268H

[U-Shaped Panels](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[kevinyang's solution](#)

2989.

106268E

[Cutting Tofu](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[kevinyang's solution](#)

2990.

106268D

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

Rating: — · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[kevinyang's solution](#)

2991.

103414G

[Maximize XOR sum](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[kevinyang's solution](#)

2992.

104686J

[Mortgage](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

2993.

104686I

[Money Laundering](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[kevinyang's solution](#)

2994.

104686A

[Bandits](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[kevinyang's solution](#)

2995.

104686K

[Skills in Pills](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[kevinyang's solution](#)

2996.

104686G

[Greedy Drawers](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-05 · PyPy 3-64 (first AC) · Tags: —
[kevinyang's solution](#)

2997.

104686L

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

2998.

104686F

[Differences](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

2999.

104686B

[Combination Locks](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3000.

104686E

[Denormalization](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3001.

104686D

[Deforestation](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3002.

104686C

[Constellations](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3003.

105789F

[Festival Signs](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[kevinyang's solution](#)

3004.

105789J

[Just Look Up](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3005.

105789I

[Infinite Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[kevinyang's solution](#)

3006.

105789H

[Horrible Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3007.

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3008.

105789B

[Brazilian FootXOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3009.

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3010.

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3011.

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3012.

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3013.

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3014.

102452H

[Hold the Line](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[kevinyang's solution](#)

3015.

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[kevinyang's solution](#)

3016.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[kevinyang's solution](#)

3017.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, interactive, math

[kevinyang's solution](#)

3018.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: — · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: communication, constructive algorithms, interactive

[kevinyang's solution](#)

3019.

105505B

[Biketopia's Cyclic Track](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[kevinyang's solution](#)

3020.

105505C

[Cindy's Christmas Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[kevinyang's solution](#)

3021.

105505I

[Inversion Insight](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[kevinyang's solution](#)

3022.

105505G

[Grand Glory Race](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[kevinyang's solution](#)

3023.

105505H

[Heraclosures](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[kevinyang's solution](#)

3024.

105505L

[Latin Squares](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3025.

105505D

[Diverse T-Shirts](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3026.

105505E

[Evereth Expedition](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3027.

105505J

[Jigsaw of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · PyPy 3-64 (first AC) · Tags: —
[kevinyang's solution](#)

3028.

105505F

[Finding Privacy](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · PyPy 3-64 (first AC) · Tags: —
[kevinyang's solution](#)

3029.

105505K

[Kool Strings](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3030.

105505A

[Append and Panic!](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · PyPy 3-64 (first AC) · Tags: —
[kevinyang's solution](#)

3031.

105431B

[Baseball Court](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · last AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3032.

105431E

[Elapid Errands](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3033.

105431G

[Guessing Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3034.

105431H

[Hotfix](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3035.

105431F

[Fence Fee](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3036.

105431J

[Jungle Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3037.

105431A

[Avoiding the Abyss](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3038.

105431I

[Infinite Cash](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · PyPy 3-64 (first AC) · Tags: —
[kevinyang's solution](#)

3039.

105431D

[Double Deck](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3040.

105431C

[Composed Rhythms](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3041.

105431K

[Knitting Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3042.

102392E

[Life Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3043.

102392C

[Find the Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3044.

102392F

[Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3045.

102392A

[Max or Min](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3046.

102392G

[Projection](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3047.

102392J

[Graph and Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3048.

102392D

[Cycle String?](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3049.

102392I

[Absolute Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3050.

102392B

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3051.

105053H

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

Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3052.

105053I

[Insects, Mathematics, Accuracy, and Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3053.

105053J

[Joys of Trading](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · PyPy 3-64 (first AC) · Tags: —
[kevinyang's solution](#)

3054.

105053C

[Clever Cell Choices](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3055.

105053A

[Almost Aligned](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3056.

105053G

[Greek Casino](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3057.

105053F

[Fair Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3058.

105053E

[Expanding STACKS!](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3059.

105053D

[DiviDuelo](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3060.

105053K

[KMOP](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3061.

105053L

[LED Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3062.

101806T

[Touch The Sky](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3063.

103438I

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3064.

103438M

[Counting Phenomenal Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3065.

103438K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3066.

103438E

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3067.

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3068.

103438C

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3069.

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3070.

103438G

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3071.

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3072.

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3073.

103438A

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

Rating: — · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3074.

104114I

[Inadequate Operation](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3075.

104114B

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3076.

104114K

[Knowledge Testing Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[kevinyang's solution](#)

3077.

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3078.

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3079.

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3080.

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[kevinyang's solution](#)

3081.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3082.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3083.

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —
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3084.

104172I

[Range Closest Pair of Points Query](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3085.

100551B

[GraphAero](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3086.

104160I

[Quartz Collection](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3087.

104160A

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

Rating: — · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3088.

104160E

[Graph Completing](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3089.

104160F

[Half Mixed](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: —
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3090.

104160L

[Tavern Chess](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3091.

104160C

[Clamped Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: —
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3092.

104160D

[DRX vs. T1](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3093.

103202C

[Mean Streets of Gadgetzan](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3094.

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3095.

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3096.

103202M

[United in Stormwind](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3097.

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3098.

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3099.

103202F

[Kobolds and Catacombs](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3100.

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3101.

104172D

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

Rating: — · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3102.

104172C

[Painting Grid](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3103.

104172B

[Big Picture](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3104.

104172F

[Sum of Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3105.

104172L

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

Rating: — · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3106.

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3107.

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3108.

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3109.

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3110.

100551E

[Disconnected Graph](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3111.

100551A

[Connect and Disconnect](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3112.

105633F

[The Farthest Point](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3113.

105633G

[Beyond the Former Explorer](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3114.

105633D

[Tree Generators](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3115.

105633C

[Omnes Viae Yokohamam Ducunt?](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3116.

105633K

[Scheduling Two Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3117.

105633E

[E-Circuit Is Now on Sale!](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3118.

105633I

[Greatest of the Greatest Common Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3119.

105633A

[Ribbon on the Christmas Present](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: —
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3120.

105633B

[The Sparsest Number in Between](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: —
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3121.

105537D

[Defective Script](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3122.

105537H

[Hanoi Towers Reloaded](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3123.

105537M

[Misère](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3124.

105537K

[Keyboard Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3125.

105537J

[Just Half is Enough](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3126.

105537I

[If I Could Turn Back Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3127.

105537A

[Another Brick in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3128.

105537F

[False Alarm](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3129.

104380H

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

Rating: — · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3130.

105562C

[Connect Five](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3131.

105562I

[It's a Kind of Magic](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3132.

105562M

[Mouse Trap](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3133.

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3134.

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3135.

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3136.

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3137.

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3138.

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3139.

105562A

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

Rating: — · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3140.

105562E

[Evolving Etymology](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3141.

102576B

[Binomial](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3142.

102576C

[Bookface](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3143.

104587F

[Over the Hill, Part 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3144.

104587I

[Scholar's Lawn](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3145.

104587L

[Workers of the World Unite! Just Not Too Close.](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[kevinyang's solution](#)

3146.

104587J

[Simply Sudoku](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3147.

104587D

[Oreperations Research](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3148.

104587K

[Weighty Tomes](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3149.

104587A

[All in the Family](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3150.

104587B

[Kinky Word Searches](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3151.

104587H

[Restroom Monitor](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3152.

104587E

[Over the Hill, Part 1](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3153.

104587G

[A Rank Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3154.

104587C

[Math Trade](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3155.

100825A

[Being Solarly Systematic](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · last AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3156.

100825F

[Transportation Delegation](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3157.

100825C

[KenKen You Do It?](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3158.

101170D

[Driving in Optimistan](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3159.

101170J

[Jupiter Orbiter](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3160.

101170A

[Arranging Hat](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3161.

101170I

[Iron and Coal](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3162.

101170F

[Free Weights](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3163.

101170C

[Careful Ascent](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[kevinyang's solution](#)

3164.

101170H

[Hamiltonian Hypercube](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[kevinyang's solution](#)

3165.

101170E

[Exam Redistribution](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3166.

104945D

[Flag performance](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3167.

104945G

[Favourite dish](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[kevinyang's solution](#)

3168.

104945C

[Metro quiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3169.

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3170.

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3171.

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3172.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3173.

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[kevinyang's solution](#)

3174.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3175.

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[kevinyang's solution](#)

3176.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3177.

101623A

[Ascending Photo](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[kevinyang's solution](#)

3178.

101623F

[Factor-Free Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —
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3179.

101623K

[Knockout Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3180.

101623G

[Glyph Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3181.

101623H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[kevinyang's solution](#)

3182.

101623I

[Installing Apps](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3183.

101623D

[Dunglish](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3184.

101623B

[Boss Battle](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3185.

102483F

[Fastest Speedrun](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[kevinyang's solution](#)

3186.

102483E

[Equality Control](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —
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3187.

102483J

[Jinxed Betting](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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3188.

102483C

[Circuit Board Design](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —
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3189.

102483G

[Game Design](#) · [Tutorial](#)

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3190.

102483A

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3191.

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3192.

102483K

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3193.

102483I

[Inflation](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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3194.

102483H

[Hard Drive](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —
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3195.

102644H

[String Mood Updates](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3196.

102644I

[Count Paths Queries](#) · [Tutorial](#)

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[kevinyang's solution](#)

3197.

102644G

[Recurrence With Square](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3198.

102644F

[Min Path](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3199.

102644E

[Knight Paths](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[kevinyang's solution](#)

3200.

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
[kevinyang's solution](#)

3201.

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
[kevinyang's solution](#)

3202.

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
[kevinyang's solution](#)

3203.

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
[kevinyang's solution](#)

3204.

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
[kevinyang's solution](#)

3205.

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
[kevinyang's solution](#)

3206.

104805D

[An abstract painting](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[kevinyang's solution](#)

3207.

104805J

[Lampshade](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[kevinyang's solution](#)

3208.

104805H

[Crawling](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[kevinyang's solution](#)

3209.

104805E

[Alley](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[kevinyang's solution](#)

3210.

104805B

[The Moon golf](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[kevinyang's solution](#)

3211.

104805K

[Get the numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[kevinyang's solution](#)

3212.

104805G

[Sleep](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[kevinyang's solution](#)

3213.

104805I

[Problem on array](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[kevinyang's solution](#)

3214.

104805C

[Fare](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[kevinyang's solution](#)

3215.

104805N

[First words](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[kevinyang's solution](#)

3216.

104805A

[Number System](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[kevinyang's solution](#)

3217.

104805M

[Choosing a name](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[kevinyang's solution](#)

3218.

104805L

[Towers](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[kevinyang's solution](#)

3219.

104736K

[Keen on Order](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · last AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[kevinyang's solution](#)

3220.

104736H

[Health in Hazard](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[kevinyang's solution](#)

3221.

104736L

[Latam++](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[kevinyang's solution](#)

3222.

104736G

[GPS on a Flat Earth](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[kevinyang's solution](#)

3223.

104736J

[Journey of the Robber](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[kevinyang's solution](#)

3224.

104736C

[Candy Rush](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[kevinyang's solution](#)

3225.

104736F

[Forward and Backward](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[kevinyang's solution](#)

3226.

104736M

[Meeting Point](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[kevinyang's solution](#)

3227.

104736D

[Deciphering WordWhiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[kevinyang's solution](#)

3228.

104736I

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[kevinyang's solution](#)

3229.

104736B

[Blackboard Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[kevinyang's solution](#)

3230.

104011E

[Extreme Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[kevinyang's solution](#)

3231.

104011D

[Day Streak](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[kevinyang's solution](#)

3232.

104011M

[Multithreaded Program](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[kevinyang's solution](#)

3233.

104011K

[Kaleidoscopic Route](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[kevinyang's solution](#)

3234.

104011C

[Clean Up!](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[kevinyang's solution](#)

3235.

104011L

[Letters Q and F](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[kevinyang's solution](#)

3236.

104011H

[Halfway There](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[kevinyang's solution](#)

3237.

104011B

[Boris and Berta](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[kevinyang's solution](#)

3238.

104011A

[Anno Domini 2022](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[kevinyang's solution](#)

3239.

101149B

[No Time for Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[kevinyang's solution](#)

3240.

102465C

[Crosswords](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[kevinyang's solution](#)

3241.

102465G

[Strings](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[kevinyang's solution](#)

3242.

102465I

[Mason's Mark](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[kevinyang's solution](#)

3243.

102465F

[Paris by Night](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[kevinyang's solution](#)

3244.

102465H

[Travel Guide](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[kevinyang's solution](#)

3245.

102465K

[Dishonest Driver](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[kevinyang's solution](#)

3246.

102465B

[Blurred Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[kevinyang's solution](#)

3247.

102465E

[Rounding](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[kevinyang's solution](#)

3248.

102465D

[Monument Tour](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[kevinyang's solution](#)

3249.

102465A

[City of Lights](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[kevinyang's solution](#)

3250.

101635B

[Table](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[kevinyang's solution](#)

3251.

101635G

[Cordon Bleu](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[kevinyang's solution](#)

3252.

101635K

[Blowing Candles](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[kevinyang's solution](#)

3253.

101635D

[Candy Chain](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3254.

101635C

[Macarons](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[kevinyang's solution](#)

3255.

101635E

[Ingredients](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[kevinyang's solution](#)

3256.

101635F

[Shattered Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · PyPy 3-64 (first AC) · Tags: —
[kevinyang's solution](#)

3257.

101635A

[Cakey McCakeFace](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3258.

101635J

[Frosting on the Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[kevinyang's solution](#)

3259.

104683D

[Sum and Difference](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3260.

104252B

[Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3261.

104683F2

[Maximum Flow in DIV3?\(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3262.

104683F1

[Maximum Flow in DIV3?\(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3263.

104683E

[L-shaped Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3264.

104683C

[Yet Another \$\div 2\$ or \$+1\$ Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3265.

104683B

[Left or Right Shift](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3266.

104683A

[Banis and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3267.

104252E

[Empty Squares](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · last AC: 2023-10-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3268.

104252C

[City Folding](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3269.

104252K

[Kind Baker](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3270.

104252H

[Horse Race](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3271.

104252L

[Lazy Printing](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3272.

104252A

[Asking for Money](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3273.

104252M

[Maze in Bolt](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3274.

104252I

[Italian Calzone & Pasta Corner](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3275.

104252D

[Daily Trips](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3276.

100801J

[Journey to the "The World's Start"](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3277.

100801C

[Concatenation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3278.

100801D

[Distribution in Metagonia](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3279.

100801H

[Hash Code Hacker](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3280.

100801B

[Black and White](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3281.

100801E

[Easy Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3282.

100801L

[Lucky Chances](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3283.

100801A

[Alex Origami Squares](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3284.

101673A

[Abstract Art](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[kevinyang's solution](#)

3285.

101673J

[Workout for a Dumbbell](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-25 · last AC: 2023-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[kevinyang's solution](#)

3286.

101673I

[Twenty Four, Again](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-25 · last AC: 2023-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3287.

101673B

[Craters](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[kevinyang's solution](#)

3288.

101673E

[Is-A? Has-A? Who Knowz-A?](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-25 · last AC: 2023-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[kevinyang's solution](#)

3289.

101673F

[Keeping On Track](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-25 · last AC: 2023-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[kevinyang's solution](#)

3290.

101673G

[A Question of Ingestion](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-25 · last AC: 2023-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[kevinyang's solution](#)

3291.

101673D

[Game of Throws](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-25 · last AC: 2023-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[kevinyang's solution](#)

3292.

101673H

[Sheba's Amoebas](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-25 · last AC: 2023-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[kevinyang's solution](#)

3293.

101673C

[DRM Messages](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-25 · last AC: 2023-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[kevinyang's solution](#)

3294.

104128F

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[kevinyang's solution](#)

3295.

104128E

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[kevinyang's solution](#)

3296.

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[kevinyang's solution](#)

3297.

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[kevinyang's solution](#)

3298.

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[kevinyang's solution](#)

3299.

104128G

[Inscription](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3300.

104128I

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

Rating: — · first AC: 2023-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[kevinyang's solution](#)

3301.

100642G

[Show Me the Money](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[kevinyang's solution](#)

3302.

100642F

[Road Series](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3303.

100642H

[Sofa, So Good](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[kevinyang's solution](#)

3304.

100642E

[Parencedence!](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[kevinyang's solution](#)

3305.

100642C

[Hexagon Perplexagon](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[kevinyang's solution](#)

3306.

100642A

[Babs' Box Boutique](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3307.

100642D

[I've Got Your Back\(gammon\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[kevinyang's solution](#)

3308.

100642B

[Flash Mob](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[kevinyang's solution](#)

3309.

101196G

[That's One Hanoi-ed Teacher](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3310.

101196H

[Vin Diagrams](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[kevinyang's solution](#)

3311.

101196D

[Lost in Translation](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3312.

101196F

[Removal Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3313.

101196I

[Waif Until Dark](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3314.

101196B

[Foosball Dynasty](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3315.

101196C

[The Key to Cryptography](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[kevinyang's solution](#)

3316.

101196E

[Red Rover](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3317.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[kevinyang's solution](#)

3318.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[kevinyang's solution](#)

3319.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, sortings
[kevinyang's solution](#)

3320.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[kevinyang's solution](#)

3321.

103218C

[Organigramas](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[kevinyang's solution](#)

3322.

103218E

[Rompepuertas](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[kevinyang's solution](#)

3323.

103214D

[Bicoloracion](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3324.

103214E

[Objetos](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[kevinyang's solution](#)

3325.

103214A

[Factorial](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3326.

103214B

[Scrabble](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[kevinyang's solution](#)

3327.

1570G

[XOR Guessing](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · Kotlin 1.4 (first AC) · Tags: *special, interactive
[kevinyang's solution](#)

3328.

1570F

[Square Filling](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · Kotlin 1.4 (first AC) · Tags: *special
[kevinyang's solution](#)

3329.

1570E

[Erasing Zeroes](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · Kotlin 1.4 (first AC) · Tags: *special, strings
[kevinyang's solution](#)

3330.

1570D

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

Rating: — · first AC: 2021-10-01 · Kotlin 1.4 (first AC) · Tags: *special, implementation
[kevinyang's solution](#)

3331.

1570C

[Shooting](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · Kotlin 1.4 (first AC) · Tags: *special, greedy, implementation
[kevinyang's solution](#)

3332.

1570B

[Yellow Cards](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · Kotlin 1.4 (first AC) · Tags: *special, math
[kevinyang's solution](#)

3333.

1570A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · Kotlin 1.4 (first AC) · Tags: *special
[kevinyang's solution](#)

3334.

102824F

[Night of the Candles](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3335.

102824D

[The Duplicator](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3336.

102824C

[Calendars](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3337.

102824B

[Stone Piles](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3338.

102824A

[Climbing Trees](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3339.

102621E

[Turtle Tribulation](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[kevinyang's solution](#)

3340.

102621H

[Platypus Puddles](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3341.

102621G

[Hen Hackers](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3342.

102621D

[Raccoon Mischief](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[kevinyang's solution](#)

3343.

102621B

[Leaping Lizards](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[kevinyang's solution](#)

3344.

102621F

[Gorilla Grouping](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3345.

102621A

[Zoo Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[kevinyang's solution](#)

3346.

102621C

[Raging Rhinos](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3347.

1533D

[String Searching](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, hashing
[kevinyang's solution](#)

3348.

1533C

[Sweets](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, data structures, implementation
[kevinyang's solution](#)

3349.

1533B

[Nearest Point Function](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, implementation
[kevinyang's solution](#)

3350.

1533A

[Travel to Bertown](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, implementation, math
[kevinyang's solution](#)

3351.

1532E

[Good Array](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: — · first AC: 2021-06-22 · last AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special
[kevinyang's solution](#)

3352.

103148C

[Twin Cookies](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3353.

103148B

[Luna Likes Love](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3354.

103148A

[Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[kevinyang's solution](#)

3355.

1532D

[Teams Forming](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: — · first AC: 2021-06-22 · Kotlin 1.4 (first AC) · Tags: *special, sortings

[kevinyang's solution](#)

3356.

1532C

[Uniform String](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: — · first AC: 2021-06-22 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[kevinyang's solution](#)

3357.

1532B

[Frog Jumping](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: — · first AC: 2021-06-22 · Kotlin 1.4 (first AC) · Tags: *special, math

[kevinyang's solution](#)

3358.

1532A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: — · first AC: 2021-06-22 · Kotlin 1.4 (first AC) · Tags: *special

[kevinyang's solution](#)

3359.

103110F

[Island Isolation](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[kevinyang's solution](#)

3360.

103110D

[Apple Orchard](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[kevinyang's solution](#)

3361.

103110C

[Reverse Race](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[kevinyang's solution](#)

3362.

103110E

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

Rating: — · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[kevinyang's solution](#)

3363.

103110B

[Digit Sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[kevinyang's solution](#)

3364.

103110A

[Mountain Climbing](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[kevinyang's solution](#)

3365.

103109G

[Scribble Roads](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[kevinyang's solution](#)

3366.

103109C

[Goomba Grouping](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[kevinyang's solution](#)

3367.

103109B

[Azran Tablets](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[kevinyang's solution](#)

3368.

103109A

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

Rating: — · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[kevinyang's solution](#)

3369.

102694E

[Filthy Rich Trees](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3370.

102694F

[The Lorax](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3371.

102873F

[Game on Grid](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3372.

102873E

[Count Substrings](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3373.

102873D

[Sanda's Job](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3374.

102873C

[Similar Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3375.

102873B

[Rabbit Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3376.

102873A

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

Rating: — · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3377.

102694D

[Cycle Free Flow](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3378.

102694C

[Sloth Naptime](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3379.

102694B

[Dynamic Diameter](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3380.

102694A

[Circumference of a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3381.

undefined134

[Centroid](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-24 · C++17 (GCC 9-64) (first AC) · Tags: *special
[kevinyang's solution](#)

3382.

undefined133

[Border](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3383.

undefined111

[Very simple problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-24 · PyPy 3 (first AC) · Tags: *special
[kevinyang's solution](#)

3384.

undefined398

[Friends of Friends](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3385.

undefined117

[Counting](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · C++17 (GCC 9-64) (first AC) · Tags: *special
[kevinyang's solution](#)

3386.

undefined135

[Drawing Lines](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · C++17 (GCC 9-64) (first AC) · Tags: *special
[kevinyang's solution](#)

3387.

undefined276

[Andrew's Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3388.

undefined222

[Little Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · C++17 (GCC 9-64) (first AC) · Tags: *special
[kevinyang's solution](#)

3389.

undefined115

[Calendar](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · C++17 (GCC 9-64) (first AC) · Tags: *special
[kevinyang's solution](#)

3390.

undefined107

[987654321 problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · C++17 (GCC 9-64) (first AC) · Tags: *special
[kevinyang's solution](#)

3391.

undefined113

[Nearly prime numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · C++17 (GCC 9-64) (first AC) · Tags: *special
[kevinyang's solution](#)

3392.

undefined499

[Greatest Greatest Common Divisor](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · C++17 (GCC 9-64) (first AC) · Tags: *special
[kevinyang's solution](#)

3393.

undefined154

[Factorial](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · C++17 (GCC 9-64) (first AC) · Tags: *special
[kevinyang's solution](#)

3394.

undefined231

[Prime Sum](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3395.

undefined180

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · C++17 (GCC 9-64) (first AC) · Tags: *special
[kevinyang's solution](#)

3396.

undefined184

[Patties](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · C++17 (GCC 9-64) (first AC) · Tags: *special
[kevinyang's solution](#)

3397.

undefined358

[Median of Medians](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · C++17 (GCC 9-64) (first AC) · Tags: *special
[kevinyang's solution](#)

3398.

undefined486

[Bulls and Cows](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · C++17 (GCC 9-64) (first AC) · Tags: *special
[kevinyang's solution](#)

3399.

undefined460

[Plural Form of Nouns](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · C++17 (GCC 9-64) (first AC) · Tags: *special
[kevinyang's solution](#)

3400.

undefined105

[Div 3](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · C++17 (GCC 9-64) (first AC) · Tags: *special
[kevinyang's solution](#)

3401.

undefined102

[Coprimes](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · C++17 (GCC 9-64) (first AC) · Tags: *special
[kevinyang's solution](#)

3402.

undefined403

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

Rating: — · first AC: 2020-12-23 · C++17 (GCC 9-64) (first AC) · Tags: *special
[kevinyang's solution](#)

3403.

undefined112

[a^b - b^a](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · PyPy 3 (first AC) · Tags: *special
[kevinyang's solution](#)

3404.

undefined123

[The sum](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · C++17 (GCC 9-64) (first AC) · Tags: *special
[kevinyang's solution](#)

3405.

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: *special
[kevinyang's solution](#)

3406.

102644D

[Count Paths](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3407.

102644B

[String Mood](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3408.

102644C

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[kevinyang's solution](#)

3409.

102644A

[Random Mood](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[kevinyang's solution](#)

3410.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · Java 8 (first AC) · Tags: *special, implementation

[kevinyang's solution](#)

3411.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,506 global accepts · Rating: — · first AC: 2020-04-01 · Java 8 (first AC) · Tags: *special

[kevinyang's solution](#)