

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

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# Unique solved — krit3379

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

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

Filters: none

Count: 2,769

1.

2204B

[Right Maximum](#) · [Tutorial](#)

Quality: 19,541 global accepts · Rating: 800 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[krit3379's solution](#)

2.

2204A

[Passing the Ball](#) · [Tutorial](#)

Quality: 21,741 global accepts · Rating: 800 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[krit3379's solution](#)

3.

2200B

[Deletion Sort](#) · [Tutorial](#)

Quality: 25,468 global accepts · Rating: 800 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, sortings

[krit3379's solution](#)

4.

2200A

[Eating Game](#) · [Tutorial](#)

Quality: 28,123 global accepts · Rating: 800 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[krit3379's solution](#)

5.

2195A

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

Quality: 35,449 global accepts · Rating: 800 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

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6.

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,834 global accepts · Rating: 800 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[krit3379's solution](#)

7.

2193B

[Reverse a Permutation](#) · [Tutorial](#)

Quality: 30,116 global accepts · Rating: 800 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[krit3379's solution](#)

8.

2193A

[DBMB and the Array](#) · [Tutorial](#)

Quality: 42,652 global accepts · Rating: 800 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[krit3379's solution](#)

9.

2189A

[Table with Numbers](#) · [Tutorial](#)

Quality: 24,365 global accepts · Rating: 800 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

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**10.**

2185B

[Prefix Max](#) · [Tutorial](#)

Quality: 40,701 global accepts · Rating: 800 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
[krit3379's solution](#)

**11.**

2185A

[Perfect Root](#) · [Tutorial](#)

Quality: 43,084 global accepts · Rating: 800 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math  
[krit3379's solution](#)

**12.**

2184A

[Social Experiment](#) · [Tutorial](#)

Quality: 38,085 global accepts · Rating: 800 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
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**13.**

2183A

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

Quality: 23,668 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games  
[krit3379's solution](#)

**14.**

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,440 global accepts · Rating: 800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force  
[krit3379's solution](#)

**15.**

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,331 global accepts · Rating: 800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings  
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**16.**

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings  
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**17.**

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,401 global accepts · Rating: 800 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
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**18.**

2179B

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

Quality: 28,337 global accepts · Rating: 800 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation  
[krit3379's solution](#)

**19.**

2179A

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

Quality: 34,420 global accepts · Rating: 800 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, strings  
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**20.**

1352A

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

Quality: 104,116 global accepts · Rating: 800 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
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**21.**

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,021 global accepts · Rating: 800 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[krit3379's solution](#)

**22.**

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,577 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[krit3379's solution](#)

**23.**

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory

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**24.**

1541A

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

Quality: 30,716 global accepts · Rating: 800 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

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**25.**

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings, strings

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**26.**

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,067 global accepts · Rating: 800 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

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**27.**

1669C

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

Quality: 41,475 global accepts · Rating: 800 · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

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**28.**

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,545 global accepts · Rating: 800 · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[krit3379's solution](#)

**29.**

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,537 global accepts · Rating: 800 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[krit3379's solution](#)

**30.**

2176A

[Operations with Inversions](#) · [Tutorial](#)

Quality: 29,071 global accepts · Rating: 800 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[krit3379's solution](#)

**31.**

1646B

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

Quality: 22,680 global accepts · Rating: 800 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers

[krit3379's solution](#)

**32.**

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 800 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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**33.**

2175A

[Little Fairy's Painting](#) · [Tutorial](#)

Quality: 18,734 global accepts · Rating: 800 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[krit3379's solution](#)

**34.**

2173A

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

Quality: 23,780 global accepts · Rating: 800 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

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**35.**

1708A

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

Quality: 22,573 global accepts · Rating: 800 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

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**36.**

1780A

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

Quality: 22,703 global accepts · Rating: 800 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[krit3379's solution](#)

**37.**

1634A

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

Quality: 24,653 global accepts · Rating: 800 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

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**38.**

2158A

[Suspension](#) · [Tutorial](#)

Quality: 23,393 global accepts · Rating: 800 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

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**39.**

2170A

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

Quality: 19,926 global accepts · Rating: 800 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math

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**40.**

1946A

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

Quality: 28,570 global accepts · Rating: 800 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

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**41.**

1743B

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

Quality: 23,193 global accepts · Rating: 800 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

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**42.**

1743A

[Password](#) · [Tutorial](#)

Quality: 29,541 global accepts · Rating: 800 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, implementation, math

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**43.**

2157A

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

Quality: 16,492 global accepts · Rating: 800 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

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**44.**

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,303 global accepts · Rating: 800 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

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**45.**

2171A

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

Quality: 37,248 global accepts · Rating: 800 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[krit3379's solution](#)

**46.**

2172A

[ASCII Art Contest](#) · [Tutorial](#)

Quality: 14,545 global accepts · Rating: 800 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[krit3379's solution](#)

**47.**

2166A

[Same Difference](#) · [Tutorial](#)

Quality: 22,897 global accepts · Rating: 800 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, strings

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**48.**

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,464 global accepts · Rating: 800 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

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**49.**

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force

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**50.**

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,097 global accepts · Rating: 800 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[krit3379's solution](#)

**51.**

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,301 global accepts · Rating: 800 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[krit3379's solution](#)

**52.**

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
[krit3379's solution](#)

**53.**

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation  
[krit3379's solution](#)

**54.**

2163A

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

Quality: 19,594 global accepts · Rating: 800 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, sortings  
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**55.**

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math  
[krit3379's solution](#)

**56.**

1741A

[Compare T-Shirt Sizes](#) · [Tutorial](#)

Quality: 33,802 global accepts · Rating: 800 · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings  
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**57.**

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,826 global accepts · Rating: 800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings  
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**58.**

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math  
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**59.**

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,845 global accepts · Rating: 800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[krit3379's solution](#)

**60.**

1736A

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

Quality: 24,153 global accepts · Rating: 800 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, sortings  
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**61.**

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math  
[krit3379's solution](#)

**62.**

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy,

implementation, math

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**63.**

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,056 global accepts · Rating: 800 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[krit3379's solution](#)

**64.**

2167C

[Isamatdin and His Magic Wand!](#) · [Tutorial](#)

Quality: 36,060 global accepts · Rating: 800 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[krit3379's solution](#)

**65.**

2167B

[Your Name](#) · [Tutorial](#)

Quality: 51,818 global accepts · Rating: 800 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings, strings

[krit3379's solution](#)

**66.**

2167A

[Square?](#) · [Tutorial](#)

Quality: 58,460 global accepts · Rating: 800 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings

[krit3379's solution](#)

**67.**

1612A

[Distance](#) · [Tutorial](#)

Quality: 18,211 global accepts · Rating: 800 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[krit3379's solution](#)

**68.**

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[krit3379's solution](#)

**69.**

2156A

[Pizza Time](#) · [Tutorial](#)

Quality: 26,872 global accepts · Rating: 800 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[krit3379's solution](#)

**70.**

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,595 global accepts · Rating: 800 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[krit3379's solution](#)

**71.**

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,855 global accepts · Rating: 800 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[krit3379's solution](#)

**72.**

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,166 global accepts · Rating: 800 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, two pointers  
[krit3379's solution](#)

**73.**

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy  
[krit3379's solution](#)

**74.**

2162A

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

Quality: 41,589 global accepts · Rating: 800 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy  
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**75.**

1728A

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

Quality: 25,452 global accepts · Rating: 800 · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, sortings  
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**76.**

1734B

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

Quality: 16,404 global accepts · Rating: 800 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms  
[krit3379's solution](#)

**77.**

1734A

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

Quality: 22,407 global accepts · Rating: 800 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, sortings  
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**78.**

2160A

[MEX Partition](#) · [Tutorial](#)

Quality: 22,457 global accepts · Rating: 800 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[krit3379's solution](#)

**79.**

1714C

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

Quality: 33,426 global accepts · Rating: 800 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
[krit3379's solution](#)

**80.**

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,777 global accepts · Rating: 800 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation  
[krit3379's solution](#)

**81.**

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, math, sortings  
[krit3379's solution](#)

**82.**

2153B

[Bitwise Reversion](#) · [Tutorial](#)

Quality: 22,587 global accepts · Rating: 800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy  
[krit3379's solution](#)

**83.**

2153A

[Circle of Apple Trees](#) · [Tutorial](#)

Quality: 26,369 global accepts · Rating: 800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[krit3379's solution](#)

**84.**

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,476 global accepts · Rating: 800 · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings  
[krit3379's solution](#)

**85.**

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,899 global accepts · Rating: 800 · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
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**86.**

2145A

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

Quality: 30,758 global accepts · Rating: 800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
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**87.**

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,162 global accepts · Rating: 800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
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**88.**

1717A

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

Quality: 20,957 global accepts · Rating: 800 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory  
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**89.**

1614A

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

Quality: 24,592 global accepts · Rating: 800 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy  
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**90.**

2152A

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

Quality: 22,304 global accepts · Rating: 800 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
[krit3379's solution](#)

**91.**

1721A

[Image](#) · [Tutorial](#)

Quality: 28,310 global accepts · Rating: 800 · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
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**92.**

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,456 global accepts · Rating: 800 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation  
[krit3379's solution](#)

**93.**

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[krit3379's solution](#)

**94.**

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,627 global accepts · Rating: 800 · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[krit3379's solution](#)

**95.**

1802A

[Likes](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 800 · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[krit3379's solution](#)

**96.**

2151A

[Incremental Subarray](#) · [Tutorial](#)

Quality: 17,960 global accepts · Rating: 800 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, strings

[krit3379's solution](#)

**97.**

2149B

[Unconventional Pairs](#) · [Tutorial](#)

Quality: 33,040 global accepts · Rating: 800 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[krit3379's solution](#)

**98.**

2149A

[Be Positive](#) · [Tutorial](#)

Quality: 40,906 global accepts · Rating: 800 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[krit3379's solution](#)

**99.**

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,990 global accepts · Rating: 800 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games

[krit3379's solution](#)

**100.**

2146A

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

Quality: 21,836 global accepts · Rating: 800 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[krit3379's solution](#)

**101.**

2147A

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

Quality: 18,629 global accepts · Rating: 800 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[krit3379's solution](#)

**102.**

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[krit3379's solution](#)

**103.**

2143A

[All Lengths Subtraction](#) · [Tutorial](#)

Quality: 20,699 global accepts · Rating: 800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, two pointers

[krit3379's solution](#)

**104.**

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
[krit3379's solution](#)

**105.**

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,681 global accepts · Rating: 800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory  
[krit3379's solution](#)

**106.**

1719B

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

Quality: 19,168 global accepts · Rating: 800 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math  
[krit3379's solution](#)

**107.**

1719A

[Chip Game](#) · [Tutorial](#)

Quality: 26,821 global accepts · Rating: 800 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math  
[krit3379's solution](#)

**108.**

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,049 global accepts · Rating: 800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry  
[krit3379's solution](#)

**109.**

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,422 global accepts · Rating: 800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, hashing, math  
[krit3379's solution](#)

**110.**

2141A

[Furniture Store](#) · [Tutorial](#)

Quality: 1,606 global accepts · Rating: 800 · first AC: 2025-09-12 · Kotlin 1.7 (first AC) · Tags: \*special, implementation  
[krit3379's solution](#)

**111.**

2139B

[Cake Collection](#) · [Tutorial](#)

Quality: 20,827 global accepts · Rating: 800 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
[krit3379's solution](#)

**112.**

2139A

[Maple and Multiplication](#) · [Tutorial](#)

Quality: 25,824 global accepts · Rating: 800 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[krit3379's solution](#)

**113.**

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[krit3379's solution](#)

**114.**

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,261 global accepts · Rating: 800 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[krit3379's solution](#)

**115.**

1712B

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

Quality: 22,399 global accepts · Rating: 800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, number theory

[krit3379's solution](#)

**116.**

1712A

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

Quality: 25,056 global accepts · Rating: 800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[krit3379's solution](#)

**117.**

2137A

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

Quality: 35,311 global accepts · Rating: 800 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[krit3379's solution](#)

**118.**

1818A

[Politics](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 800 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[krit3379's solution](#)

**119.**

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,971 global accepts · Rating: 800 · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[krit3379's solution](#)

**120.**

2136A

[In the Dream](#) · [Tutorial](#)

Quality: 26,118 global accepts · Rating: 800 · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[krit3379's solution](#)

**121.**

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,450 global accepts · Rating: 800 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[krit3379's solution](#)

**122.**

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[krit3379's solution](#)

**123.**

2134A

[Painting With Two Colors](#) · [Tutorial](#)

Quality: 26,557 global accepts · Rating: 800 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[krit3379's solution](#)

**124.**

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[krit3379's solution](#)

**125.**

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,543 global accepts · Rating: 800 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[krit3379's solution](#)

**126.**

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,972 global accepts · Rating: 800 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, math

[krit3379's solution](#)

**127.**

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[krit3379's solution](#)

**128.**

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[krit3379's solution](#)

**129.**

1810A

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

Quality: 21,910 global accepts · Rating: 800 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[krit3379's solution](#)

**130.**

2132A

[Homework](#) · [Tutorial](#)

Quality: 43,341 global accepts · Rating: 800 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, strings

[krit3379's solution](#)

**131.**

1820A

[Yura's New Name](#) · [Tutorial](#)

Quality: 17,632 global accepts · Rating: 800 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[krit3379's solution](#)

**132.**

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,839 global accepts · Rating: 800 · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, strings

[krit3379's solution](#)

**133.**

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,171 global accepts · Rating: 800 · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[krit3379's solution](#)

**134.**

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,241 global accepts · Rating: 800 · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, strings

[krit3379's solution](#)

**135.**

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 800 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[krit3379's solution](#)

### 136.

2131B

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

Quality: 30,954 global accepts · Rating: 800 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[krit3379's solution](#)

### 137.

2131A

[Lever](#) · [Tutorial](#)

Quality: 38,866 global accepts · Rating: 800 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[krit3379's solution](#)

### 138.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,641 global accepts · Rating: 800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[krit3379's solution](#)

### 139.

1925A

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

Quality: 31,147 global accepts · Rating: 800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[krit3379's solution](#)

### 140.

1831A

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

Quality: 46,300 global accepts · Rating: 800 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[krit3379's solution](#)

### 141.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,872 global accepts · Rating: 800 · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[krit3379's solution](#)

### 142.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,431 global accepts · Rating: 800 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, strings

[krit3379's solution](#)

### 143.

2130A

[Submission is All You Need](#) · [Tutorial](#)

Quality: 28,530 global accepts · Rating: 800 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[krit3379's solution](#)

### 144.

1837A

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

Quality: 54,838 global accepts · Rating: 800 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[krit3379's solution](#)

### 145.

1847A

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

Quality: 22,905 global accepts · Rating: 800 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[krit3379's solution](#)

**146.**

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,487 global accepts · Rating: 800 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[krit3379's solution](#)

**147.**

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,112 global accepts · Rating: 800 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
[krit3379's solution](#)

**148.**

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math  
[krit3379's solution](#)

**149.**

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,262 global accepts · Rating: 800 · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation  
[krit3379's solution](#)

**150.**

1914B

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

Quality: 33,226 global accepts · Rating: 800 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math  
[krit3379's solution](#)

**151.**

2125A

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

Quality: 27,979 global accepts · Rating: 800 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings, strings  
[krit3379's solution](#)

**152.**

1744B

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

Quality: 24,898 global accepts · Rating: 800 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
[krit3379's solution](#)

**153.**

1744A

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

Quality: 28,777 global accepts · Rating: 800 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
[krit3379's solution](#)

**154.**

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,205 global accepts · Rating: 800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy  
[krit3379's solution](#)

**155.**

2126B

[No Casino in the Mountains](#) · [Tutorial](#)

Quality: 37,694 global accepts · Rating: 800 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy  
[krit3379's solution](#)

**156.**

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,084 global accepts · Rating: 800 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation,

math

[krit3379's solution](#)

**157.**

1805B

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

Quality: 19,973 global accepts · Rating: 800 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[krit3379's solution](#)

**158.**

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,929 global accepts · Rating: 800 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force

[krit3379's solution](#)

**159.**

1791C

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

Quality: 74,163 global accepts · Rating: 800 · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, two pointers

[krit3379's solution](#)

**160.**

1791B

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

Quality: 52,663 global accepts · Rating: 800 · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, implementation

[krit3379's solution](#)

**161.**

1791A

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

Quality: 80,613 global accepts · Rating: 800 · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[krit3379's solution](#)

**162.**

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,245 global accepts · Rating: 800 · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[krit3379's solution](#)

**163.**

1829C

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

Quality: 32,459 global accepts · Rating: 800 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, implementation

[krit3379's solution](#)

**164.**

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,030 global accepts · Rating: 800 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[krit3379's solution](#)

**165.**

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,692 global accepts · Rating: 800 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[krit3379's solution](#)

**166.**

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,332 global accepts · Rating: 800 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings

[krit3379's solution](#)

**167.**

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,350 global accepts · Rating: 800 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
[krit3379's solution](#)

**168.**

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,715 global accepts · Rating: 800 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation  
[krit3379's solution](#)

**169.**

2124A

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

Quality: 19,197 global accepts · Rating: 800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[krit3379's solution](#)

**170.**

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,200 global accepts · Rating: 800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math  
[krit3379's solution](#)

**171.**

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation  
[krit3379's solution](#)

**172.**

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math  
[krit3379's solution](#)

**173.**

2123B

[Tournament](#) · [Tutorial](#)

Quality: 34,911 global accepts · Rating: 800 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
[krit3379's solution](#)

**174.**

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,691 global accepts · Rating: 800 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[krit3379's solution](#)

**175.**

1845A

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

Quality: 47,347 global accepts · Rating: 800 · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math, number theory  
[krit3379's solution](#)

**176.**

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,625 global accepts · Rating: 800 · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, strings  
[krit3379's solution](#)

**177.**

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,156 global accepts · Rating: 800 · first AC: 2025-06-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math

[krit3379's solution](#)

**178.**

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[krit3379's solution](#)

**179.**

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,710 global accepts · Rating: 800 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[krit3379's solution](#)

**180.**

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,136 global accepts · Rating: 800 · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy

[krit3379's solution](#)

**181.**

2112A

[Race](#) · [Tutorial](#)

Quality: 29,263 global accepts · Rating: 800 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[krit3379's solution](#)

**182.**

2120A

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

Quality: 20,326 global accepts · Rating: 800 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math

[krit3379's solution](#)

**183.**

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 800 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[krit3379's solution](#)

**184.**

1931A

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

Quality: 39,962 global accepts · Rating: 800 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, strings

[krit3379's solution](#)

**185.**

2121B

[Above the Clouds](#) · [Tutorial](#)

Quality: 32,495 global accepts · Rating: 800 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[krit3379's solution](#)

**186.**

2121A

[Letter Home](#) · [Tutorial](#)

Quality: 39,282 global accepts · Rating: 800 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[krit3379's solution](#)

**187.**

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,627 global accepts · Rating: 800 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, sortings

[krit3379's solution](#)

**188.**

2113A

[Shashliks](#) · [Tutorial](#)

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

[krit3379's solution](#)

**189.**

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,501 global accepts · Rating: 800 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, sortings

[krit3379's solution](#)

**190.**

2118A

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

Quality: 29,117 global accepts · Rating: 800 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[krit3379's solution](#)

**191.**

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,093 global accepts · Rating: 800 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[krit3379's solution](#)

**192.**

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,328 global accepts · Rating: 800 · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings

[krit3379's solution](#)

**193.**

2117B

[Shrink](#) · [Tutorial](#)

Quality: 32,167 global accepts · Rating: 800 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[krit3379's solution](#)

**194.**

2117A

[False Alarm](#) · [Tutorial](#)

Quality: 38,046 global accepts · Rating: 800 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[krit3379's solution](#)

**195.**

2029A

[Set](#) · [Tutorial](#)

Quality: 14,163 global accepts · Rating: 800 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[krit3379's solution](#)

**196.**

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,061 global accepts · Rating: 800 · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math

[krit3379's solution](#)

**197.**

1898A

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

Quality: 17,423 global accepts · Rating: 800 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, strings

[krit3379's solution](#)

**198.**

2111A

[Energy Crystals](#) · [Tutorial](#)

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

[krit3379's solution](#)

**199.**

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,301 global accepts · Rating: 800 · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[krit3379's solution](#)

**200.**

2116A

[Gellyfish and Tricolor Pansy](#) · [Tutorial](#)

Quality: 26,973 global accepts · Rating: 800 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy  
[krit3379's solution](#)

**201.**

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,341 global accepts · Rating: 800 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math  
[krit3379's solution](#)

**202.**

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,775 global accepts · Rating: 800 · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[krit3379's solution](#)

**203.**

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,605 global accepts · Rating: 800 · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings  
[krit3379's solution](#)

**204.**

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation  
[krit3379's solution](#)

**205.**

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,203 global accepts · Rating: 800 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math  
[krit3379's solution](#)

**206.**

1788A

[One and Two](#) · [Tutorial](#)

Quality: 52,994 global accepts · Rating: 800 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math  
[krit3379's solution](#)

**207.**

2110A

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

Quality: 29,830 global accepts · Rating: 800 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings  
[krit3379's solution](#)

**208.**

1789B

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

Quality: 17,586 global accepts · Rating: 800 · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, strings, two pointers  
[krit3379's solution](#)

**209.**

1789A

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

Quality: 32,967 global accepts · Rating: 800 · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[krit3379's solution](#)

## 210.

1895B

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

Quality: 21,589 global accepts · Rating: 800 · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[krit3379's solution](#)

## 211.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,921 global accepts · Rating: 800 · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[krit3379's solution](#)

## 212.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,409 global accepts · Rating: 800 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[krit3379's solution](#)

## 213.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,656 global accepts · Rating: 800 · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[krit3379's solution](#)

## 214.

1890B

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

Quality: 18,765 global accepts · Rating: 800 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[krit3379's solution](#)

## 215.

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,102 global accepts · Rating: 800 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[krit3379's solution](#)

## 216.

2109A

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

Quality: 26,949 global accepts · Rating: 800 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[krit3379's solution](#)

## 217.

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,252 global accepts · Rating: 800 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[krit3379's solution](#)

## 218.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[krit3379's solution](#)

## 219.

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[krit3379's solution](#)

**220.**

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[krit3379's solution](#)

**221.**

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,995 global accepts · Rating: 800 · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[krit3379's solution](#)

**222.**

1790A

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

Quality: 41,046 global accepts · Rating: 800 · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, strings

[krit3379's solution](#)

**223.**

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,575 global accepts · Rating: 800 · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[krit3379's solution](#)

**224.**

1921A

[Square](#) · [Tutorial](#)

Quality: 49,593 global accepts · Rating: 800 · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[krit3379's solution](#)

**225.**

1836A

[Destroyer](#) · [Tutorial](#)

Quality: 21,434 global accepts · Rating: 800 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[krit3379's solution](#)

**226.**

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,204 global accepts · Rating: 800 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory

[krit3379's solution](#)

**227.**

1846B

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

Quality: 28,917 global accepts · Rating: 800 · first AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, strings

[krit3379's solution](#)

**228.**

1846A

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

Quality: 34,781 global accepts · Rating: 800 · first AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[krit3379's solution](#)

**229.**

1850C

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

Quality: 53,542 global accepts · Rating: 800 · first AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[krit3379's solution](#)

**230.**

1850B

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

Quality: 50,377 global accepts · Rating: 800 · first AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[krit3379's solution](#)

**231.**

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,203 global accepts · Rating: 800 · first AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[krit3379's solution](#)

**232.**

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,009 global accepts · Rating: 800 · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, two pointers

[krit3379's solution](#)

**233.**

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 69,992 global accepts · Rating: 800 · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[krit3379's solution](#)

**234.**

2108A

[Permutation Warm-Up](#) · [Tutorial](#)

Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy, math

[krit3379's solution](#)

**235.**

1944A

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

Quality: 28,736 global accepts · Rating: 800 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, math

[krit3379's solution](#)

**236.**

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,641 global accepts · Rating: 800 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[krit3379's solution](#)

**237.**

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,306 global accepts · Rating: 800 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[krit3379's solution](#)

**238.**

2098A

[Vadim's Collection](#) · [Tutorial](#)

Quality: 14,754 global accepts · Rating: 800 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[krit3379's solution](#)

**239.**

2106A

[Dr. TC](#) · [Tutorial](#)

Quality: 36,359 global accepts · Rating: 800 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[krit3379's solution](#)

**240.**

1881A

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

Quality: 59,316 global accepts · Rating: 800 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, strings

[krit3379's solution](#)

**241.**

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,948 global accepts · Rating: 800 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy,

implementation, math

[krit3379's solution](#)

**242.**

2082A

[Binary Matrix](#) · [Tutorial](#)

Quality: 11,206 global accepts · Rating: 800 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[krit3379's solution](#)

**243.**

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,575 global accepts · Rating: 800 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[krit3379's solution](#)

**244.**

2024A

[Profitable Interest Rate](#) · [Tutorial](#)

Quality: 23,016 global accepts · Rating: 800 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[krit3379's solution](#)

**245.**

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[krit3379's solution](#)

**246.**

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,456 global accepts · Rating: 800 · first AC: 2025-04-15 · C# 10 (first AC) · Tags: greedy, sortings, two pointers

[krit3379's solution](#)

**247.**

1851A

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

Quality: 31,505 global accepts · Rating: 800 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[krit3379's solution](#)

**248.**

2094B

[Bobritto Bandito](#) · [Tutorial](#)

Quality: 33,150 global accepts · Rating: 800 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[krit3379's solution](#)

**249.**

2094A

[Trippi Troppi](#) · [Tutorial](#)

Quality: 56,282 global accepts · Rating: 800 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[krit3379's solution](#)

**250.**

1998A

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

Quality: 26,136 global accepts · Rating: 800 · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[krit3379's solution](#)

**251.**

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,699 global accepts · Rating: 800 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation,

math, number theory

[krit3379's solution](#)

**252.**

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[krit3379's solution](#)

**253.**

2090A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 21,374 global accepts · Rating: 800 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[krit3379's solution](#)

**254.**

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,169 global accepts · Rating: 800 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[krit3379's solution](#)

**255.**

2093A

[Ideal Generator](#) · [Tutorial](#)

Quality: 40,839 global accepts · Rating: 800 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[krit3379's solution](#)

**256.**

2084A

[Max and Mod](#) · [Tutorial](#)

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

[krit3379's solution](#)

**257.**

1864A

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

Quality: 21,420 global accepts · Rating: 800 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[krit3379's solution](#)

**258.**

2086A

[Cloudberry Jam](#) · [Tutorial](#)

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

[krit3379's solution](#)

**259.**

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,751 global accepts · Rating: 800 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[krit3379's solution](#)

**260.**

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,692 global accepts · Rating: 800 · first AC: 2025-03-30 · Kotlin 1.9 (first AC) · Tags: brute force, greedy, math

[krit3379's solution](#)

**261.**

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,394 global accepts · Rating: 800 · first AC: 2025-03-30 · Kotlin 1.9 (first AC) · Tags: brute force, implementation

[krit3379's solution](#)

**262.**

2092A

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

Quality: 28,316 global accepts · Rating: 800 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory, sortings

[krit3379's solution](#)

### 263.

2091B

[Team Training](#) · [Tutorial](#)

Quality: 32,704 global accepts · Rating: 800 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[krit3379's solution](#)

### 264.

2091A

[Olympiad Date](#) · [Tutorial](#)

Quality: 39,023 global accepts · Rating: 800 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[krit3379's solution](#)

### 265.

1867A

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

Quality: 21,144 global accepts · Rating: 800 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, sortings

[krit3379's solution](#)

### 266.

1983A

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

Quality: 28,115 global accepts · Rating: 800 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[krit3379's solution](#)

### 267.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[krit3379's solution](#)

### 268.

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,909 global accepts · Rating: 800 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[krit3379's solution](#)

### 269.

1914A

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

Quality: 35,153 global accepts · Rating: 800 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[krit3379's solution](#)

### 270.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[krit3379's solution](#)

### 271.

2078A

[Final Verdict](#) · [Tutorial](#)

Quality: 23,298 global accepts · Rating: 800 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[krit3379's solution](#)

### 272.

2074B

[The Third Side](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 800 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math

[krit3379's solution](#)

**273.**

2074A

[Draw a Square](#) · [Tutorial](#)

Quality: 44,316 global accepts · Rating: 800 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, implementation  
[krit3379's solution](#)

**274.**

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,177 global accepts · Rating: 800 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math  
[krit3379's solution](#)

**275.**

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,688 global accepts · Rating: 800 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, games, math  
[krit3379's solution](#)

**276.**

2030A

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

Quality: 27,584 global accepts · Rating: 800 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[krit3379's solution](#)

**277.**

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,850 global accepts · Rating: 800 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, strings  
[krit3379's solution](#)

**278.**

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,919 global accepts · Rating: 800 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[krit3379's solution](#)

**279.**

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 54,987 global accepts · Rating: 800 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms  
[krit3379's solution](#)

**280.**

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,266 global accepts · Rating: 800 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings  
[krit3379's solution](#)

**281.**

2071A

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

Quality: 27,840 global accepts · Rating: 800 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory  
[krit3379's solution](#)

**282.**

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,493 global accepts · Rating: 800 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math  
[krit3379's solution](#)

**283.**

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,230 global accepts · Rating: 800 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math  
[krit3379's solution](#)

**284.**

2072A

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

Quality: 40,657 global accepts · Rating: 800 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math  
[krit3379's solution](#)

**285.**

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,945 global accepts · Rating: 800 · first AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings  
[krit3379's solution](#)

**286.**

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,229 global accepts · Rating: 800 · first AC: 2025-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[krit3379's solution](#)

**287.**

2014B

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

Quality: 33,192 global accepts · Rating: 800 · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[krit3379's solution](#)

**288.**

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,708 global accepts · Rating: 800 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
[krit3379's solution](#)

**289.**

2069A

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

Quality: 26,550 global accepts · Rating: 800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy  
[krit3379's solution](#)

**290.**

2067A

[Adjacent Digit Sums](#) · [Tutorial](#)

Quality: 25,692 global accepts · Rating: 800 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math  
[krit3379's solution](#)

**291.**

2059A

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

Quality: 29,191 global accepts · Rating: 800 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings  
[krit3379's solution](#)

**292.**

2064A

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

Quality: 27,099 global accepts · Rating: 800 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings  
[krit3379's solution](#)

**293.**

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,613 global accepts · Rating: 800 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: two pointers

[krit3379's solution](#)

**294.**

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,104 global accepts · Rating: 800 · first AC: 2025-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, strings

[krit3379's solution](#)

**295.**

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,234 global accepts · Rating: 800 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[krit3379's solution](#)

**296.**

2033A

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

Quality: 41,162 global accepts · Rating: 800 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[krit3379's solution](#)

**297.**

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[krit3379's solution](#)

**298.**

2065B

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

Quality: 42,073 global accepts · Rating: 800 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[krit3379's solution](#)

**299.**

2065A

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

Quality: 55,632 global accepts · Rating: 800 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[krit3379's solution](#)

**300.**

1933B

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

Quality: 36,272 global accepts · Rating: 800 · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, number theory

[krit3379's solution](#)

**301.**

1933A

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

Quality: 42,107 global accepts · Rating: 800 · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[krit3379's solution](#)

**302.**

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,218 global accepts · Rating: 800 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[krit3379's solution](#)

**303.**

1878A

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

Quality: 78,667 global accepts · Rating: 800 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[krit3379's solution](#)

**304.**

1899A

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

Quality: 92,747 global accepts · Rating: 800 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math, number theory

[krit3379's solution](#)

**305.**

1883A

[Morning](#) · [Tutorial](#)

Quality: 29,255 global accepts · Rating: 800 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[krit3379's solution](#)

**306.**

1891A

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

Quality: 20,543 global accepts · Rating: 800 · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, sortings

[krit3379's solution](#)

**307.**

1956B

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

Quality: 22,929 global accepts · Rating: 800 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[krit3379's solution](#)

**308.**

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,192 global accepts · Rating: 800 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, games, greedy

[krit3379's solution](#)

**309.**

2062A

[String](#) · [Tutorial](#)

Quality: 28,280 global accepts · Rating: 800 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[krit3379's solution](#)

**310.**

1843C

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

Quality: 39,499 global accepts · Rating: 800 · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, trees

[krit3379's solution](#)

**311.**

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,102 global accepts · Rating: 800 · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, two pointers

[krit3379's solution](#)

**312.**

1843A

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

Quality: 37,310 global accepts · Rating: 800 · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[krit3379's solution](#)

**313.**

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,319 global accepts · Rating: 800 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[krit3379's solution](#)

**314.**

2027A

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

Quality: 22,026 global accepts · Rating: 800 · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, implementation, math

[krit3379's solution](#)

**315.**

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,760 global accepts · Rating: 800 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[krit3379's solution](#)

**316.**

2037B

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

Quality: 25,539 global accepts · Rating: 800 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[krit3379's solution](#)

**317.**

2037A

[Twice](#) · [Tutorial](#)

Quality: 35,696 global accepts · Rating: 800 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[krit3379's solution](#)

**318.**

2061A

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

Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[krit3379's solution](#)

**319.**

1942A

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

Quality: 18,506 global accepts · Rating: 800 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[krit3379's solution](#)

**320.**

2060A

[Fibonacciess](#) · [Tutorial](#)

Quality: 41,098 global accepts · Rating: 800 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[krit3379's solution](#)

**321.**

2020A

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

Quality: 25,943 global accepts · Rating: 800 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[krit3379's solution](#)

**322.**

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,572 global accepts · Rating: 800 · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings, two pointers

[krit3379's solution](#)

**323.**

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[krit3379's solution](#)

**324.**

2031A

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

Quality: 20,947 global accepts · Rating: 800 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[krit3379's solution](#)

**325.**

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 800 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[krit3379's solution](#)

**326.**

2048A

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

Quality: 22,853 global accepts · Rating: 800 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math, number theory

[krit3379's solution](#)

**327.**

2034A

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

Quality: 18,401 global accepts · Rating: 800 · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[krit3379's solution](#)

**328.**

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,640 global accepts · Rating: 800 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy, math

[krit3379's solution](#)

**329.**

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,855 global accepts · Rating: 800 · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[krit3379's solution](#)

**330.**

2047A

[Alyona and a Square Jigsaw Puzzle](#) · [Tutorial](#)

Quality: 17,838 global accepts · Rating: 800 · first AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[krit3379's solution](#)

**331.**

2044C

[Hard Problem](#) · [Tutorial](#)

Quality: 45,268 global accepts · Rating: 800 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[krit3379's solution](#)

**332.**

2044B

[Normal Problem](#) · [Tutorial](#)

Quality: 51,976 global accepts · Rating: 800 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[krit3379's solution](#)

**333.**

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,214 global accepts · Rating: 800 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[krit3379's solution](#)

**334.**

2051B

[Journey](#) · [Tutorial](#)

Quality: 39,758 global accepts · Rating: 800 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[krit3379's solution](#)

**335.**

2051A

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

Quality: 35,177 global accepts · Rating: 800 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[krit3379's solution](#)

**336.**

2043A

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

Quality: 26,989 global accepts · Rating: 800 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[krit3379's solution](#)

**337.**

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,261 global accepts · Rating: 800 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry, greedy, math

[krit3379's solution](#)

**338.**

2040A

[Game of Division](#) · [Tutorial](#)

Quality: 24,433 global accepts · Rating: 800 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[krit3379's solution](#)

**339.**

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,130 global accepts · Rating: 800 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[krit3379's solution](#)

**340.**

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,511 global accepts · Rating: 800 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[krit3379's solution](#)

**341.**

2050A

[Line Breaks](#) · [Tutorial](#)

Quality: 36,457 global accepts · Rating: 800 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[krit3379's solution](#)

**342.**

2036B

[Startup](#) · [Tutorial](#)

Quality: 29,743 global accepts · Rating: 800 · first AC: 2024-11-03 · last AC: 2024-11-03 · C# 10 (first AC) · Tags: greedy, sortings

[krit3379's solution](#)

**343.**

2036A

[Quintomania](#) · [Tutorial](#)

Quality: 40,692 global accepts · Rating: 800 · first AC: 2024-11-03 · C# 10 (first AC) · Tags: implementation

[krit3379's solution](#)

**344.**

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,225 global accepts · Rating: 800 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[krit3379's solution](#)

**345.**

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,965 global accepts · Rating: 800 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[krit3379's solution](#)

**346.**

2008C

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

Quality: 36,480 global accepts · Rating: 800 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math  
[krit3379's solution](#)

**347.**

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,957 global accepts · Rating: 800 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, strings  
[krit3379's solution](#)

**348.**

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,791 global accepts · Rating: 800 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[krit3379's solution](#)

**349.**

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[krit3379's solution](#)

**350.**

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[krit3379's solution](#)

**351.**

2003B

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

Quality: 27,528 global accepts · Rating: 800 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings  
[krit3379's solution](#)

**352.**

2003A

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

Quality: 32,664 global accepts · Rating: 800 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings  
[krit3379's solution](#)

**353.**

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math  
[krit3379's solution](#)

**354.**

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,933 global accepts · Rating: 800 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[krit3379's solution](#)

**355.**

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,912 global accepts · Rating: 800 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[krit3379's solution](#)

**356.**

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,379 global accepts · Rating: 800 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search  
[krit3379's solution](#)

**357.**

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,183 global accepts · Rating: 800 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation  
[krit3379's solution](#)

**358.**

1915B

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

Quality: 50,352 global accepts · Rating: 800 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, implementation  
[krit3379's solution](#)

**359.**

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,797 global accepts · Rating: 800 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, implementation  
[krit3379's solution](#)

**360.**

1935A

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

Quality: 30,325 global accepts · Rating: 800 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings  
[krit3379's solution](#)

**361.**

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,992 global accepts · Rating: 800 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[krit3379's solution](#)

**362.**

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,896 global accepts · Rating: 800 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation  
[krit3379's solution](#)

**363.**

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,353 global accepts · Rating: 800 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[krit3379's solution](#)

**364.**

1941A

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

Quality: 47,696 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math  
[krit3379's solution](#)

**365.**

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,506 global accepts · Rating: 800 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings  
[krit3379's solution](#)

**366.**

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,986 global accepts · Rating: 800 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math, sortings  
[krit3379's solution](#)

**367.**

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,727 global accepts · Rating: 800 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: math

[krit3379's solution](#)

**368.**

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,372 global accepts · Rating: 800 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[krit3379's solution](#)

**369.**

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,675 global accepts · Rating: 800 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[krit3379's solution](#)

**370.**

1966A

[Card Exchange](#) · [Tutorial](#)

Quality: 19,570 global accepts · Rating: 800 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[krit3379's solution](#)

**371.**

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,177 global accepts · Rating: 800 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[krit3379's solution](#)

**372.**

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,904 global accepts · Rating: 800 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers

[krit3379's solution](#)

**373.**

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search

[krit3379's solution](#)

**374.**

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[krit3379's solution](#)

**375.**

1968B

[Prefiguence](#) · [Tutorial](#)

Quality: 31,435 global accepts · Rating: 800 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[krit3379's solution](#)

**376.**

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,455 global accepts · Rating: 800 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[krit3379's solution](#)

**377.**

1985B

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

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

[krit3379's solution](#)

**378.**

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,371 global accepts · Rating: 800 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[krit3379's solution](#)

**379.**

1974B

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

Quality: 34,487 global accepts · Rating: 800 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[krit3379's solution](#)

**380.**

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,917 global accepts · Rating: 800 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[krit3379's solution](#)

**381.**

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[krit3379's solution](#)

**382.**

1981A

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

Quality: 24,250 global accepts · Rating: 800 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[krit3379's solution](#)

**383.**

1975A

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

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[krit3379's solution](#)

**384.**

1979A

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

Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[krit3379's solution](#)

**385.**

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,502 global accepts · Rating: 800 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: sortings

[krit3379's solution](#)

**386.**

1980A

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

Quality: 47,597 global accepts · Rating: 800 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: math

[krit3379's solution](#)

**387.**

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,456 global accepts · Rating: 800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[krit3379's solution](#)

**388.**

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,644 global accepts · Rating: 800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[krit3379's solution](#)

**389.**

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,199 global accepts · Rating: 800 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: math

[krit3379's solution](#)

**390.**

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,707 global accepts · Rating: 800 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[krit3379's solution](#)

**391.**

1971A

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

Quality: 59,481 global accepts · Rating: 800 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[krit3379's solution](#)

**392.**

1840A

[Cipher Shifer](#) · [Tutorial](#)

Quality: 38,051 global accepts · Rating: 800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings, two pointers

[krit3379's solution](#)

**393.**

1794A

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

Quality: 18,824 global accepts · Rating: 800 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: strings

[krit3379's solution](#)

**394.**

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,451 global accepts · Rating: 800 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation

[krit3379's solution](#)

**395.**

1926A

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

Quality: 62,195 global accepts · Rating: 800 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[krit3379's solution](#)

**396.**

1833C

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

Quality: 27,893 global accepts · Rating: 800 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[krit3379's solution](#)

**397.**

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,082 global accepts · Rating: 800 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[krit3379's solution](#)

**398.**

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,903 global accepts · Rating: 800 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[krit3379's solution](#)

**399.**

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,211 global accepts · Rating: 800 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[krit3379's solution](#)

**400.**

1950A

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

Quality: 69,444 global accepts · Rating: 800 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[krit3379's solution](#)

**401.**

1948A

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

Quality: 30,994 global accepts · Rating: 800 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[krit3379's solution](#)

**402.**

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[krit3379's solution](#)

**403.**

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[krit3379's solution](#)

**404.**

1928A

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

Quality: 24,423 global accepts · Rating: 800 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[krit3379's solution](#)

**405.**

1929B

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

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[krit3379's solution](#)

**406.**

1929A

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

Quality: 34,942 global accepts · Rating: 800 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[krit3379's solution](#)

**407.**

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,365 global accepts · Rating: 800 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[krit3379's solution](#)

**408.**

1920A

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

Quality: 29,556 global accepts · Rating: 800 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[krit3379's solution](#)

**409.**

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[krit3379's solution](#)

**410.**

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-09 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[krit3379's solution](#)

**411.**

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,758 global accepts · Rating: 800 · first AC: 2023-12-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[krit3379's solution](#)

**412.**

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[krit3379's solution](#)

**413.**

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,048 global accepts · Rating: 800 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[krit3379's solution](#)

**414.**

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,173 global accepts · Rating: 800 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[krit3379's solution](#)

**415.**

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,578 global accepts · Rating: 800 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[krit3379's solution](#)

**416.**

1796A

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

Quality: 19,685 global accepts · Rating: 800 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[krit3379's solution](#)

**417.**

1793A

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

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[krit3379's solution](#)

**418.**

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,651 global accepts · Rating: 800 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[krit3379's solution](#)

**419.**

1787A

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

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[krit3379's solution](#)

**420.**

1768A

[Greatest Convex](#) · [Tutorial](#)

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

[krit3379's solution](#)

**421.**

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[krit3379's solution](#)

**422.**

1774A

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

Quality: 23,531 global accepts · Rating: 800 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[krit3379's solution](#)

**423.**

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,819 global accepts · Rating: 800 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[krit3379's solution](#)

**424.**

1760B

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

Quality: 53,341 global accepts · Rating: 800 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[krit3379's solution](#)

**425.**

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,938 global accepts · Rating: 800 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[krit3379's solution](#)

**426.**

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,454 global accepts · Rating: 800 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[krit3379's solution](#)

**427.**

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[krit3379's solution](#)

**428.**

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[krit3379's solution](#)

**429.**

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[krit3379's solution](#)

**430.**

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,175 global accepts · Rating: 800 · first AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[krit3379's solution](#)

**431.**

1704A

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

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[krit3379's solution](#)

**432.**

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[krit3379's solution](#)

**433.**

1705A

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

Quality: 26,582 global accepts · Rating: 800 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[krit3379's solution](#)

**434.**

1702B

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

Quality: 29,305 global accepts · Rating: 800 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[krit3379's solution](#)

**435.**

1702A

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

Quality: 38,179 global accepts · Rating: 800 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[krit3379's solution](#)

**436.**

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 800 · first AC: 2022-06-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[krit3379's solution](#)

**437.**

1688A

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

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[krit3379's solution](#)

**438.**

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,208 global accepts · Rating: 800 · first AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[krit3379's solution](#)

**439.**

1681B

[Card Trick](#) · [Tutorial](#)

Quality: 21,038 global accepts · Rating: 800 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[krit3379's solution](#)

**440.**

1681A

[Game with Cards](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[krit3379's solution](#)

**441.**

1676B

[Equal Candies](#) · [Tutorial](#)

Quality: 60,642 global accepts · Rating: 800 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[krit3379's solution](#)

**442.**

1676A

[Lucky?](#) · [Tutorial](#)

Quality: 87,419 global accepts · Rating: 800 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[krit3379's solution](#)

**443.**

1682A

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

Quality: 19,966 global accepts · Rating: 800 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[krit3379's solution](#)

**444.**

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[krit3379's solution](#)

**445.**

1684A

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

Quality: 24,936 global accepts · Rating: 800 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math, strings

[krit3379's solution](#)

**446.**

1670A

[Prof. Slim](#) · [Tutorial](#)

Quality: 15,995 global accepts · Rating: 800 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[krit3379's solution](#)

**447.**

1673A

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Quality: 19,141 global accepts · Rating: 800 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings

[krit3379's solution](#)

**448.**

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[krit3379's solution](#)

**449.**

1672A

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Quality: 16,818 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, math

[krit3379's solution](#)

**450.**

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[krit3379's solution](#)

**451.**

1668A

[Direction Change](#) · [Tutorial](#)

Quality: 16,784 global accepts · Rating: 800 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[krit3379's solution](#)

**452.**

1661A

[Array Balancing](#) · [Tutorial](#)

Quality: 19,370 global accepts · Rating: 800 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[krit3379's solution](#)

**453.**

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 800 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[krit3379's solution](#)

**454.**

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,328 global accepts · Rating: 800 · first AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[krit3379's solution](#)

**455.**

486A

[Calculating Function](#) · [Tutorial](#)

Quality: 154,141 global accepts · Rating: 800 · first AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[krit3379's solution](#)

**456.**

1030A

[In Search of an Easy Problem](#) · [Tutorial](#)

Quality: 171,455 global accepts · Rating: 800 · first AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[krit3379's solution](#)

**457.**

136A

[Presents](#) · [Tutorial](#)

Quality: 146,528 global accepts · Rating: 800 · first AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[krit3379's solution](#)

**458.**

467A

[George and Accommodation](#) · [Tutorial](#)

Quality: 155,936 global accepts · Rating: 800 · first AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[krit3379's solution](#)

**459.**

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,579 global accepts · Rating: 800 · first AC: 2022-04-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[krit3379's solution](#)

**460.**

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,731 global accepts · Rating: 800 · first AC: 2022-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force  
[krit3379's solution](#)

**461.**

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,529 global accepts · Rating: 800 · first AC: 2022-04-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[krit3379's solution](#)

**462.**

41A

[Translation](#) · [Tutorial](#)

Quality: 188,439 global accepts · Rating: 800 · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[krit3379's solution](#)

**463.**

110A

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

Quality: 199,495 global accepts · Rating: 800 · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[krit3379's solution](#)

**464.**

116A

[Tram](#) · [Tutorial](#)

Quality: 176,547 global accepts · Rating: 800 · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[krit3379's solution](#)

**465.**

977A

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

Quality: 217,481 global accepts · Rating: 800 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[krit3379's solution](#)

**466.**

59A

[Word](#) · [Tutorial](#)

Quality: 227,916 global accepts · Rating: 800 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[krit3379's solution](#)

**467.**

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,125 global accepts · Rating: 800 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: math

[krit3379's solution](#)

**468.**

791A

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

Quality: 257,208 global accepts · Rating: 800 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[krit3379's solution](#)

**469.**

1644B

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

Quality: 21,321 global accepts · Rating: 800 · first AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[krit3379's solution](#)

**470.**

1658B

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

Quality: 19,544 global accepts · Rating: 800 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[krit3379's solution](#)

**471.**

1658A

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

Quality: 20,907 global accepts · Rating: 800 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[krit3379's solution](#)

**472.**

1647A

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

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[krit3379's solution](#)

**473.**

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[krit3379's solution](#)

**474.**

1651B

[Prove Him Wrong](#) · [Tutorial](#)

Quality: 20,480 global accepts · Rating: 800 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[krit3379's solution](#)

**475.**

1651A

[Playoff](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 800 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[krit3379's solution](#)

**476.**

1657A

[Integer Moves](#) · [Tutorial](#)

Quality: 24,893 global accepts · Rating: 800 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[krit3379's solution](#)

**477.**

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[krit3379's solution](#)

**478.**

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-21 · C++17 (GCC 7-32) (first AC) · Tags: strings

[krit3379's solution](#)

**479.**

1654A

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

Quality: 19,390 global accepts · Rating: 800 · first AC: 2022-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[krit3379's solution](#)

**480.**

1650A

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

Quality: 37,306 global accepts · Rating: 800 · first AC: 2022-03-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[krit3379's solution](#)

**481.**

1621A

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

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[krit3379's solution](#)

**482.**

1581A

[CQXYM Count Permutations](#) · [Tutorial](#)

Quality: 14,276 global accepts · Rating: 800 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[krit3379's solution](#)

**483.**

1579A

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

Quality: 41,992 global accepts · Rating: 800 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[krit3379's solution](#)

**484.**

1569A

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

Quality: 26,553 global accepts · Rating: 800 · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[krit3379's solution](#)

**485.**

1560A

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

Quality: 73,512 global accepts · Rating: 800 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[krit3379's solution](#)

**486.**

1560C

[Infinity Table](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 800 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[krit3379's solution](#)

**487.**

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,264 global accepts · Rating: 800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[krit3379's solution](#)

**488.**

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,634 global accepts · Rating: 800 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[krit3379's solution](#)

**489.**

1539B

[Love Song](#) · [Tutorial](#)

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**490.**

1538B

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1538A

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1536A

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**493.**

1535A

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**494.**

1368A

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1529A

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1527A

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381A

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1525A

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202A

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910A

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1323A

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1180A

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**507.**

1466B

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1462B

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894A

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2178B

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1845B

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1808A

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1896B

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2102B

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1850D

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2035B

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**583.**

2093B

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Quality: 30,834 global accepts · Rating: 900 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
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1860A

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1872B

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1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,451 global accepts · Rating: 900 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
[krit3379's solution](#)

**589.**

1988A

[Split the Multiset](#) · [Tutorial](#)

Quality: 26,997 global accepts · Rating: 900 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math  
[krit3379's solution](#)

**590.**

2013B

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

Quality: 28,242 global accepts · Rating: 900 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math  
[krit3379's solution](#)

**591.**

2072B

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

Quality: 30,935 global accepts · Rating: 900 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, strings  
[krit3379's solution](#)

**592.**

1992C

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

Quality: 33,257 global accepts · Rating: 900 · first AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math  
[krit3379's solution](#)

**593.**

2033B

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

Quality: 28,846 global accepts · Rating: 900 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[krit3379's solution](#)

**594.**

1878C

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

Quality: 57,648 global accepts · Rating: 900 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[krit3379's solution](#)

**595.**

1883B

[Chemistry](#) · [Tutorial](#)

Quality: 59,682 global accepts · Rating: 900 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[krit3379's solution](#)

**596.**

1875A

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

Quality: 46,998 global accepts · Rating: 900 · first AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[krit3379's solution](#)

**597.**

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,572 global accepts · Rating: 900 · first AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[krit3379's solution](#)

**598.**

2062B

[Clockwork](#) · [Tutorial](#)

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

[krit3379's solution](#)

**599.**

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,208 global accepts · Rating: 900 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[krit3379's solution](#)

**600.**

2005A

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

Quality: 26,245 global accepts · Rating: 900 · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[krit3379's solution](#)

**601.**

2028A

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

Quality: 20,307 global accepts · Rating: 900 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[krit3379's solution](#)

**602.**

2060C

[Game of Mathletes](#) · [Tutorial](#)

Quality: 32,074 global accepts · Rating: 900 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings, two pointers

[krit3379's solution](#)

**603.**

2026A

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

Quality: 20,264 global accepts · Rating: 900 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[krit3379's solution](#)

**604.**

2031B

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

Quality: 20,784 global accepts · Rating: 900 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, sortings

[krit3379's solution](#)

**605.**

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[krit3379's solution](#)

**606.**

2042B

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

Quality: 19,486 global accepts · Rating: 900 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[krit3379's solution](#)

**607.**

2047B

[Replace Character](#) · [Tutorial](#)

Quality: 19,248 global accepts · Rating: 900 · first AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, greedy, strings

[krit3379's solution](#)

**608.**

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,866 global accepts · Rating: 900 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings

[krit3379's solution](#)

**609.**

1915D

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

Quality: 35,084 global accepts · Rating: 900 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[krit3379's solution](#)

**610.**

1918B

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

Quality: 27,023 global accepts · Rating: 900 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[krit3379's solution](#)

**611.**

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,384 global accepts · Rating: 900 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: games

[krit3379's solution](#)

**612.**

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,407 global accepts · Rating: 900 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[krit3379's solution](#)

**613.**

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,538 global accepts · Rating: 900 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math  
[krit3379's solution](#)

**614.**

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,738 global accepts · Rating: 900 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[krit3379's solution](#)

**615.**

1971C

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

Quality: 41,577 global accepts · Rating: 900 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[krit3379's solution](#)

**616.**

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,868 global accepts · Rating: 900 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[krit3379's solution](#)

**617.**

1833B

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

Quality: 29,622 global accepts · Rating: 900 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[krit3379's solution](#)

**618.**

1954A

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

Quality: 27,629 global accepts · Rating: 900 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[krit3379's solution](#)

**619.**

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy  
[krit3379's solution](#)

**620.**

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[krit3379's solution](#)

**621.**

1779B

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

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[krit3379's solution](#)

**622.**

1764B

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

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[krit3379's solution](#)

**623.**

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,548 global accepts · Rating: 900 · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[krit3379's solution](#)

**624.**

1705B

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

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

[krit3379's solution](#)

**625.**

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,904 global accepts · Rating: 900 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[krit3379's solution](#)

**626.**

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,167 global accepts · Rating: 900 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[krit3379's solution](#)

**627.**

1668B

[Social Distance](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 900 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[krit3379's solution](#)

**628.**

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,106 global accepts · Rating: 900 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[krit3379's solution](#)

**629.**

1665B

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

Quality: 32,894 global accepts · Rating: 900 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[krit3379's solution](#)

**630.**

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,995 global accepts · Rating: 900 · first AC: 2022-03-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[krit3379's solution](#)

**631.**

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[krit3379's solution](#)

**632.**

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,200 global accepts · Rating: 900 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings

[krit3379's solution](#)

**633.**

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 900 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[krit3379's solution](#)

**634.**

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 900 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation  
[krit3379's solution](#)

**635.**

1501B

[Napoleon Cake](#) · [Tutorial](#)

Quality: 21,076 global accepts · Rating: 900 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings  
[krit3379's solution](#)

**636.**

1113A

[Sasha and His Trip](#) · [Tutorial](#)

Quality: 18,318 global accepts · Rating: 900 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math  
[krit3379's solution](#)

**637.**

1451B

[Non-Substring Subsequence](#) · [Tutorial](#)

Quality: 20,213 global accepts · Rating: 900 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings  
[krit3379's solution](#)

**638.**

1206B

[Make Product Equal One](#) · [Tutorial](#)

Quality: 29,510 global accepts · Rating: 900 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation  
[krit3379's solution](#)

**639.**

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,209 global accepts · Rating: 900 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math  
[krit3379's solution](#)

**640.**

1475B

[New Year's Number](#) · [Tutorial](#)

Quality: 57,245 global accepts · Rating: 900 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math  
[krit3379's solution](#)

**641.**

1057A

[Bmail Computer Network](#) · [Tutorial](#)

Quality: 7,469 global accepts · Rating: 900 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: \*special, dfs and similar, trees  
[krit3379's solution](#)

**642.**

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,272 global accepts · Rating: 900 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[krit3379's solution](#)

**643.**

580A

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

Quality: 104,685 global accepts · Rating: 900 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation  
[krit3379's solution](#)

**644.**

115A

[Party](#) · [Tutorial](#)

Quality: 43,353 global accepts · Rating: 900 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees  
[krit3379's solution](#)

**645.**

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,397 global accepts · Rating: 1000 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory  
[krit3379's solution](#)

**646.**

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,417 global accepts · Rating: 1000 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math  
[krit3379's solution](#)

**647.**

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,716 global accepts · Rating: 1000 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy  
[krit3379's solution](#)

**648.**

1632B

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

Quality: 31,537 global accepts · Rating: 1000 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms  
[krit3379's solution](#)

**649.**

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,954 global accepts · Rating: 1000 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[krit3379's solution](#)

**650.**

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,904 global accepts · Rating: 1000 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, strings  
[krit3379's solution](#)

**651.**

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms  
[krit3379's solution](#)

**652.**

1702D

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

Quality: 25,935 global accepts · Rating: 1000 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
[krit3379's solution](#)

**653.**

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,251 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory  
[krit3379's solution](#)

**654.**

2167D

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

Quality: 30,207 global accepts · Rating: 1000 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory  
[krit3379's solution](#)

**655.**

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,762 global accepts · Rating: 1000 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation

[krit3379's solution](#)

**656.**

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,813 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[krit3379's solution](#)

**657.**

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,907 global accepts · Rating: 1000 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[krit3379's solution](#)

**658.**

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,550 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[krit3379's solution](#)

**659.**

1614B

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

Quality: 29,029 global accepts · Rating: 1000 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, sortings

[krit3379's solution](#)

**660.**

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[krit3379's solution](#)

**661.**

1841B

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

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[krit3379's solution](#)

**662.**

2147B

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

Quality: 16,960 global accepts · Rating: 1000 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[krit3379's solution](#)

**663.**

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,606 global accepts · Rating: 1000 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[krit3379's solution](#)

**664.**

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,914 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[krit3379's solution](#)

**665.**

2144B

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

Quality: 18,470 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[krit3379's solution](#)

**666.**

2148D

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

Quality: 26,739 global accepts · Rating: 1000 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[krit3379's solution](#)

**667.**

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[krit3379's solution](#)

**668.**

1837C

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

Quality: 24,576 global accepts · Rating: 1000 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[krit3379's solution](#)

**669.**

2132C1

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

Quality: 27,735 global accepts · Rating: 1000 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[krit3379's solution](#)

**670.**

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,373 global accepts · Rating: 1000 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[krit3379's solution](#)

**671.**

1876A

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

Quality: 34,918 global accepts · Rating: 1000 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[krit3379's solution](#)

**672.**

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,054 global accepts · Rating: 1000 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[krit3379's solution](#)

**673.**

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, two pointers

[krit3379's solution](#)

**674.**

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,251 global accepts · Rating: 1000 · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[krit3379's solution](#)

**675.**

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,098 global accepts · Rating: 1000 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, two pointers

[krit3379's solution](#)

**676.**

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,167 global accepts · Rating: 1000 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[krit3379's solution](#)

**677.**

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,271 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[krit3379's solution](#)

**678.**

2123C

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

Quality: 30,881 global accepts · Rating: 1000 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures

[krit3379's solution](#)

**679.**

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[krit3379's solution](#)

**680.**

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,521 global accepts · Rating: 1000 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[krit3379's solution](#)

**681.**

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,740 global accepts · Rating: 1000 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[krit3379's solution](#)

**682.**

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,884 global accepts · Rating: 1000 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math

[krit3379's solution](#)

**683.**

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[krit3379's solution](#)

**684.**

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,892 global accepts · Rating: 1000 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[krit3379's solution](#)

**685.**

1859B

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

Quality: 43,898 global accepts · Rating: 1000 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[krit3379's solution](#)

**686.**

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[krit3379's solution](#)

**687.**

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[krit3379's solution](#)

**688.**

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[krit3379's solution](#)

**689.**

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[krit3379's solution](#)

**690.**

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,608 global accepts · Rating: 1000 · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[krit3379's solution](#)

**691.**

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,877 global accepts · Rating: 1000 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[krit3379's solution](#)

**692.**

1998B

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

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[krit3379's solution](#)

**693.**

2090B

[Pushing Balls](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 1000 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation

[krit3379's solution](#)

**694.**

2093C

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

Quality: 30,844 global accepts · Rating: 1000 · first AC: 2025-04-08 · last AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[krit3379's solution](#)

**695.**

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,819 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[krit3379's solution](#)

**696.**

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,834 global accepts · Rating: 1000 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[krit3379's solution](#)

**697.**

1861B

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

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy

[krit3379's solution](#)

**698.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,909 global accepts · Rating: 1000 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[krit3379's solution](#)

**699.**

2000C

[Numeric String Template](#) · [Tutorial](#)

Quality: 31,427 global accepts · Rating: 1000 · first AC: 2025-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, strings

[krit3379's solution](#)

**700.**

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,169 global accepts · Rating: 1000 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[krit3379's solution](#)

**701.**

2005B1

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

Quality: 24,747 global accepts · Rating: 1000 · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[krit3379's solution](#)

**702.**

2037C

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

Quality: 25,530 global accepts · Rating: 1000 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[krit3379's solution](#)

**703.**

2060B

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

Quality: 28,590 global accepts · Rating: 1000 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[krit3379's solution](#)

**704.**

2039B

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

Quality: 17,297 global accepts · Rating: 1000 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[krit3379's solution](#)

**705.**

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, two pointers

[krit3379's solution](#)

## 706.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,282 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[krit3379's solution](#)

## 707.

2051C

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

Quality: 28,010 global accepts · Rating: 1000 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[krit3379's solution](#)

## 708.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1000 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[krit3379's solution](#)

## 709.

2057B

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

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

[krit3379's solution](#)

## 710.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[krit3379's solution](#)

## 711.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,745 global accepts · Rating: 1000 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[krit3379's solution](#)

## 712.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[krit3379's solution](#)

## 713.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 1000 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math

[krit3379's solution](#)

## 714.

1986B

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

Quality: 30,132 global accepts · Rating: 1000 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[krit3379's solution](#)

## 715.

1955B

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

Quality: 32,264 global accepts · Rating: 1000 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[krit3379's solution](#)

## 716.

1969B

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

Quality: 22,331 global accepts · Rating: 1000 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[krit3379's solution](#)

## 717.

1968C

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

Quality: 29,263 global accepts · Rating: 1000 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[krit3379's solution](#)

## 718.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,106 global accepts · Rating: 1000 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[krit3379's solution](#)

## 719.

1975B

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

Quality: 21,071 global accepts · Rating: 1000 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[krit3379's solution](#)

## 720.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,433 global accepts · Rating: 1000 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[krit3379's solution](#)

## 721.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,572 global accepts · Rating: 1000 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, two pointers

[krit3379's solution](#)

## 722.

1907B

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

Quality: 30,382 global accepts · Rating: 1000 · first AC: 2023-12-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, strings

[krit3379's solution](#)

## 723.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[krit3379's solution](#)

## 724.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,347 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[krit3379's solution](#)

## 725.

1800C1

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

Quality: 26,957 global accepts · Rating: 1000 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[krit3379's solution](#)

**726.**

1800B

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

Quality: 28,412 global accepts · Rating: 1000 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings  
[krit3379's solution](#)

**727.**

1796B

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

Quality: 18,314 global accepts · Rating: 1000 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[krit3379's solution](#)

**728.**

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[krit3379's solution](#)

**729.**

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy  
[krit3379's solution](#)

**730.**

1760D

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

Quality: 27,015 global accepts · Rating: 1000 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers  
[krit3379's solution](#)

**731.**

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,917 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation  
[krit3379's solution](#)

**732.**

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,312 global accepts · Rating: 1000 · first AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers  
[krit3379's solution](#)

**733.**

1671B

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

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings  
[krit3379's solution](#)

**734.**

1579E1

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

Quality: 25,201 global accepts · Rating: 1000 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[krit3379's solution](#)

**735.**

978C

[Letters](#) · [Tutorial](#)

Quality: 29,823 global accepts · Rating: 1000 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers  
[krit3379's solution](#)

**736.**

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,143 global accepts · Rating: 1000 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, shortest paths

[krit3379's solution](#)

**737.**

753A

[Santa Claus and Candies](#) · [Tutorial](#)

Quality: 9,924 global accepts · Rating: 1000 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[krit3379's solution](#)

**738.**

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[krit3379's solution](#)

**739.**

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,059 global accepts · Rating: 1000 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[krit3379's solution](#)

**740.**

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,576 global accepts · Rating: 1000 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[krit3379's solution](#)

**741.**

1359B

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

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[krit3379's solution](#)

**742.**

1521A

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

Quality: 42,044 global accepts · Rating: 1000 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[krit3379's solution](#)

**743.**

1520C

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

Quality: 34,540 global accepts · Rating: 1000 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[krit3379's solution](#)

**744.**

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[krit3379's solution](#)

**745.**

1515B

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

Quality: 27,066 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[krit3379's solution](#)

**746.**

72G

[Fibonacci army](#) · [Tutorial](#)

Quality: 2,835 global accepts · Rating: 1000 · first AC: 2021-04-28 · lo (first AC) · Tags: \*special, dp

[krit3379's solution](#)

**747.**

1430C

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

Quality: 28,235 global accepts · Rating: 1000 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[krit3379's solution](#)

**748.**

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,927 global accepts · Rating: 1000 · first AC: 2021-04-16 · last AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[krit3379's solution](#)

**749.**

118A

[String Task](#) · [Tutorial](#)

Quality: 231,426 global accepts · Rating: 1000 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[krit3379's solution](#)

**750.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,198 global accepts · Rating: 1000 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[krit3379's solution](#)

**751.**

500A

[New Year Transportation](#) · [Tutorial](#)

Quality: 62,691 global accepts · Rating: 1000 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[krit3379's solution](#)

**752.**

732B

[Cormen --- The Best Friend Of a Man](#) · [Tutorial](#)

Quality: 25,769 global accepts · Rating: 1000 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[krit3379's solution](#)

**753.**

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[krit3379's solution](#)

**754.**

2195C

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

Quality: 20,528 global accepts · Rating: 1100 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[krit3379's solution](#)

**755.**

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,573 global accepts · Rating: 1100 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers

[krit3379's solution](#)

**756.**

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,679 global accepts · Rating: 1100 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, two pointers

[krit3379's solution](#)

**757.**

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,856 global accepts · Rating: 1100 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, math

[krit3379's solution](#)

**758.**

2184B

[Hourglass](#) · [Tutorial](#)

Quality: 24,105 global accepts · Rating: 1100 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[krit3379's solution](#)

**759.**

2183B

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

Quality: 16,174 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[krit3379's solution](#)

**760.**

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1100 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[krit3379's solution](#)

**761.**

2179C

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

Quality: 22,299 global accepts · Rating: 1100 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, number theory, sortings

[krit3379's solution](#)

**762.**

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,384 global accepts · Rating: 1100 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, two pointers

[krit3379's solution](#)

**763.**

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,421 global accepts · Rating: 1100 · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[krit3379's solution](#)

**764.**

2173B

[Niko's Tactical Cards](#) · [Tutorial](#)

Quality: 18,128 global accepts · Rating: 1100 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[krit3379's solution](#)

**765.**

1708B

[Difference of GCDs](#) · [Tutorial](#)

Quality: 28,411 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[krit3379's solution](#)

**766.**

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[krit3379's solution](#)

**767.**

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math  
[krit3379's solution](#)

**768.**

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy  
[krit3379's solution](#)

**769.**

2171C1

[Renako Amaori and XOR Game \(easy version\)](#) · [Tutorial](#)

Quality: 19,239 global accepts · Rating: 1100 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy  
[krit3379's solution](#)

**770.**

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,105 global accepts · Rating: 1100 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
[krit3379's solution](#)

**771.**

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,105 global accepts · Rating: 1100 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, number theory  
[krit3379's solution](#)

**772.**

1741C

[Minimize the Thickness](#) · [Tutorial](#)

Quality: 19,361 global accepts · Rating: 1100 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, two pointers  
[krit3379's solution](#)

**773.**

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,546 global accepts · Rating: 1100 · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, sortings  
[krit3379's solution](#)

**774.**

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[krit3379's solution](#)

**775.**

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,324 global accepts · Rating: 1100 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[krit3379's solution](#)

**776.**

2160B

[Distinct Elements](#) · [Tutorial](#)

Quality: 17,761 global accepts · Rating: 1100 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[krit3379's solution](#)

**777.**

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[krit3379's solution](#)

**778.**

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,641 global accepts · Rating: 1100 · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, strings

[krit3379's solution](#)

**779.**

2155B

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

Quality: 16,988 global accepts · Rating: 1100 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs

[krit3379's solution](#)

**780.**

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,880 global accepts · Rating: 1100 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[krit3379's solution](#)

**781.**

1722D

[Line](#) · [Tutorial](#)

Quality: 26,554 global accepts · Rating: 1100 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[krit3379's solution](#)

**782.**

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,922 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[krit3379's solution](#)

**783.**

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,998 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[krit3379's solution](#)

**784.**

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,911 global accepts · Rating: 1100 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[krit3379's solution](#)

**785.**

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,492 global accepts · Rating: 1100 · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings, two pointers

[krit3379's solution](#)

**786.**

1826B

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

Quality: 28,164 global accepts · Rating: 1100 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[krit3379's solution](#)

**787.**

1821B

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

Quality: 28,330 global accepts · Rating: 1100 · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy  
[krit3379's solution](#)

**788.**

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,808 global accepts · Rating: 1100 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, sortings, two pointers  
[krit3379's solution](#)

**789.**

1820B

[JoJo's Incredible Adventures](#) · [Tutorial](#)

Quality: 23,009 global accepts · Rating: 1100 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, strings, two pointers  
[krit3379's solution](#)

**790.**

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,206 global accepts · Rating: 1100 · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, strings  
[krit3379's solution](#)

**791.**

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,618 global accepts · Rating: 1100 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory  
[krit3379's solution](#)

**792.**

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
[krit3379's solution](#)

**793.**

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings  
[krit3379's solution](#)

**794.**

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,432 global accepts · Rating: 1100 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy  
[krit3379's solution](#)

**795.**

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,469 global accepts · Rating: 1100 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, two pointers  
[krit3379's solution](#)

**796.**

2130B

[Pathless](#) · [Tutorial](#)

Quality: 21,395 global accepts · Rating: 1100 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms  
[krit3379's solution](#)

**797.**

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,420 global accepts · Rating: 1100 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[krit3379's solution](#)

**798.**

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1100 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, trees

[krit3379's solution](#)

**799.**

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,533 global accepts · Rating: 1100 · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[krit3379's solution](#)

**800.**

2125C

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

Quality: 22,750 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[krit3379's solution](#)

**801.**

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[krit3379's solution](#)

**802.**

2126C

[I Will Definitely Make It](#) · [Tutorial](#)

Quality: 26,277 global accepts · Rating: 1100 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[krit3379's solution](#)

**803.**

1811C

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

Quality: 22,227 global accepts · Rating: 1100 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[krit3379's solution](#)

**804.**

1917B

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

Quality: 36,356 global accepts · Rating: 1100 · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[krit3379's solution](#)

**805.**

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 1100 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[krit3379's solution](#)

**806.**

1807G2

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

Quality: 27,844 global accepts · Rating: 1100 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[krit3379's solution](#)

**807.**

1807G1

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

Quality: 22,250 global accepts · Rating: 1100 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[krit3379's solution](#)

**808.**

1797B

[Li Hua and Pattern · Tutorial](#)

Quality: 24,614 global accepts · Rating: 1100 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[krit3379's solution](#)

**809.**

1839B

[Lamps · Tutorial](#)

Quality: 16,549 global accepts · Rating: 1100 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[krit3379's solution](#)

**810.**

1904B

[Collecting Game · Tutorial](#)

Quality: 27,917 global accepts · Rating: 1100 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[krit3379's solution](#)

**811.**

2032B

[Medians · Tutorial](#)

Quality: 20,592 global accepts · Rating: 1100 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[krit3379's solution](#)

**812.**

1884B

[Haunted House · Tutorial](#)

Quality: 14,703 global accepts · Rating: 1100 · first AC: 2025-06-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[krit3379's solution](#)

**813.**

1902B

[Getting Points · Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[krit3379's solution](#)

**814.**

2004C

[Splitting Items · Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[krit3379's solution](#)

**815.**

2112B

[Shrinking Array · Tutorial](#)

Quality: 21,118 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[krit3379's solution](#)

**816.**

1838B

[Minimize Permutation Subarrays · Tutorial](#)

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[krit3379's solution](#)

**817.**

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, strings

[krit3379's solution](#)

**818.**

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,436 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, two pointers

[krit3379's solution](#)

**819.**

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,883 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math

[krit3379's solution](#)

**820.**

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,949 global accepts · Rating: 1100 · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[krit3379's solution](#)

**821.**

1788B

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

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[krit3379's solution](#)

**822.**

1921D

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

Quality: 24,277 global accepts · Rating: 1100 · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings, two pointers

[krit3379's solution](#)

**823.**

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,592 global accepts · Rating: 1100 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[krit3379's solution](#)

**824.**

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[krit3379's solution](#)

**825.**

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 34,998 global accepts · Rating: 1100 · first AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry, implementation, math

[krit3379's solution](#)

**826.**

1873E

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

Quality: 43,458 global accepts · Rating: 1100 · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings

[krit3379's solution](#)

**827.**

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1100 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms

[krit3379's solution](#)

**828.**

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,672 global accepts · Rating: 1100 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings

[krit3379's solution](#)

**829.**

2104C

[Card Game](#) · [Tutorial](#)

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

[krit3379's solution](#)

**830.**

2103B

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

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[krit3379's solution](#)

**831.**

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,570 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[krit3379's solution](#)

**832.**

2024B

[Buying Lemonade](#) · [Tutorial](#)

Quality: 17,043 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, sortings

[krit3379's solution](#)

**833.**

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,861 global accepts · Rating: 1100 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[krit3379's solution](#)

**834.**

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,200 global accepts · Rating: 1100 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[krit3379's solution](#)

**835.**

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,448 global accepts · Rating: 1100 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[krit3379's solution](#)

**836.**

2084B

[MIN = GCD](#) · [Tutorial](#)

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

[krit3379's solution](#)

**837.**

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[krit3379's solution](#)

**838.**

2086B

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

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

[krit3379's solution](#)

**839.**

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[krit3379's solution](#)

**840.**

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,631 global accepts · Rating: 1100 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, strings

[krit3379's solution](#)

**841.**

2078B

[Vicious Labyrinth](#) · [Tutorial](#)

Quality: 18,314 global accepts · Rating: 1100 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, math

[krit3379's solution](#)

**842.**

1872C

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

Quality: 26,383 global accepts · Rating: 1100 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[krit3379's solution](#)

**843.**

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,972 global accepts · Rating: 1100 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[krit3379's solution](#)

**844.**

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy

[krit3379's solution](#)

**845.**

1862C

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

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation, sortings

[krit3379's solution](#)

**846.**

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,886 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[krit3379's solution](#)

**847.**

2070B

[Robot Program](#) · [Tutorial](#)

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

[krit3379's solution](#)

**848.**

2014C

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

Quality: 27,457 global accepts · Rating: 1100 · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[krit3379's solution](#)

**849.**

2064B

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

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[krit3379's solution](#)

**850.**

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[krit3379's solution](#)

**851.**

2065C1

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

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

[krit3379's solution](#)

**852.**

1933C

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

Quality: 25,373 global accepts · Rating: 1100 · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory

[krit3379's solution](#)

**853.**

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,862 global accepts · Rating: 1100 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, two pointers

[krit3379's solution](#)

**854.**

1899B

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

Quality: 33,359 global accepts · Rating: 1100 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, number theory

[krit3379's solution](#)

**855.**

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,015 global accepts · Rating: 1100 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, sortings

[krit3379's solution](#)

**856.**

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[krit3379's solution](#)

**857.**

2063B

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

Quality: 23,194 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[krit3379's solution](#)

**858.**

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry

[krit3379's solution](#)

**859.**

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[krit3379's solution](#)

**860.**

2060D

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

Quality: 26,198 global accepts · Rating: 1100 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[krit3379's solution](#)

**861.**

2025B

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

Quality: 19,616 global accepts · Rating: 1100 · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[krit3379's solution](#)

**862.**

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,100 global accepts · Rating: 1100 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[krit3379's solution](#)

**863.**

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,733 global accepts · Rating: 1100 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[krit3379's solution](#)

**864.**

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,059 global accepts · Rating: 1100 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math

[krit3379's solution](#)

**865.**

2009C

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

Quality: 33,010 global accepts · Rating: 1100 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[krit3379's solution](#)

**866.**

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

[krit3379's solution](#)

**867.**

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 1100 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[krit3379's solution](#)

**868.**

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,020 global accepts · Rating: 1100 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[krit3379's solution](#)

**869.**

1957B

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

Quality: 20,413 global accepts · Rating: 1100 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[krit3379's solution](#)

**870.**

1966B

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

Quality: 17,211 global accepts · Rating: 1100 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[krit3379's solution](#)

**871.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[krit3379's solution](#)

**872.**

1976B

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

Quality: 25,080 global accepts · Rating: 1100 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[krit3379's solution](#)

**873.**

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,898 global accepts · Rating: 1100 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[krit3379's solution](#)

**874.**

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,556 global accepts · Rating: 1100 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, sortings, strings

[krit3379's solution](#)

**875.**

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,724 global accepts · Rating: 1100 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math

[krit3379's solution](#)

**876.**

1950D

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

Quality: 26,495 global accepts · Rating: 1100 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, number theory

[krit3379's solution](#)

**877.**

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,272 global accepts · Rating: 1100 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy,

implementation

[krit3379's solution](#)

**878.**

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[krit3379's solution](#)

**879.**

1800C2

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

Quality: 27,088 global accepts · Rating: 1100 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[krit3379's solution](#)

**880.**

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[krit3379's solution](#)

**881.**

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[krit3379's solution](#)

**882.**

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[krit3379's solution](#)

**883.**

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[krit3379's solution](#)

**884.**

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[krit3379's solution](#)

**885.**

1702C

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

Quality: 25,123 global accepts · Rating: 1100 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[krit3379's solution](#)

**886.**

1685A

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

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[krit3379's solution](#)

**887.**

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,405 global accepts · Rating: 1100 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[krit3379's solution](#)

**888.**

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings  
[krit3379's solution](#)

**889.**

1673B

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

Quality: 21,774 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings  
[krit3379's solution](#)

**890.**

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[krit3379's solution](#)

**891.**

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,806 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers  
[krit3379's solution](#)

**892.**

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,887 global accepts · Rating: 1100 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[krit3379's solution](#)

**893.**

1529B

[Sifid and Strange Subsequences](#) · [Tutorial](#)

Quality: 21,220 global accepts · Rating: 1100 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[krit3379's solution](#)

**894.**

370A

[Rook, Bishop and King](#) · [Tutorial](#)

Quality: 12,028 global accepts · Rating: 1100 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, shortest paths  
[krit3379's solution](#)

**895.**

1202A

[You Are Given Two Binary Strings...](#) · [Tutorial](#)

Quality: 10,722 global accepts · Rating: 1100 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy  
[krit3379's solution](#)

**896.**

535B

[Tavas and SaDDas](#) · [Tutorial](#)

Quality: 26,661 global accepts · Rating: 1100 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, implementation  
[krit3379's solution](#)

**897.**

522B

[Photo to Remember](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1100 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: \*special, data structures, dp, implementation  
[krit3379's solution](#)

**898.**

1478B

[Nezzar and Lucky Number](#) · [Tutorial](#)

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math  
[krit3379's solution](#)

**899.**

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,139 global accepts · Rating: 1100 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math  
[krit3379's solution](#)

**900.**

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,341 global accepts · Rating: 1100 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs  
[krit3379's solution](#)

**901.**

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,607 global accepts · Rating: 1100 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, implementation, number theory  
[krit3379's solution](#)

**902.**

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,094 global accepts · Rating: 1100 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, games  
[krit3379's solution](#)

**903.**

1345B

[Card Constructions](#) · [Tutorial](#)

Quality: 28,241 global accepts · Rating: 1100 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, math  
[krit3379's solution](#)

**904.**

368B

[Sereja and Suffixes](#) · [Tutorial](#)

Quality: 49,899 global accepts · Rating: 1100 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp  
[krit3379's solution](#)

**905.**

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,502 global accepts · Rating: 1100 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation  
[krit3379's solution](#)

**906.**

363B

[Fence](#) · [Tutorial](#)

Quality: 67,073 global accepts · Rating: 1100 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp  
[krit3379's solution](#)

**907.**

501B

[Misha and Changing Handles](#) · [Tutorial](#)

Quality: 19,423 global accepts · Rating: 1100 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, strings  
[krit3379's solution](#)

**908.**

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,406 global accepts · Rating: 1100 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math  
[krit3379's solution](#)

**909.**

767A

[Snacktower](#) · [Tutorial](#)

Quality: 22,691 global accepts · Rating: 1100 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[krit3379's solution](#)

**910.**

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,824 global accepts · Rating: 1100 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math  
[krit3379's solution](#)

**911.**

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,055 global accepts · Rating: 1100 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[krit3379's solution](#)

**912.**

706B

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

Quality: 84,450 global accepts · Rating: 1100 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation  
[krit3379's solution](#)

**913.**

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,826 global accepts · Rating: 1100 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: \*special, greedy, implementation  
[krit3379's solution](#)

**914.**

467B

[Fedor and New Game](#) · [Tutorial](#)

Quality: 42,852 global accepts · Rating: 1100 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation  
[krit3379's solution](#)

**915.**

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory  
[krit3379's solution](#)

**916.**

1511C

[Yet Another Card Deck](#) · [Tutorial](#)

Quality: 32,809 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, trees  
[krit3379's solution](#)

**917.**

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,824 global accepts · Rating: 1100 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math  
[krit3379's solution](#)

**918.**

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,822 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math  
[krit3379's solution](#)

**919.**

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,310 global accepts · Rating: 1200 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[krit3379's solution](#)

## 920.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,135 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[krit3379's solution](#)

## 921.

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,517 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[krit3379's solution](#)

## 922.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[krit3379's solution](#)

## 923.

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,605 global accepts · Rating: 1200 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[krit3379's solution](#)

## 924.

2175C

[Needle in a Haystack](#) · [Tutorial](#)

Rating: 1200 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[krit3379's solution](#)

## 925.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,947 global accepts · Rating: 1200 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[krit3379's solution](#)

## 926.

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,289 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[krit3379's solution](#)

## 927.

872B

[Maximum of Maximums of Minimums](#) · [Tutorial](#)

Rating: 1200 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[krit3379's solution](#)

## 928.

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,899 global accepts · Rating: 1200 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[krit3379's solution](#)

## 929.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,621 global accepts · Rating: 1200 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[krit3379's solution](#)

**930.**

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,257 global accepts · Rating: 1200 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[krit3379's solution](#)

**931.**

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,554 global accepts · Rating: 1200 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[krit3379's solution](#)

**932.**

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[krit3379's solution](#)

**933.**

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

Quality: 18,792 global accepts · Rating: 1200 · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[krit3379's solution](#)

**934.**

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,631 global accepts · Rating: 1200 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[krit3379's solution](#)

**935.**

1729D

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

Quality: 30,751 global accepts · Rating: 1200 · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[krit3379's solution](#)

**936.**

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,937 global accepts · Rating: 1200 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, sortings

[krit3379's solution](#)

**937.**

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,352 global accepts · Rating: 1200 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[krit3379's solution](#)

**938.**

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,668 global accepts · Rating: 1200 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings

[krit3379's solution](#)

**939.**

2148E

[Split](#) · [Tutorial](#)

Quality: 14,063 global accepts · Rating: 1200 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers

[krit3379's solution](#)

**940.**

2141B

[Games](#) · [Tutorial](#)

Quality: 1,429 global accepts · Rating: 1200 · first AC: 2025-09-12 · Kotlin 1.7 (first AC) · Tags: \*special, greedy

[krit3379's solution](#)

**941.**

2137D

[Replace with Occurrences](#) · [Tutorial](#)

Quality: 19,547 global accepts · Rating: 1200 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[krit3379's solution](#)

**942.**

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,394 global accepts · Rating: 1200 · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[krit3379's solution](#)

**943.**

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, sortings

[krit3379's solution](#)

**944.**

2135A

[Against the Difference](#) · [Tutorial](#)

Quality: 18,333 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[krit3379's solution](#)

**945.**

1909B

[Make Almost Equal With Mod](#) · [Tutorial](#)

Quality: 30,965 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[krit3379's solution](#)

**946.**

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,678 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[krit3379's solution](#)

**947.**

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[krit3379's solution](#)

**948.**

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,585 global accepts · Rating: 1200 · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[krit3379's solution](#)

**949.**

1925B

[A Balanced Problemset?](#) · [Tutorial](#)

Quality: 23,129 global accepts · Rating: 1200 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[krit3379's solution](#)

**950.**

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,593 global accepts · Rating: 1200 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[krit3379's solution](#)

**951.**

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,407 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings  
[krit3379's solution](#)

**952.**

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,092 global accepts · Rating: 1200 · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, implementation, sortings  
[krit3379's solution](#)

**953.**

1744D

[Divisibility by  \$2^n\$](#)  · [Tutorial](#)

Quality: 24,523 global accepts · Rating: 1200 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings  
[krit3379's solution](#)

**954.**

2126D

[This Is the Last Time](#) · [Tutorial](#)

Quality: 24,014 global accepts · Rating: 1200 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings  
[krit3379's solution](#)

**955.**

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,304 global accepts · Rating: 1200 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math  
[krit3379's solution](#)

**956.**

2123D

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

Quality: 21,890 global accepts · Rating: 1200 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy  
[krit3379's solution](#)

**957.**

2019B

[All Pairs Segments](#) · [Tutorial](#)

Quality: 17,280 global accepts · Rating: 1200 · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
[krit3379's solution](#)

**958.**

2121C

[Those Who Are With Us](#) · [Tutorial](#)

Quality: 21,744 global accepts · Rating: 1200 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
[krit3379's solution](#)

**959.**

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,834 global accepts · Rating: 1200 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy  
[krit3379's solution](#)

**960.**

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,623 global accepts · Rating: 1200 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[krit3379's solution](#)

**961.**

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,818 global accepts · Rating: 1200 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[krit3379's solution](#)

**962.**

2118B

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

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[krit3379's solution](#)

**963.**

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,122 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, number theory

[krit3379's solution](#)

**964.**

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,068 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[krit3379's solution](#)

**965.**

1853B

[Fibonaccharsis](#) · [Tutorial](#)

Quality: 19,728 global accepts · Rating: 1200 · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math

[krit3379's solution](#)

**966.**

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,020 global accepts · Rating: 1200 · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[krit3379's solution](#)

**967.**

1859C

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

Quality: 18,656 global accepts · Rating: 1200 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math

[krit3379's solution](#)

**968.**

1834C

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

Quality: 15,041 global accepts · Rating: 1200 · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math, strings

[krit3379's solution](#)

**969.**

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,336 global accepts · Rating: 1200 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[krit3379's solution](#)

**970.**

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1200 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry, math

[krit3379's solution](#)

**971.**

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,563 global accepts · Rating: 1200 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[krit3379's solution](#)

**972.**

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,692 global accepts · Rating: 1200 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[krit3379's solution](#)

**973.**

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,448 global accepts · Rating: 1200 · first AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, math

[krit3379's solution](#)

**974.**

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,477 global accepts · Rating: 1200 · first AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[krit3379's solution](#)

**975.**

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,255 global accepts · Rating: 1200 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[krit3379's solution](#)

**976.**

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,567 global accepts · Rating: 1200 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks

[krit3379's solution](#)

**977.**

2092C

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

Quality: 22,583 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[krit3379's solution](#)

**978.**

1857C

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

Quality: 41,755 global accepts · Rating: 1200 · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[krit3379's solution](#)

**979.**

2091D

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

Quality: 23,491 global accepts · Rating: 1200 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[krit3379's solution](#)

**980.**

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2025-03-24 · last AC: 2025-03-24 · Java 21 (first AC) · Tags: binary search, brute force, greedy, math

[krit3379's solution](#)

**981.**

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,099 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[krit3379's solution](#)

**982.**

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,412 global accepts · Rating: 1200 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[krit3379's solution](#)

**983.**

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[krit3379's solution](#)

**984.**

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,828 global accepts · Rating: 1200 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[krit3379's solution](#)

**985.**

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[krit3379's solution](#)

**986.**

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,937 global accepts · Rating: 1200 · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, implementation

[krit3379's solution](#)

**987.**

2072C

[Creating Keys for StORages Has Become My Main Skill](#) · [Tutorial](#)

Quality: 19,575 global accepts · Rating: 1200 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[krit3379's solution](#)

**988.**

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,004 global accepts · Rating: 1200 · first AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[krit3379's solution](#)

**989.**

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, matrices

[krit3379's solution](#)

**990.**

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,992 global accepts · Rating: 1200 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, sortings

[krit3379's solution](#)

**991.**

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,837 global accepts · Rating: 1200 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, two pointers

[krit3379's solution](#)

**992.**

1933D

[Turtle Tenacity: Continual Mods](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1200 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[krit3379's solution](#)

**993.**

2065D

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

Quality: 20,629 global accepts · Rating: 1200 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[krit3379's solution](#)

**994.**

1875B

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

Rating: 1200 · first AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[krit3379's solution](#)

**995.**

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy

[krit3379's solution](#)

**996.**

2062C

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

Quality: 18,388 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[krit3379's solution](#)

**997.**

1945C

[Left and Right Houses](#) · [Tutorial](#)

Quality: 17,394 global accepts · Rating: 1200 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[krit3379's solution](#)

**998.**

2005B2

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

Quality: 21,684 global accepts · Rating: 1200 · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings

[krit3379's solution](#)

**999.**

2020B

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

Quality: 21,665 global accepts · Rating: 1200 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[krit3379's solution](#)

**1000.**

2056C

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

Quality: 19,433 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[krit3379's solution](#)

**1001.**

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[krit3379's solution](#)

**1002.**

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[krit3379's solution](#)

**1003.**

2047C

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

Rating: 1200 · first AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[krit3379's solution](#)

**1004.**

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,919 global accepts · Rating: 1200 · first AC: 2025-01-07 · last AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers

[krit3379's solution](#)

**1005.**

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy

[krit3379's solution](#)

**1006.**

2050C

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

Quality: 25,000 global accepts · Rating: 1200 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[krit3379's solution](#)

**1007.**

2003C

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

Quality: 21,663 global accepts · Rating: 1200 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[krit3379's solution](#)

**1008.**

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[krit3379's solution](#)

**1009.**

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,028 global accepts · Rating: 1200 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings

[krit3379's solution](#)

**1010.**

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,864 global accepts · Rating: 1200 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[krit3379's solution](#)

**1011.**

1935B

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

Quality: 20,895 global accepts · Rating: 1200 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[krit3379's solution](#)

**1012.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy  
[krit3379's solution](#)

**1013.**

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1200 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings  
[krit3379's solution](#)

**1014.**

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,901 global accepts · Rating: 1200 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers  
[krit3379's solution](#)

**1015.**

1982B

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

Quality: 19,755 global accepts · Rating: 1200 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory  
[krit3379's solution](#)

**1016.**

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,536 global accepts · Rating: 1200 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math  
[krit3379's solution](#)

**1017.**

1975C

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

Quality: 17,165 global accepts · Rating: 1200 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy  
[krit3379's solution](#)

**1018.**

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory  
[krit3379's solution](#)

**1019.**

1926C

[Vlad and a Sum of Sum of Digits](#) · [Tutorial](#)

Quality: 32,746 global accepts · Rating: 1200 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation  
[krit3379's solution](#)

**1020.**

1954C

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

Quality: 22,744 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory  
[krit3379's solution](#)

### 1021.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,512 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[krit3379's solution](#)

### 1022.

1934B

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

Quality: 22,014 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math  
[krit3379's solution](#)

### 1023.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,754 global accepts · Rating: 1200 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers  
[krit3379's solution](#)

### 1024.

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,136 global accepts · Rating: 1200 · first AC: 2023-12-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings  
[krit3379's solution](#)

### 1025.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math  
[krit3379's solution](#)

### 1026.

1800D

[Remove Two Letters](#) · [Tutorial](#)

Quality: 29,346 global accepts · Rating: 1200 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing, strings  
[krit3379's solution](#)

### 1027.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,098 global accepts · Rating: 1200 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers  
[krit3379's solution](#)

### 1028.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[krit3379's solution](#)

### 1029.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,731 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[krit3379's solution](#)

### 1030.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,388 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[krit3379's solution](#)

### 1031.

1647B

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

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[krit3379's solution](#)

### 1032.

1656C

[Make Equal With Mod](#) · [Tutorial](#)

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[krit3379's solution](#)

### 1033.

1657C

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

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[krit3379's solution](#)

### 1034.

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,513 global accepts · Rating: 1200 · first AC: 2022-03-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, implementation, sortings

[krit3379's solution](#)

### 1035.

1581B

[Diameter of Graph](#) · [Tutorial](#)

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[krit3379's solution](#)

### 1036.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 1200 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[krit3379's solution](#)

### 1037.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,027 global accepts · Rating: 1200 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings

[krit3379's solution](#)

### 1038.

1352C

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

Quality: 69,769 global accepts · Rating: 1200 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[krit3379's solution](#)

### 1039.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,020 global accepts · Rating: 1200 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[krit3379's solution](#)

### 1040.

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy

[krit3379's solution](#)

**1041.**

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,120 global accepts · Rating: 1200 · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers  
[krit3379's solution](#)

**1042.**

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,401 global accepts · Rating: 1200 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games  
[krit3379's solution](#)

**1043.**

743B

[Chloe and the sequence](#) · [Tutorial](#)

Quality: 16,049 global accepts · Rating: 1200 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation  
[krit3379's solution](#)

**1044.**

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,811 global accepts · Rating: 1200 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math  
[krit3379's solution](#)

**1045.**

1362B

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

Quality: 21,042 global accepts · Rating: 1200 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force  
[krit3379's solution](#)

**1046.**

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,151 global accepts · Rating: 1200 · first AC: 2021-05-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation  
[krit3379's solution](#)

**1047.**

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,410 global accepts · Rating: 1200 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings  
[krit3379's solution](#)

**1048.**

1140D

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

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math  
[krit3379's solution](#)

**1049.**

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math  
[krit3379's solution](#)

**1050.**

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy  
[krit3379's solution](#)

**1051.**

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[krit3379's solution](#)

**1052.**

1029B

[Creating the Contest](#) · [Tutorial](#)

Quality: 18,465 global accepts · Rating: 1200 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[krit3379's solution](#)

**1053.**

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,956 global accepts · Rating: 1200 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[krit3379's solution](#)

**1054.**

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,461 global accepts · Rating: 1200 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[krit3379's solution](#)

**1055.**

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,741 global accepts · Rating: 1200 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[krit3379's solution](#)

**1056.**

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, sortings

[krit3379's solution](#)

**1057.**

433B

[Kuriyama Mirai's Stones](#) · [Tutorial](#)

Quality: 53,863 global accepts · Rating: 1200 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings

[krit3379's solution](#)

**1058.**

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,287 global accepts · Rating: 1200 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, two pointers

[krit3379's solution](#)

**1059.**

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,373 global accepts · Rating: 1200 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[krit3379's solution](#)

**1060.**

1343C

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

Quality: 44,072 global accepts · Rating: 1200 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[krit3379's solution](#)

**1061.**

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,905 global accepts · Rating: 1200 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[krit3379's solution](#)

**1062.**

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,737 global accepts · Rating: 1200 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[krit3379's solution](#)

### 1063.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,828 global accepts · Rating: 1200 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: \*special, dfs and similar, dp, graphs, trees

[krit3379's solution](#)

### 1064.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees

[krit3379's solution](#)

### 1065.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,482 global accepts · Rating: 1200 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math

[krit3379's solution](#)

### 1066.

729B

[Spotlights](#) · [Tutorial](#)

Quality: 8,703 global accepts · Rating: 1200 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[krit3379's solution](#)

### 1067.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[krit3379's solution](#)

### 1068.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[krit3379's solution](#)

### 1069.

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,345 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[krit3379's solution](#)

### 1070.

18C

[Stripe](#) · [Tutorial](#)

Quality: 15,419 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[krit3379's solution](#)

### 1071.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory, two pointers

[krit3379's solution](#)

### 1072.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,532 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data

structures, greedy

[krit3379's solution](#)

### 1073.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,936 global accepts · Rating: 1200 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[krit3379's solution](#)

### 1074.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,688 global accepts · Rating: 1200 · first AC: 2021-04-04 · last AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[krit3379's solution](#)

### 1075.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,541 global accepts · Rating: 1200 · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[krit3379's solution](#)

### 1076.

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, implementation

[krit3379's solution](#)

### 1077.

2200D

[Portal](#) · [Tutorial](#)

Quality: 11,781 global accepts · Rating: 1300 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[krit3379's solution](#)

### 1078.

2201A1

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

Quality: 11,052 global accepts · Rating: 1300 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[krit3379's solution](#)

### 1079.

2195D

[Absolute Cinema](#) · [Tutorial](#)

Quality: 13,658 global accepts · Rating: 1300 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[krit3379's solution](#)

### 1080.

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,899 global accepts · Rating: 1300 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[krit3379's solution](#)

### 1081.

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,202 global accepts · Rating: 1300 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory, shortest paths

[krit3379's solution](#)

### 1082.

2187A

[Restricted Sorting](#) · [Tutorial](#)

Quality: 15,868 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[krit3379's solution](#)

**1083.**

2189C1

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

Quality: 13,897 global accepts · Rating: 1300 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[krit3379's solution](#)

**1084.**

2179D

[Blackslex and Penguin Civilization](#) · [Tutorial](#)

Quality: 13,512 global accepts · Rating: 1300 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[krit3379's solution](#)

**1085.**

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[krit3379's solution](#)

**1086.**

2181A

[Alphabet City](#) · [Tutorial](#)

Quality: 3,733 global accepts · Rating: 1300 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, strings

[krit3379's solution](#)

**1087.**

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[krit3379's solution](#)

**1088.**

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 1300 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[krit3379's solution](#)

**1089.**

2175B

[XOR Array](#) · [Tutorial](#)

Quality: 12,222 global accepts · Rating: 1300 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[krit3379's solution](#)

**1090.**

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,248 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[krit3379's solution](#)

**1091.**

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1300 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[krit3379's solution](#)

**1092.**

2172M

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

Quality: 5,818 global accepts · Rating: 1300 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[krit3379's solution](#)

**1093.**

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[krit3379's solution](#)

**1094.**

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures

[krit3379's solution](#)

**1095.**

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,670 global accepts · Rating: 1300 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, two pointers

[krit3379's solution](#)

**1096.**

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,338 global accepts · Rating: 1300 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[krit3379's solution](#)

**1097.**

1736C1

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

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, schedules, two pointers

[krit3379's solution](#)

**1098.**

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, graphs, math

[krit3379's solution](#)

**1099.**

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,807 global accepts · Rating: 1300 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[krit3379's solution](#)

**1100.**

1733C

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

Quality: 17,100 global accepts · Rating: 1300 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, sortings

[krit3379's solution](#)

**1101.**

2160C

[Reverse XOR](#) · [Tutorial](#)

Quality: 15,158 global accepts · Rating: 1300 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks

[krit3379's solution](#)

**1102.**

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[krit3379's solution](#)

**1103.**

2145C

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

Quality: 15,402 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings

[krit3379's solution](#)

**1104.**

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,853 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[krit3379's solution](#)

**1105.**

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,690 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[krit3379's solution](#)

**1106.**

2146C

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

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms

[krit3379's solution](#)

**1107.**

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,099 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[krit3379's solution](#)

**1108.**

2144C

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

Quality: 14,989 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[krit3379's solution](#)

**1109.**

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[krit3379's solution](#)

**1110.**

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, strings

[krit3379's solution](#)

**1111.**

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[krit3379's solution](#)

**1112.**

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, sortings

[krit3379's solution](#)

**1113.**

1815A

[Ian and Array Sorting](#) · [Tutorial](#)

Quality: 15,974 global accepts · Rating: 1300 · first AC: 2025-08-20 · last AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[krit3379's solution](#)

**1114.**

1820C

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

Rating: 1300 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[krit3379's solution](#)

**1115.**

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[krit3379's solution](#)

**1116.**

2129A

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

Quality: 16,640 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[krit3379's solution](#)

**1117.**

2033D

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

Quality: 18,196 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy, math

[krit3379's solution](#)

**1118.**

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[krit3379's solution](#)

**1119.**

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,851 global accepts · Rating: 1300 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, math

[krit3379's solution](#)

**1120.**

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,774 global accepts · Rating: 1300 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, interactive

[krit3379's solution](#)

**1121.**

2124C

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

Quality: 14,592 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[krit3379's solution](#)

**1122.**

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,303 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[krit3379's solution](#)

**1123.**

1839C

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

Quality: 13,443 global accepts · Rating: 1300 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms  
[krit3379's solution](#)

**1124.**

2041A

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

Quality: 11,294 global accepts · Rating: 1300 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings  
[krit3379's solution](#)

**1125.**

1902C

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

Quality: 16,976 global accepts · Rating: 1300 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory  
[krit3379's solution](#)

**1126.**

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers  
[krit3379's solution](#)

**1127.**

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,627 global accepts · Rating: 1300 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory  
[krit3379's solution](#)

**1128.**

2121D

[1709](#) · [Tutorial](#)

Quality: 18,205 global accepts · Rating: 1300 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings  
[krit3379's solution](#)

**1129.**

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,122 global accepts · Rating: 1300 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy  
[krit3379's solution](#)

**1130.**

2118C

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

Quality: 18,479 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, greedy, math  
[krit3379's solution](#)

**1131.**

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees  
[krit3379's solution](#)

**1132.**

2116B

[Gellyfish and Baby's Breath](#) · [Tutorial](#)

Quality: 17,554 global accepts · Rating: 1300 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings  
[krit3379's solution](#)

**1133.**

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[krit3379's solution](#)

**1134.**

1890C

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

Rating: 1300 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, two pointers

[krit3379's solution](#)

**1135.**

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,416 global accepts · Rating: 1300 · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[krit3379's solution](#)

**1136.**

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,428 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[krit3379's solution](#)

**1137.**

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,207 global accepts · Rating: 1300 · first AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[krit3379's solution](#)

**1138.**

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,587 global accepts · Rating: 1300 · first AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory

[krit3379's solution](#)

**1139.**

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,703 global accepts · Rating: 1300 · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[krit3379's solution](#)

**1140.**

2108B

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

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[krit3379's solution](#)

**1141.**

1944C

[MEX Game 1](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[krit3379's solution](#)

**1142.**

1999E

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

Quality: 23,621 global accepts · Rating: 1300 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, math

[krit3379's solution](#)

**1143.**

1881D

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

Quality: 28,429 global accepts · Rating: 1300 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory  
[krit3379's solution](#)

**1144.**

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
[krit3379's solution](#)

**1145.**

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,988 global accepts · Rating: 1300 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, matrices  
[krit3379's solution](#)

**1146.**

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory  
[krit3379's solution](#)

**1147.**

2086C

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

Quality: 16,126 global accepts · Rating: 1300 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation  
[krit3379's solution](#)

**1148.**

1778B

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

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[krit3379's solution](#)

**1149.**

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,841 global accepts · Rating: 1300 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math  
[krit3379's solution](#)

**1150.**

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,320 global accepts · Rating: 1300 · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings, trees  
[krit3379's solution](#)

**1151.**

2091E

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

Quality: 19,628 global accepts · Rating: 1300 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory, two pointers  
[krit3379's solution](#)

**1152.**

1867C

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

Quality: 12,670 global accepts · Rating: 1300 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive  
[krit3379's solution](#)

**1153.**

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,833 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[krit3379's solution](#)

**1154.**

1753A1

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

Quality: 16,452 global accepts · Rating: 1300 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy

[krit3379's solution](#)

**1155.**

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[krit3379's solution](#)

**1156.**

1868A

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

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[krit3379's solution](#)

**1157.**

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[krit3379's solution](#)

**1158.**

1988C

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

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[krit3379's solution](#)

**1159.**

2072D

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

Quality: 17,639 global accepts · Rating: 1300 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[krit3379's solution](#)

**1160.**

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1300 · first AC: 2025-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[krit3379's solution](#)

**1161.**

2050D

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

Quality: 18,978 global accepts · Rating: 1300 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, strings

[krit3379's solution](#)

**1162.**

2059B

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

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

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**1163.**

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[krit3379's solution](#)

**1164.**

2023A

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

Quality: 16,569 global accepts · Rating: 1300 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[krit3379's solution](#)

**1165.**

2065C2

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

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

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**1166.**

1899E

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Quality: 18,274 global accepts · Rating: 1300 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

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**1167.**

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, math, number theory

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**1168.**

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1300 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[krit3379's solution](#)

**1169.**

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math

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**1170.**

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

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**1171.**

2056B

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

Quality: 17,922 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

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**1172.**

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[krit3379's solution](#)

### 1173.

2031C

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

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[krit3379's solution](#)

### 1174.

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,070 global accepts · Rating: 1300 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, math, number theory

[krit3379's solution](#)

### 1175.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[krit3379's solution](#)

### 1176.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,525 global accepts · Rating: 1300 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[krit3379's solution](#)

### 1177.

1955C

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

Quality: 24,503 global accepts · Rating: 1300 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[krit3379's solution](#)

### 1178.

1978C

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

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

[krit3379's solution](#)

### 1179.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,425 global accepts · Rating: 1300 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

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### 1180.

1973B

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

Quality: 16,828 global accepts · Rating: 1300 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[krit3379's solution](#)

### 1181.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[krit3379's solution](#)

### 1182.

1981B

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

Quality: 16,435 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math  
[krit3379's solution](#)

**1183.**

1980C

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

Quality: 21,702 global accepts · Rating: 1300 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[krit3379's solution](#)

**1184.**

1794C

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

Quality: 22,083 global accepts · Rating: 1300 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers  
[krit3379's solution](#)

**1185.**

1926D

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

Quality: 18,372 global accepts · Rating: 1300 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy  
[krit3379's solution](#)

**1186.**

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,331 global accepts · Rating: 1300 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation  
[krit3379's solution](#)

**1187.**

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers  
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**1188.**

1768C

[Elemental Decompress](#) · [Tutorial](#)

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[krit3379's solution](#)

**1189.**

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[krit3379's solution](#)

**1190.**

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[krit3379's solution](#)

**1191.**

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy  
[krit3379's solution](#)

**1192.**

1668C

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

Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
[krit3379's solution](#)

**1193.**

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,687 global accepts · Rating: 1300 · first AC: 2022-04-09 · last AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[krit3379's solution](#)

**1194.**

1647C

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

Quality: 13,331 global accepts · Rating: 1300 · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[krit3379's solution](#)

**1195.**

1650D

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

Quality: 14,702 global accepts · Rating: 1300 · first AC: 2022-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[krit3379's solution](#)

**1196.**

1555C

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Quality: 24,084 global accepts · Rating: 1300 · first AC: 2021-07-31 · last AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

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**1197.**

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,400 global accepts · Rating: 1300 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

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**1198.**

251A

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Quality: 21,343 global accepts · Rating: 1300 · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, two pointers

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**1199.**

600B

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Quality: 39,165 global accepts · Rating: 1300 · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[krit3379's solution](#)

**1200.**

899C

[Dividing the numbers](#) · [Tutorial](#)

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[krit3379's solution](#)

**1201.**

1065B

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**1202.**

234C

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Quality: 5,947 global accepts · Rating: 1300 · first AC: 2021-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

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**1203.**

653B

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Quality: 5,335 global accepts · Rating: 1300 · first AC: 2021-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, strings  
[krit3379's solution](#)

**1204.**

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2021-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math  
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**1205.**

1040B

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Quality: 7,485 global accepts · Rating: 1300 · first AC: 2021-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math  
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**1206.**

416B

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Quality: 9,417 global accepts · Rating: 1300 · first AC: 2021-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation  
[krit3379's solution](#)

**1207.**

665C

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Quality: 17,240 global accepts · Rating: 1300 · first AC: 2021-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings  
[krit3379's solution](#)

**1208.**

1315B

[Homecoming](#) · [Tutorial](#)

Quality: 9,608 global accepts · Rating: 1300 · first AC: 2021-05-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings  
[krit3379's solution](#)

**1209.**

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,210 global accepts · Rating: 1300 · first AC: 2021-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, strings  
[krit3379's solution](#)

**1210.**

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,059 global accepts · Rating: 1300 · first AC: 2021-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[krit3379's solution](#)

**1211.**

870C

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

Quality: 9,767 global accepts · Rating: 1300 · first AC: 2021-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory  
[krit3379's solution](#)

**1212.**

777B

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Quality: 9,969 global accepts · Rating: 1300 · first AC: 2021-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings  
[krit3379's solution](#)

**1213.**

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,677 global accepts · Rating: 1300 · first AC: 2021-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings  
[krit3379's solution](#)

**1214.**

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2021-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation  
[krit3379's solution](#)

**1215.**

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2021-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings  
[krit3379's solution](#)

**1216.**

1466C

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Quality: 18,728 global accepts · Rating: 1300 · first AC: 2021-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings  
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**1217.**

1470A

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Quality: 29,388 global accepts · Rating: 1300 · first AC: 2021-05-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers  
[krit3379's solution](#)

**1218.**

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,829 global accepts · Rating: 1300 · first AC: 2021-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation  
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**1219.**

1360E

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Quality: 27,995 global accepts · Rating: 1300 · first AC: 2021-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths  
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**1220.**

476B

[Dreamoon and WiFi](#) · [Tutorial](#)

Quality: 37,026 global accepts · Rating: 1300 · first AC: 2021-05-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities  
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**1221.**

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,879 global accepts · Rating: 1300 · first AC: 2021-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp  
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**1222.**

886C

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

Quality: 5,676 global accepts · Rating: 1300 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dsu, greedy, implementation, trees  
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**1223.**

429A

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Quality: 12,266 global accepts · Rating: 1300 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees  
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**1224.**

755C

[PolandBall and Forest](#) · [Tutorial](#)

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

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### 1225.

862B

[Mahmoud and Ehab and the bipartiteness](#) · [Tutorial](#)

Quality: 25,650 global accepts · Rating: 1300 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

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### 1226.

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

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### 1227.

572B

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Quality: 8,212 global accepts · Rating: 1300 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

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### 1228.

4C

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Quality: 108,144 global accepts · Rating: 1300 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

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### 1229.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

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### 1230.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,825 global accepts · Rating: 1300 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, number theory

[krit3379's solution](#)

### 1231.

25A

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Quality: 103,877 global accepts · Rating: 1300 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force

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### 1232.

1459B

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Quality: 20,882 global accepts · Rating: 1300 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[krit3379's solution](#)

### 1233.

1447C

[Knapsack](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

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### 1234.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, strings

[krit3379's solution](#)

**1235.**

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,917 global accepts · Rating: 1400 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

[krit3379's solution](#)

**1236.**

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[krit3379's solution](#)

**1237.**

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,682 global accepts · Rating: 1400 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy

[krit3379's solution](#)

**1238.**

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,387 global accepts · Rating: 1400 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

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**1239.**

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,301 global accepts · Rating: 1400 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math

[krit3379's solution](#)

**1240.**

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,061 global accepts · Rating: 1400 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy

[krit3379's solution](#)

**1241.**

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,563 global accepts · Rating: 1400 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, games, greedy

[krit3379's solution](#)

**1242.**

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[krit3379's solution](#)

**1243.**

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,732 global accepts · Rating: 1400 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[krit3379's solution](#)

**1244.**

2171D

[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)

Quality: 11,578 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees

[krit3379's solution](#)

**1245.**

2171C2

[Renako Amaori and XOR Game \(hard version\)](#) · [Tutorial](#)

Quality: 11,842 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy

[krit3379's solution](#)

**1246.**

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,842 global accepts · Rating: 1400 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, two pointers

[krit3379's solution](#)

**1247.**

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,703 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[krit3379's solution](#)

**1248.**

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[krit3379's solution](#)

**1249.**

2156C

[Maximum GCD on Whiteboard](#) · [Tutorial](#)

Quality: 12,285 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[krit3379's solution](#)

**1250.**

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[krit3379's solution](#)

**1251.**

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory

[krit3379's solution](#)

**1252.**

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[krit3379's solution](#)

**1253.**

2162D

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

Quality: 12,361 global accepts · Rating: 1400 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[krit3379's solution](#)

**1254.**

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,527 global accepts · Rating: 1400 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number

theory

[krit3379's solution](#)

**1255.**

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[krit3379's solution](#)

**1256.**

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[krit3379's solution](#)

**1257.**

1866B

[Battling with Numbers](#) · [Tutorial](#)

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[krit3379's solution](#)

**1258.**

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,454 global accepts · Rating: 1400 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[krit3379's solution](#)

**1259.**

2151C

[Incremental Stay](#) · [Tutorial](#)

Quality: 10,266 global accepts · Rating: 1400 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[krit3379's solution](#)

**1260.**

1719C

[Fighting Tournament](#) · [Tutorial](#)

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation, two pointers

[krit3379's solution](#)

**1261.**

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1400 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, geometry, math

[krit3379's solution](#)

**1262.**

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,970 global accepts · Rating: 1400 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[krit3379's solution](#)

**1263.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[krit3379's solution](#)

**1264.**

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,794 global accepts · Rating: 1400 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, interactive  
[krit3379's solution](#)

**1265.**

1824A

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

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
[krit3379's solution](#)

**1266.**

2132C2

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

Quality: 13,336 global accepts · Rating: 1400 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math  
[krit3379's solution](#)

**1267.**

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,120 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy  
[krit3379's solution](#)

**1268.**

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,324 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, trees  
[krit3379's solution](#)

**1269.**

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings  
[krit3379's solution](#)

**1270.**

1831C

[Copil Copac Draws Trees](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[krit3379's solution](#)

**1271.**

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy  
[krit3379's solution](#)

**1272.**

2033E

[Sakurako, Kosuke, and the Permutation](#) · [Tutorial](#)

Quality: 14,140 global accepts · Rating: 1400 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math  
[krit3379's solution](#)

**1273.**

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy  
[krit3379's solution](#)

**1274.**

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings  
[krit3379's solution](#)

**1275.**

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1400 · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, sortings  
[krit3379's solution](#)

**1276.**

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,751 global accepts · Rating: 1400 · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings  
[krit3379's solution](#)

**1277.**

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,017 global accepts · Rating: 1400 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory  
[krit3379's solution](#)

**1278.**

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,173 global accepts · Rating: 1400 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, sortings, two pointers  
[krit3379's solution](#)

**1279.**

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,546 global accepts · Rating: 1400 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers  
[krit3379's solution](#)

**1280.**

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,907 global accepts · Rating: 1400 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers  
[krit3379's solution](#)

**1281.**

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, strings  
[krit3379's solution](#)

**1282.**

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1400 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees  
[krit3379's solution](#)

**1283.**

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,320 global accepts · Rating: 1400 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory  
[krit3379's solution](#)

**1284.**

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,729 global accepts · Rating: 1400 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math, sortings

[krit3379's solution](#)

**1285.**

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[krit3379's solution](#)

**1286.**

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[krit3379's solution](#)

**1287.**

2111D

[Creating a Schedule](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1400 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[krit3379's solution](#)

**1288.**

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,238 global accepts · Rating: 1400 · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[krit3379's solution](#)

**1289.**

2114E

[Kirei Attacks the Estate](#) · [Tutorial](#)

Quality: 14,008 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[krit3379's solution](#)

**1290.**

2114D

[Come a Little Closer](#) · [Tutorial](#)

Quality: 14,642 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[krit3379's solution](#)

**1291.**

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,827 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[krit3379's solution](#)

**1292.**

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, hashing, implementation, math

[krit3379's solution](#)

**1293.**

1894C

[Anonymous Informant](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, implementation

[krit3379's solution](#)

**1294.**

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms

[krit3379's solution](#)

**1295.**

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,231 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, number theory

[krit3379's solution](#)

**1296.**

2098B

[Sasha and the Apartment Purchase](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings

[krit3379's solution](#)

**1297.**

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,585 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings

[krit3379's solution](#)

**1298.**

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,179 global accepts · Rating: 1400 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[krit3379's solution](#)

**1299.**

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,271 global accepts · Rating: 1400 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, implementation

[krit3379's solution](#)

**1300.**

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[krit3379's solution](#)

**1301.**

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation

[krit3379's solution](#)

**1302.**

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,064 global accepts · Rating: 1400 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers

[krit3379's solution](#)

**1303.**

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, strings

[krit3379's solution](#)

### 1304.

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,973 global accepts · Rating: 1400 · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, sortings

[krit3379's solution](#)

### 1305.

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,222 global accepts · Rating: 1400 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, greedy, math

[krit3379's solution](#)

### 1306.

2033C

[Sakurako's Field Trip](#) · [Tutorial](#)

Quality: 17,813 global accepts · Rating: 1400 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, two pointers

[krit3379's solution](#)

### 1307.

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[krit3379's solution](#)

### 1308.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,965 global accepts · Rating: 1400 · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[krit3379's solution](#)

### 1309.

1883G1

[Dances \(Easy version\)](#) · [Tutorial](#)

Quality: 19,552 global accepts · Rating: 1400 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[krit3379's solution](#)

### 1310.

1883F

[You Are So Beautiful](#) · [Tutorial](#)

Quality: 11,864 global accepts · Rating: 1400 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[krit3379's solution](#)

### 1311.

1875C

[Jellyfish and Green Apple](#) · [Tutorial](#)

Quality: 13,880 global accepts · Rating: 1400 · first AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math, number theory

[krit3379's solution](#)

### 1312.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[krit3379's solution](#)

### 1313.

2028B

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

Quality: 13,290 global accepts · Rating: 1400 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math

[krit3379's solution](#)

### 1314.

2020C

[Bitwise Balancing](#) · [Tutorial](#)

Quality: 18,297 global accepts · Rating: 1400 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[krit3379's solution](#)

### 1315.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,139 global accepts · Rating: 1400 · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[krit3379's solution](#)

### 1316.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,215 global accepts · Rating: 1400 · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[krit3379's solution](#)

### 1317.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,244 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[krit3379's solution](#)

### 1318.

2035C

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

Quality: 11,530 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[krit3379's solution](#)

### 1319.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,090 global accepts · Rating: 1400 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings, two pointers

[krit3379's solution](#)

### 1320.

2009E

[Klee's SUPER DUPER LARGE Array!!!](#) · [Tutorial](#)

Quality: 17,666 global accepts · Rating: 1400 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[krit3379's solution](#)

### 1321.

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,774 global accepts · Rating: 1400 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[krit3379's solution](#)

### 1322.

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

[krit3379's solution](#)

### 1323.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1400 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[krit3379's solution](#)

### 1324.

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[krit3379's solution](#)

### 1325.

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 1400 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, two pointers

[krit3379's solution](#)

### 1326.

1986D

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

Quality: 17,962 global accepts · Rating: 1400 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[krit3379's solution](#)

### 1327.

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,580 global accepts · Rating: 1400 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[krit3379's solution](#)

### 1328.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 1400 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[krit3379's solution](#)

### 1329.

1966C

[Everything Nim](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[krit3379's solution](#)

### 1330.

1972C

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

Rating: 1400 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings

[krit3379's solution](#)

### 1331.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,794 global accepts · Rating: 1400 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[krit3379's solution](#)

### 1332.

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1400 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[krit3379's solution](#)

### 1333.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,378 global accepts · Rating: 1400 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math,

number theory

[krit3379's solution](#)

**1334.**

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[krit3379's solution](#)

**1335.**

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[krit3379's solution](#)

**1336.**

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[krit3379's solution](#)

**1337.**

1929C

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

Quality: 17,285 global accepts · Rating: 1400 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[krit3379's solution](#)

**1338.**

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,579 global accepts · Rating: 1400 · first AC: 2024-01-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[krit3379's solution](#)

**1339.**

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,570 global accepts · Rating: 1400 · first AC: 2023-12-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms

[krit3379's solution](#)

**1340.**

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,586 global accepts · Rating: 1400 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[krit3379's solution](#)

**1341.**

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[krit3379's solution](#)

**1342.**

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[krit3379's solution](#)

**1343.**

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy, implementation

[krit3379's solution](#)

**1344.**

1705C

[Mark and His Unfinished Essay](#) · Tutorial

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[krit3379's solution](#)

**1345.**

1691C

[Sum of Substrings](#) · Tutorial

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings  
[krit3379's solution](#)

**1346.**

1682C

[LIS or Reverse LIS?](#) · Tutorial

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[krit3379's solution](#)

**1347.**

1684C

[Column Swapping](#) · Tutorial

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings  
[krit3379's solution](#)

**1348.**

1670C

[Where is the Pizza?](#) · Tutorial

Quality: 10,992 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math  
[krit3379's solution](#)

**1349.**

1644C

[Increase Subarray Sums](#) · Tutorial

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation  
[krit3379's solution](#)

**1350.**

1654C

[Alice and the Cake](#) · Tutorial

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings  
[krit3379's solution](#)

**1351.**

1648A

[Weird Sum](#) · Tutorial

Quality: 18,768 global accepts · Rating: 1400 · first AC: 2022-03-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings  
[krit3379's solution](#)

**1352.**

1579D

[Productive Meeting](#) · Tutorial

Quality: 18,422 global accepts · Rating: 1400 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy  
[krit3379's solution](#)

**1353.**

1279C

[Stack of Presents](#) · Tutorial

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[krit3379's solution](#)

**1354.**

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,007 global accepts · Rating: 1400 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[krit3379's solution](#)

**1355.**

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,724 global accepts · Rating: 1400 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[krit3379's solution](#)

**1356.**

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,734 global accepts · Rating: 1400 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[krit3379's solution](#)

**1357.**

60B

[Serial Time!](#) · [Tutorial](#)

Quality: 5,312 global accepts · Rating: 1400 · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu

[krit3379's solution](#)

**1358.**

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,466 global accepts · Rating: 1400 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, interactive, math

[krit3379's solution](#)

**1359.**

802J1

[Send the Fool Further! \(easy\)](#) · [Tutorial](#)

Quality: 6,534 global accepts · Rating: 1400 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[krit3379's solution](#)

**1360.**

198B

[Jumping on Walls](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1400 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: shortest paths

[krit3379's solution](#)

**1361.**

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,183 global accepts · Rating: 1400 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[krit3379's solution](#)

**1362.**

174B

[File List](#) · [Tutorial](#)

Quality: 2,515 global accepts · Rating: 1400 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[krit3379's solution](#)

**1363.**

44E

[Anfisa the Monkey](#) · [Tutorial](#)

Quality: 6,117 global accepts · Rating: 1400 · first AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[krit3379's solution](#)

**1364.**

548B

[Mike and Fun](#) · [Tutorial](#)

Quality: 8,990 global accepts · Rating: 1400 · first AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation  
[krit3379's solution](#)

**1365.**

940B

[Our Tanya is Crying Out Loud](#) · [Tutorial](#)

Quality: 9,507 global accepts · Rating: 1400 · first AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[krit3379's solution](#)

**1366.**

253B

[Physics Practical](#) · [Tutorial](#)

Quality: 12,373 global accepts · Rating: 1400 · first AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers  
[krit3379's solution](#)

**1367.**

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,517 global accepts · Rating: 1400 · first AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation  
[krit3379's solution](#)

**1368.**

180C

[Letter](#) · [Tutorial](#)

Quality: 8,561 global accepts · Rating: 1400 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[krit3379's solution](#)

**1369.**

534B

[Covered Path](#) · [Tutorial](#)

Quality: 11,347 global accepts · Rating: 1400 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math  
[krit3379's solution](#)

**1370.**

1415C

[Bouncing Ball](#) · [Tutorial](#)

Quality: 11,733 global accepts · Rating: 1400 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation  
[krit3379's solution](#)

**1371.**

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation  
[krit3379's solution](#)

**1372.**

602B

[Approximating a Constant Range](#) · [Tutorial](#)

Quality: 12,073 global accepts · Rating: 1400 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, two pointers  
[krit3379's solution](#)

**1373.**

505B

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 14,981 global accepts · Rating: 1400 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs  
[krit3379's solution](#)

**1374.**

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math

[krit3379's solution](#)

**1375.**

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[krit3379's solution](#)

**1376.**

1215B

[The Number of Products](#) · [Tutorial](#)

Quality: 18,349 global accepts · Rating: 1400 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[krit3379's solution](#)

**1377.**

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,059 global accepts · Rating: 1400 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[krit3379's solution](#)

**1378.**

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1400 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[krit3379's solution](#)

**1379.**

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[krit3379's solution](#)

**1380.**

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,488 global accepts · Rating: 1400 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[krit3379's solution](#)

**1381.**

289B

[Polo the Penguin and Matrix](#) · [Tutorial](#)

Quality: 18,963 global accepts · Rating: 1400 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, sortings, ternary search

[krit3379's solution](#)

**1382.**

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[krit3379's solution](#)

**1383.**

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[krit3379's solution](#)

**1384.**

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,333 global accepts · Rating: 1400 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[krit3379's solution](#)

**1385.**

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,181 global accepts · Rating: 1400 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory

[krit3379's solution](#)

**1386.**

1195C

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

Quality: 34,840 global accepts · Rating: 1400 · first AC: 2021-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp

[krit3379's solution](#)

**1387.**

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,944 global accepts · Rating: 1400 · first AC: 2021-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp

[krit3379's solution](#)

**1388.**

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,680 global accepts · Rating: 1400 · first AC: 2021-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[krit3379's solution](#)

**1389.**

120F

[Spiders](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1400 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[krit3379's solution](#)

**1390.**

981C

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees

[krit3379's solution](#)

**1391.**

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,647 global accepts · Rating: 1400 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[krit3379's solution](#)

**1392.**

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,611 global accepts · Rating: 1400 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[krit3379's solution](#)

**1393.**

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[krit3379's solution](#)

**1394.**

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[krit3379's solution](#)

**1395.**

417C

[Football](#) · [Tutorial](#)

Quality: 5,058 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[krit3379's solution](#)

### 1396.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[krit3379's solution](#)

### 1397.

24A

[Ring road](#) · [Tutorial](#)

Quality: 6,861 global accepts · Rating: 1400 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[krit3379's solution](#)

### 1398.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,105 global accepts · Rating: 1400 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[krit3379's solution](#)

### 1399.

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,994 global accepts · Rating: 1400 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[krit3379's solution](#)

### 1400.

2218F

[The 67th Tree Problem](#) · [Tutorial](#)

Quality: 7,267 global accepts · Rating: 1500 · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, trees

[krit3379's solution](#)

### 1401.

2200E

[Divisive Battle](#) · [Tutorial](#)

Quality: 8,065 global accepts · Rating: 1500 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math, number theory

[krit3379's solution](#)

### 1402.

2195E

[Idiot First Search](#) · [Tutorial](#)

Quality: 8,553 global accepts · Rating: 1500 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[krit3379's solution](#)

### 1403.

2185E

[The Robotic Rush](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1500 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, two pointers

[krit3379's solution](#)

### 1404.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[krit3379's solution](#)

### 1405.

2183D1

[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,855 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[krit3379's solution](#)

### 1406.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,518 global accepts · Rating: 1500 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, sortings

[krit3379's solution](#)

### 1407.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[krit3379's solution](#)

### 1408.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,055 global accepts · Rating: 1500 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[krit3379's solution](#)

### 1409.

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,516 global accepts · Rating: 1500 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[krit3379's solution](#)

### 1410.

1070H

[BerOS File Suggestion](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[krit3379's solution](#)

### 1411.

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[krit3379's solution](#)

### 1412.

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,545 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, number theory

[krit3379's solution](#)

### 1413.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[krit3379's solution](#)

### 1414.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,014 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[krit3379's solution](#)

### 1415.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,026 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[krit3379's solution](#)

### 1416.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,774 global accepts · Rating: 1500 · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy, math  
[krit3379's solution](#)

### 1417.

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,774 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[krit3379's solution](#)

### 1418.

2155C

[The Ancient Wizards' Capes](#) · [Tutorial](#)

Quality: 10,252 global accepts · Rating: 1500 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[krit3379's solution](#)

### 1419.

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[krit3379's solution](#)

### 1420.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1500 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[krit3379's solution](#)

### 1421.

2149E

[Hidden Knowledge of the Ancients](#) · [Tutorial](#)

Quality: 9,276 global accepts · Rating: 1500 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, two pointers

[krit3379's solution](#)

### 1422.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,745 global accepts · Rating: 1500 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[krit3379's solution](#)

### 1423.

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,459 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[krit3379's solution](#)

### 1424.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1500 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[krit3379's solution](#)

**1425.**

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,374 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy

[krit3379's solution](#)

**1426.**

2137E

[Mexification](#) · [Tutorial](#)

Quality: 10,169 global accepts · Rating: 1500 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[krit3379's solution](#)

**1427.**

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,470 global accepts · Rating: 1500 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[krit3379's solution](#)

**1428.**

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy

[krit3379's solution](#)

**1429.**

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, number theory, sortings

[krit3379's solution](#)

**1430.**

1925C

[Did We Get Everything Covered?](#) · [Tutorial](#)

Rating: 1500 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, strings

[krit3379's solution](#)

**1431.**

1997D

[Maximize the Root](#) · [Tutorial](#)

Quality: 15,912 global accepts · Rating: 1500 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[krit3379's solution](#)

**1432.**

1744E1

[Divisible Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 12,651 global accepts · Rating: 1500 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[krit3379's solution](#)

**1433.**

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, math, number theory

[krit3379's solution](#)

**1434.**

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force,

greedy, sortings

[krit3379's solution](#)

**1435.**

2121E

[Sponsor of Your Problems](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1500 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[krit3379's solution](#)

**1436.**

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[krit3379's solution](#)

**1437.**

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,612 global accepts · Rating: 1500 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[krit3379's solution](#)

**1438.**

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[krit3379's solution](#)

**1439.**

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, number theory

[krit3379's solution](#)

**1440.**

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

[krit3379's solution](#)

**1441.**

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[krit3379's solution](#)

**1442.**

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,897 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[krit3379's solution](#)

**1443.**

2107C

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

Quality: 12,095 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[krit3379's solution](#)

**1444.**

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,474 global accepts · Rating: 1500 · first AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[krit3379's solution](#)

### 1445.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,842 global accepts · Rating: 1500 · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[krit3379's solution](#)

### 1446.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[krit3379's solution](#)

### 1447.

1999G1

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

Quality: 14,527 global accepts · Rating: 1500 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[krit3379's solution](#)

### 1448.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,963 global accepts · Rating: 1500 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[krit3379's solution](#)

### 1449.

2106D

[Flower Boy](#) · [Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, two pointers

[krit3379's solution](#)

### 1450.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,689 global accepts · Rating: 1500 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[krit3379's solution](#)

### 1451.

1851E

[Nastya and Potions](#) · [Tutorial](#)

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[krit3379's solution](#)

### 1452.

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,442 global accepts · Rating: 1500 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[krit3379's solution](#)

### 1453.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,842 global accepts · Rating: 1500 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings

[krit3379's solution](#)

### 1454.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, math

[krit3379's solution](#)

### 1455.

1753A2

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

Quality: 11,607 global accepts · Rating: 1500 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy

[krit3379's solution](#)

### 1456.

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,378 global accepts · Rating: 1500 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp

[krit3379's solution](#)

### 1457.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,582 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[krit3379's solution](#)

### 1458.

2070C

[Limited Repainting](#) · [Tutorial](#)

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[krit3379's solution](#)

### 1459.

2072E

[Do You Love Your Hero and His Two-Hit Multi-Target Attacks?](#) · [Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[krit3379's solution](#)

### 1460.

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,500 global accepts · Rating: 1500 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, strings

[krit3379's solution](#)

### 1461.

2069C

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

Quality: 14,822 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[krit3379's solution](#)

### 1462.

2067C

[Devyatkin](#) · [Tutorial](#)

Quality: 12,732 global accepts · Rating: 1500 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, math

[krit3379's solution](#)

### 1463.

1933E

[Turtle vs. Rabbit Race: Optimal Trainings](#) · [Tutorial](#)

Quality: 13,625 global accepts · Rating: 1500 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, ternary search

[krit3379's solution](#)

**1464.**

1883D

[In Love](#) · [Tutorial](#)

Quality: 14,529 global accepts · Rating: 1500 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy  
[krit3379's solution](#)

**1465.**

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,353 global accepts · Rating: 1500 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers  
[krit3379's solution](#)

**1466.**

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy  
[krit3379's solution](#)

**1467.**

2060E

[Graph Composition](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1500 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy  
[krit3379's solution](#)

**1468.**

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,629 global accepts · Rating: 1500 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation  
[krit3379's solution](#)

**1469.**

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,641 global accepts · Rating: 1500 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation  
[krit3379's solution](#)

**1470.**

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: 1500 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math  
[krit3379's solution](#)

**1471.**

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math  
[krit3379's solution](#)

**1472.**

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,174 global accepts · Rating: 1500 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[krit3379's solution](#)

**1473.**

2008E

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

Quality: 13,226 global accepts · Rating: 1500 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp,

greedy, implementation, strings

[krit3379's solution](#)

**1474.**

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[krit3379's solution](#)

**1475.**

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[krit3379's solution](#)

**1476.**

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,604 global accepts · Rating: 1500 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[krit3379's solution](#)

**1477.**

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,570 global accepts · Rating: 1500 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[krit3379's solution](#)

**1478.**

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,198 global accepts · Rating: 1500 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, sortings

[krit3379's solution](#)

**1479.**

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,014 global accepts · Rating: 1500 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[krit3379's solution](#)

**1480.**

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,338 global accepts · Rating: 1500 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings

[krit3379's solution](#)

**1481.**

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,846 global accepts · Rating: 1500 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[krit3379's solution](#)

**1482.**

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,428 global accepts · Rating: 1500 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, number theory, strings

[krit3379's solution](#)

**1483.**

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1500 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms,

dfs and similar, dsu, graphs, greedy, strings

[krit3379's solution](#)

**1484.**

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,014 global accepts · Rating: 1500 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[krit3379's solution](#)

**1485.**

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,758 global accepts · Rating: 1500 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[krit3379's solution](#)

**1486.**

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[krit3379's solution](#)

**1487.**

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,790 global accepts · Rating: 1500 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[krit3379's solution](#)

**1488.**

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-10-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[krit3379's solution](#)

**1489.**

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[krit3379's solution](#)

**1490.**

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,010 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[krit3379's solution](#)

**1491.**

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,583 global accepts · Rating: 1500 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[krit3379's solution](#)

**1492.**

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[krit3379's solution](#)

**1493.**

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees  
[krit3379's solution](#)

**1494.**

356A

[Knight Tournament](#) · [Tutorial](#)

Quality: 16,788 global accepts · Rating: 1500 · first AC: 2021-12-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu  
[krit3379's solution](#)

**1495.**

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[krit3379's solution](#)

**1496.**

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs  
[krit3379's solution](#)

**1497.**

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[krit3379's solution](#)

**1498.**

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation  
[krit3379's solution](#)

**1499.**

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory  
[krit3379's solution](#)

**1500.**

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,485 global accepts · Rating: 1500 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation  
[krit3379's solution](#)

**1501.**

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,374 global accepts · Rating: 1500 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers  
[krit3379's solution](#)

**1502.**

1542B

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

Quality: 26,537 global accepts · Rating: 1500 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory  
[krit3379's solution](#)

**1503.**

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 1500 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, number theory  
[krit3379's solution](#)

**1504.**

1526C1

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

Quality: 27,189 global accepts · Rating: 1500 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[krit3379's solution](#)

**1505.**

35C

[Fire Again · Tutorial](#)

Quality: 8,617 global accepts · Rating: 1500 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, shortest paths

[krit3379's solution](#)

**1506.**

1326D1

[Prefix-Suffix Palindrome \(Easy version\) · Tutorial](#)

Quality: 13,295 global accepts · Rating: 1500 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[krit3379's solution](#)

**1507.**

1418C

[Mortal Kombat Tower · Tutorial](#)

Quality: 28,133 global accepts · Rating: 1500 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[krit3379's solution](#)

**1508.**

1486B

[Eastern Exhibition · Tutorial](#)

Quality: 20,483 global accepts · Rating: 1500 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[krit3379's solution](#)

**1509.**

177C1

[Party · Tutorial](#)

Quality: 2,999 global accepts · Rating: 1500 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[krit3379's solution](#)

**1510.**

676C

[Vasya and String · Tutorial](#)

Quality: 22,437 global accepts · Rating: 1500 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, strings, two pointers

[krit3379's solution](#)

**1511.**

166E

[Tetrahedron · Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices

[krit3379's solution](#)

**1512.**

455A

[Boredom · Tutorial](#)

Quality: 71,976 global accepts · Rating: 1500 · first AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[krit3379's solution](#)

**1513.**

1515D

[Phoenix and Socks · Tutorial](#)

Quality: 12,821 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[krit3379's solution](#)

**1514.**

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[krit3379's solution](#)**1515.**

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,656 global accepts · Rating: 1500 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[krit3379's solution](#)**1516.**

839C

[Journey](#) · [Tutorial](#)

Quality: 20,096 global accepts · Rating: 1500 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[krit3379's solution](#)**1517.**

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, two pointers

[krit3379's solution](#)**1518.**

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,924 global accepts · Rating: 1500 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers

[krit3379's solution](#)**1519.**

2A

[Winner](#) · [Tutorial](#)

Quality: 31,228 global accepts · Rating: 1500 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation

[krit3379's solution](#)**1520.**

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 1500 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[krit3379's solution](#)**1521.**

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,869 global accepts · Rating: 1500 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[krit3379's solution](#)**1522.**

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,137 global accepts · Rating: 1500 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[krit3379's solution](#)**1523.**

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,642 global accepts · Rating: 1500 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, strings

[krit3379's solution](#)

**1524.**

1490F

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

Quality: 18,382 global accepts · Rating: 1500 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[krit3379's solution](#)

**1525.**

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,733 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[krit3379's solution](#)

**1526.**

771A

[Bear and Friendship Condition](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1500 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[krit3379's solution](#)

**1527.**

977E

[Cyclic Components](#) · [Tutorial](#)

Quality: 25,616 global accepts · Rating: 1500 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[krit3379's solution](#)

**1528.**

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,463 global accepts · Rating: 1500 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[krit3379's solution](#)

**1529.**

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1500 · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, shortest paths

[krit3379's solution](#)

**1530.**

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers

[krit3379's solution](#)

**1531.**

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,460 global accepts · Rating: 1600 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[krit3379's solution](#)

**1532.**

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1600 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[krit3379's solution](#)

**1533.**

2184D

[Unfair Game](#) · [Tutorial](#)

Quality: 9,499 global accepts · Rating: 1600 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[krit3379's solution](#)

**1534.**

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,949 global accepts · Rating: 1600 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy,

math

[krit3379's solution](#)

**1535.**

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,698 global accepts · Rating: 1600 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[krit3379's solution](#)

**1536.**

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 1600 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[krit3379's solution](#)

**1537.**

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[krit3379's solution](#)

**1538.**

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,073 global accepts · Rating: 1600 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[krit3379's solution](#)

**1539.**

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,240 global accepts · Rating: 1600 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[krit3379's solution](#)

**1540.**

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[krit3379's solution](#)

**1541.**

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[krit3379's solution](#)

**1542.**

2171F

[Rae Taylor and Trees \(hard version\)](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1600 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees

[krit3379's solution](#)

**1543.**

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,893 global accepts · Rating: 1600 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, math

[krit3379's solution](#)

**1544.**

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,845 global accepts · Rating: 1600 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs

[krit3379's solution](#)

**1545.**

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,796 global accepts · Rating: 1600 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[krit3379's solution](#)

**1546.**

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[krit3379's solution](#)

**1547.**

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,133 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, math, trees

[krit3379's solution](#)

**1548.**

2167E

[khba Loves to Sleep!](#) · [Tutorial](#)

Quality: 9,068 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation

[krit3379's solution](#)

**1549.**

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,263 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[krit3379's solution](#)

**1550.**

2162E

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

Quality: 9,336 global accepts · Rating: 1600 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, schedules

[krit3379's solution](#)

**1551.**

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,323 global accepts · Rating: 1600 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[krit3379's solution](#)

**1552.**

1722E

[Counting Rectangles](#) · [Tutorial](#)

Quality: 13,367 global accepts · Rating: 1600 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, implementation

[krit3379's solution](#)

**1553.**

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 1600 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[krit3379's solution](#)

**1554.**

2132D

[From 1 to Infinity](#) · [Tutorial](#)

Quality: 8,823 global accepts · Rating: 1600 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, implementation, math

[krit3379's solution](#)

**1555.**

1849C

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

Quality: 12,531 global accepts · Rating: 1600 · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[krit3379's solution](#)

**1556.**

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,262 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[krit3379's solution](#)

**1557.**

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,287 global accepts · Rating: 1600 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[krit3379's solution](#)

**1558.**

2125D

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

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[krit3379's solution](#)

**1559.**

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1600 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[krit3379's solution](#)

**1560.**

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,386 global accepts · Rating: 1600 · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[krit3379's solution](#)

**1561.**

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,127 global accepts · Rating: 1600 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation, math

[krit3379's solution](#)

**1562.**

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,621 global accepts · Rating: 1600 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[krit3379's solution](#)

**1563.**

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive

[krit3379's solution](#)

**1564.**

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[krit3379's solution](#)

**1565.**

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[krit3379's solution](#)

**1566.**

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,357 global accepts · Rating: 1600 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, strings

[krit3379's solution](#)

**1567.**

1886C

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

Quality: 16,603 global accepts · Rating: 1600 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[krit3379's solution](#)

**1568.**

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,202 global accepts · Rating: 1600 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, number theory

[krit3379's solution](#)

**1569.**

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,413 global accepts · Rating: 1600 · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, math

[krit3379's solution](#)

**1570.**

1843E

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

Quality: 17,806 global accepts · Rating: 1600 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, two pointers

[krit3379's solution](#)

**1571.**

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,554 global accepts · Rating: 1600 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, sortings

[krit3379's solution](#)

**1572.**

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,413 global accepts · Rating: 1600 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[krit3379's solution](#)

**1573.**

2036E

[Reverse the Rivers](#) · [Tutorial](#)

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[krit3379's solution](#)

**1574.**

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[krit3379's solution](#)

**1575.**

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,125 global accepts · Rating: 1600 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, strings

[krit3379's solution](#)

**1576.**

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[krit3379's solution](#)

**1577.**

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math

[krit3379's solution](#)

**1578.**

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,562 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[krit3379's solution](#)

**1579.**

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,314 global accepts · Rating: 1600 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[krit3379's solution](#)

**1580.**

1753B

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[krit3379's solution](#)

**1581.**

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1600 · first AC: 2025-03-12 · last AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, interactive, probabilities

[krit3379's solution](#)

**1582.**

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,932 global accepts · Rating: 1600 · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, two pointers

[krit3379's solution](#)

**1583.**

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[krit3379's solution](#)

**1584.**

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,540 global accepts · Rating: 1600 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive

algorithms, graph matchings, greedy, math, sortings

[krit3379's solution](#)

**1585.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, two pointers

[krit3379's solution](#)

**1586.**

2065E

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

Quality: 11,972 global accepts · Rating: 1600 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[krit3379's solution](#)

**1587.**

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,108 global accepts · Rating: 1600 · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[krit3379's solution](#)

**1588.**

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,521 global accepts · Rating: 1600 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[krit3379's solution](#)

**1589.**

1875D

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

Quality: 11,405 global accepts · Rating: 1600 · first AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[krit3379's solution](#)

**1590.**

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,148 global accepts · Rating: 1600 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[krit3379's solution](#)

**1591.**

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[krit3379's solution](#)

**1592.**

2028C

[Alice's Adventures in Cutting Cake](#) · [Tutorial](#)

Quality: 9,980 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, two pointers

[krit3379's solution](#)

**1593.**

2037E

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Quality: 7,372 global accepts · Rating: 1600 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, interactive, two pointers

[krit3379's solution](#)

**1594.**

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures  
[krit3379's solution](#)

**1595.**

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp  
[krit3379's solution](#)

**1596.**

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers  
[krit3379's solution](#)

**1597.**

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings  
[krit3379's solution](#)

**1598.**

2047D

[Move Back at a Cost](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings  
[krit3379's solution](#)

**1599.**

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,956 global accepts · Rating: 1600 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings  
[krit3379's solution](#)

**1600.**

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,199 global accepts · Rating: 1600 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math  
[krit3379's solution](#)

**1601.**

2040C

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers  
[krit3379's solution](#)

**1602.**

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,256 global accepts · Rating: 1600 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths  
[krit3379's solution](#)

**1603.**

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,537 global accepts · Rating: 1600 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math  
[krit3379's solution](#)

**1604.**

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,937 global accepts · Rating: 1600 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[krit3379's solution](#)

### 1605.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,630 global accepts · Rating: 1600 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math  
[krit3379's solution](#)

### 1606.

1968E

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

Quality: 12,639 global accepts · Rating: 1600 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[krit3379's solution](#)

### 1607.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,215 global accepts · Rating: 1600 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory  
[krit3379's solution](#)

### 1608.

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings  
[krit3379's solution](#)

### 1609.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,650 global accepts · Rating: 1600 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math  
[krit3379's solution](#)

### 1610.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,420 global accepts · Rating: 1600 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers  
[krit3379's solution](#)

### 1611.

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,470 global accepts · Rating: 1600 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math  
[krit3379's solution](#)

### 1612.

1840E

[Character Blocking](#) · [Tutorial](#)

Quality: 9,308 global accepts · Rating: 1600 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation  
[krit3379's solution](#)

### 1613.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 1600 · first AC: 2024-05-06 · last AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths  
[krit3379's solution](#)

### 1614.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms  
[krit3379's solution](#)

### 1615.

1041C

#### [Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers  
[krit3379's solution](#)

### 1616.

1928C

#### [Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,357 global accepts · Rating: 1600 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory  
[krit3379's solution](#)

### 1617.

1920C

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

Quality: 19,919 global accepts · Rating: 1600 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory  
[krit3379's solution](#)

### 1618.

1907E

#### [Good Triples](#) · [Tutorial](#)

Quality: 15,795 global accepts · Rating: 1600 · first AC: 2023-12-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, number theory  
[krit3379's solution](#)

### 1619.

1798D

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

Quality: 14,077 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[krit3379's solution](#)

### 1620.

1796C

#### [Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math  
[krit3379's solution](#)

### 1621.

1795D

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

Quality: 13,070 global accepts · Rating: 1600 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math  
[krit3379's solution](#)

### 1622.

1779C

#### [Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy  
[krit3379's solution](#)

### 1623.

1774D

#### [Same Count One](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1600 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers  
[krit3379's solution](#)

### 1624.

1687A

#### [The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[krit3379's solution](#)

**1625.**

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings, two pointers

[krit3379's solution](#)

**1626.**

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[krit3379's solution](#)

**1627.**

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[krit3379's solution](#)

**1628.**

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, trees

[krit3379's solution](#)

**1629.**

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[krit3379's solution](#)

**1630.**

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,472 global accepts · Rating: 1600 · first AC: 2021-12-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[krit3379's solution](#)

**1631.**

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[krit3379's solution](#)

**1632.**

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[krit3379's solution](#)

**1633.**

954D

[Fight Against Traffic](#) · [Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[krit3379's solution](#)

**1634.**

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[krit3379's solution](#)

**1635.**

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[krit3379's solution](#)

**1636.**

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,364 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[krit3379's solution](#)

**1637.**

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,606 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[krit3379's solution](#)

**1638.**

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[krit3379's solution](#)

**1639.**

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,469 global accepts · Rating: 1600 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[krit3379's solution](#)

**1640.**

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[krit3379's solution](#)

**1641.**

1529C

[Parsa's Humongous Tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[krit3379's solution](#)

**1642.**

1461D

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

Quality: 10,284 global accepts · Rating: 1600 · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[krit3379's solution](#)

**1643.**

763A

[Timofey and a tree](#) · [Tutorial](#)

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[krit3379's solution](#)

**1644.**

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths, trees

[krit3379's solution](#)

**1645.**

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths  
[krit3379's solution](#)

**1646.**

369C

[Valera and Elections](#) · [Tutorial](#)

Quality: 12,034 global accepts · Rating: 1600 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees  
[krit3379's solution](#)

**1647.**

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,289 global accepts · Rating: 1600 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory  
[krit3379's solution](#)

**1648.**

234G

[Practice](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 1600 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, implementation  
[krit3379's solution](#)

**1649.**

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,973 global accepts · Rating: 1600 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer  
[krit3379's solution](#)

**1650.**

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,451 global accepts · Rating: 1600 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings  
[krit3379's solution](#)

**1651.**

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices  
[krit3379's solution](#)

**1652.**

34D

[Road Map](#) · [Tutorial](#)

Quality: 6,488 global accepts · Rating: 1600 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs  
[krit3379's solution](#)

**1653.**

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation  
[krit3379's solution](#)

**1654.**

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,777 global accepts · Rating: 1600 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, trees  
[krit3379's solution](#)

**1655.**

1337C

[Linova and Kingdom](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[krit3379's solution](#)

**1656.**

2201B

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

Quality: 4,953 global accepts · Rating: 1700 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[krit3379's solution](#)

**1657.**

2201A2

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

Quality: 5,085 global accepts · Rating: 1700 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[krit3379's solution](#)

**1658.**

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,009 global accepts · Rating: 1700 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, implementation

[krit3379's solution](#)

**1659.**

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[krit3379's solution](#)

**1660.**

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy

[krit3379's solution](#)

**1661.**

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 1700 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[krit3379's solution](#)

**1662.**

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, graphs

[krit3379's solution](#)

**1663.**

2080B

[Best Runner](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 1700 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special

[krit3379's solution](#)

**1664.**

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, probabilities

[krit3379's solution](#)

**1665.**

1706D1

[Chopping Carrots \(Easy Version\) · Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[krit3379's solution](#)

**1666.**

2163B

[Siga ta Kymata · Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[krit3379's solution](#)

**1667.**

2161B

[Make Connected · Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[krit3379's solution](#)

**1668.**

1735D

[Meta-set · Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[krit3379's solution](#)

**1669.**

2159A

[MAD Interactive Problem · Tutorial](#)

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[krit3379's solution](#)

**1670.**

2152D

[Division Versus Addition · Tutorial](#)

Quality: 6,748 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[krit3379's solution](#)

**1671.**

1722F

[L-shapes · Tutorial](#)

Quality: 8,014 global accepts · Rating: 1700 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, implementation

[krit3379's solution](#)

**1672.**

1934C

[Find a Mine · Tutorial](#)

Quality: 8,073 global accepts · Rating: 1700 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[krit3379's solution](#)

**1673.**

2150B

[Grid Counting · Tutorial](#)

Quality: 6,049 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[krit3379's solution](#)

**1674.**

2147D

[Game on Array · Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[krit3379's solution](#)

**1675.**

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,375 global accepts · Rating: 1700 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, implementation, math

[krit3379's solution](#)

**1676.**

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,949 global accepts · Rating: 1700 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy

[krit3379's solution](#)

**1677.**

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,564 global accepts · Rating: 1700 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[krit3379's solution](#)

**1678.**

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,341 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[krit3379's solution](#)

**1679.**

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,541 global accepts · Rating: 1700 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[krit3379's solution](#)

**1680.**

2132E

[Arithmetics Competition](#) · [Tutorial](#)

Quality: 7,594 global accepts · Rating: 1700 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search

[krit3379's solution](#)

**1681.**

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[krit3379's solution](#)

**1682.**

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, two pointers

[krit3379's solution](#)

**1683.**

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[krit3379's solution](#)

**1684.**

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,799 global accepts · Rating: 1700 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[krit3379's solution](#)

**1685.**

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,319 global accepts · Rating: 1700 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, implementation

[krit3379's solution](#)

**1686.**

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[krit3379's solution](#)

**1687.**

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,759 global accepts · Rating: 1700 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[krit3379's solution](#)

**1688.**

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[krit3379's solution](#)

**1689.**

2112D

[Reachability and Tree](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[krit3379's solution](#)

**1690.**

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,009 global accepts · Rating: 1700 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs

[krit3379's solution](#)

**1691.**

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,147 global accepts · Rating: 1700 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[krit3379's solution](#)

**1692.**

2113C

[Smilo and Minecraft](#) · [Tutorial](#)

Quality: 7,975 global accepts · Rating: 1700 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[krit3379's solution](#)

**1693.**

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1700 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[krit3379's solution](#)

**1694.**

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,006 global accepts · Rating: 1700 · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data

structures, divide and conquer, math, two pointers

[krit3379's solution](#)

### 1695.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[krit3379's solution](#)

### 1696.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,593 global accepts · Rating: 1700 · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, implementation, math

[krit3379's solution](#)

### 1697.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1700 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[krit3379's solution](#)

### 1698.

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,477 global accepts · Rating: 1700 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, math, number theory

[krit3379's solution](#)

### 1699.

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2025-05-30 · last AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[krit3379's solution](#)

### 1700.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,606 global accepts · Rating: 1700 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[krit3379's solution](#)

### 1701.

1890D

[Doremy's Connecting Plan](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, math, sortings

[krit3379's solution](#)

### 1702.

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[krit3379's solution](#)

### 1703.

1894D

[Neutral Tonality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers

[krit3379's solution](#)

### 1704.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1700 · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, sortings

[krit3379's solution](#)

### 1705.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2025-05-04 · last AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[krit3379's solution](#)

### 1706.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[krit3379's solution](#)

### 1707.

1999G2

[Ruler \(hard version\)](#) · [Tutorial](#)

Quality: 11,029 global accepts · Rating: 1700 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, ternary search

[krit3379's solution](#)

### 1708.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, strings

[krit3379's solution](#)

### 1709.

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[krit3379's solution](#)

### 1710.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[krit3379's solution](#)

### 1711.

2094G

[Chimpanzini Bananini](#) · [Tutorial](#)

Quality: 7,848 global accepts · Rating: 1700 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[krit3379's solution](#)

### 1712.

2090C

[Dining Hall](#) · [Tutorial](#)

Quality: 6,308 global accepts · Rating: 1700 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, sortings

[krit3379's solution](#)

### 1713.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[krit3379's solution](#)

**1714.**

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1700 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[krit3379's solution](#)

**1715.**

2089A

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

Quality: 7,194 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[krit3379's solution](#)

**1716.**

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,051 global accepts · Rating: 1700 · first AC: 2025-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[krit3379's solution](#)

**1717.**

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[krit3379's solution](#)

**1718.**

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[krit3379's solution](#)

**1719.**

2030D

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

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings

[krit3379's solution](#)

**1720.**

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[krit3379's solution](#)

**1721.**

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,697 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[krit3379's solution](#)

**1722.**

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,758 global accepts · Rating: 1700 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[krit3379's solution](#)

**1723.**

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,446 global accepts · Rating: 1700 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[krit3379's solution](#)

### 1724.

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1700 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, number theory

[krit3379's solution](#)

### 1725.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, shortest paths

[krit3379's solution](#)

### 1726.

2065G

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

Quality: 6,284 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[krit3379's solution](#)

### 1727.

2065F

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

Quality: 7,093 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[krit3379's solution](#)

### 1728.

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,922 global accepts · Rating: 1700 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy

[krit3379's solution](#)

### 1729.

2027D1

[The Endspeaker \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[krit3379's solution](#)

### 1730.

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math

[krit3379's solution](#)

### 1731.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,677 global accepts · Rating: 1700 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[krit3379's solution](#)

### 1732.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[krit3379's solution](#)

**1733.**

2045A

[Scrambled Scrabble](#) · [Tutorial](#)

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy  
[krit3379's solution](#)

**1734.**

2044G1

[Medium Demon Problem \(easy version\)](#) · [Tutorial](#)

Quality: 7,318 global accepts · Rating: 1700 · first AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees  
[krit3379's solution](#)

**1735.**

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings  
[krit3379's solution](#)

**1736.**

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,488 global accepts · Rating: 1700 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, flows, math  
[krit3379's solution](#)

**1737.**

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1700 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees  
[krit3379's solution](#)

**1738.**

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,769 global accepts · Rating: 1700 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory  
[krit3379's solution](#)

**1739.**

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,862 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings  
[krit3379's solution](#)

**1740.**

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,496 global accepts · Rating: 1700 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation  
[krit3379's solution](#)

**1741.**

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings  
[krit3379's solution](#)

**1742.**

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math  
[krit3379's solution](#)

**1743.**

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[krit3379's solution](#)

**1744.**

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,487 global accepts · Rating: 1700 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings

[krit3379's solution](#)

**1745.**

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,138 global accepts · Rating: 1700 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[krit3379's solution](#)

**1746.**

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,278 global accepts · Rating: 1700 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[krit3379's solution](#)

**1747.**

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,491 global accepts · Rating: 1700 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[krit3379's solution](#)

**1748.**

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[krit3379's solution](#)

**1749.**

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,040 global accepts · Rating: 1700 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[krit3379's solution](#)

**1750.**

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[krit3379's solution](#)

**1751.**

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[krit3379's solution](#)

**1752.**

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[krit3379's solution](#)

**1753.**

1474C

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

Quality: 14,160 global accepts · Rating: 1700 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[krit3379's solution](#)

**1754.**

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[krit3379's solution](#)

**1755.**

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,268 global accepts · Rating: 1700 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[krit3379's solution](#)

**1756.**

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,325 global accepts · Rating: 1700 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[krit3379's solution](#)

**1757.**

1760G

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

Quality: 10,315 global accepts · Rating: 1700 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[krit3379's solution](#)

**1758.**

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[krit3379's solution](#)

**1759.**

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[krit3379's solution](#)

**1760.**

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[krit3379's solution](#)

**1761.**

1677B

[Tokitsukaze and Meeting](#) · [Tutorial](#)

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[krit3379's solution](#)

**1762.**

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,656 global accepts · Rating: 1700 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[krit3379's solution](#)

### 1763.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[krit3379's solution](#)

### 1764.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,539 global accepts · Rating: 1700 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[krit3379's solution](#)

### 1765.

977F

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

Quality: 25,130 global accepts · Rating: 1700 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dp

[krit3379's solution](#)

### 1766.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[krit3379's solution](#)

### 1767.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[krit3379's solution](#)

### 1768.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, math

[krit3379's solution](#)

### 1769.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,659 global accepts · Rating: 1700 · first AC: 2021-12-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[krit3379's solution](#)

### 1770.

1594D

[The Number of Imposters](#) · [Tutorial](#)

Quality: 9,396 global accepts · Rating: 1700 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[krit3379's solution](#)

### 1771.

1581C

[Portal](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[krit3379's solution](#)

### 1772.

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[krit3379's solution](#)

**1773.**

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
[krit3379's solution](#)

**1774.**

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,550 global accepts · Rating: 1700 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees  
[krit3379's solution](#)

**1775.**

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,901 global accepts · Rating: 1700 · first AC: 2021-08-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, two pointers  
[krit3379's solution](#)

**1776.**

126B

[Password](#) · [Tutorial](#)

Quality: 24,767 global accepts · Rating: 1700 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings  
[krit3379's solution](#)

**1777.**

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,820 global accepts · Rating: 1700 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths  
[krit3379's solution](#)

**1778.**

559B

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

Quality: 11,674 global accepts · Rating: 1700 · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, hashing, sortings, strings  
[krit3379's solution](#)

**1779.**

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,011 global accepts · Rating: 1700 · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, divide and conquer, math  
[krit3379's solution](#)

**1780.**

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,623 global accepts · Rating: 1700 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[krit3379's solution](#)

**1781.**

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,101 global accepts · Rating: 1700 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees  
[krit3379's solution](#)

**1782.**

2218G

[The 67th Iteration of "Counting is Fun"](#) · [Tutorial](#)

Quality: 3,620 global accepts · Rating: 1800 · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
[krit3379's solution](#)

**1783.**

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,318 global accepts · Rating: 1800 · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[krit3379's solution](#)

**1784.**

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[krit3379's solution](#)

**1785.**

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 1800 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[krit3379's solution](#)

**1786.**

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[krit3379's solution](#)

**1787.**

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,287 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[krit3379's solution](#)

**1788.**

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,209 global accepts · Rating: 1800 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[krit3379's solution](#)

**1789.**

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,307 global accepts · Rating: 1800 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[krit3379's solution](#)

**1790.**

2184E

[Exquisite Array](#) · [Tutorial](#)

Quality: 5,773 global accepts · Rating: 1800 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, sortings

[krit3379's solution](#)

**1791.**

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[krit3379's solution](#)

**1792.**

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 1800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data

structures, greedy, sortings, two pointers

[krit3379's solution](#)

**1793.**

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[krit3379's solution](#)

**1794.**

2179E

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

Quality: 5,783 global accepts · Rating: 1800 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, math

[krit3379's solution](#)

**1795.**

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,760 global accepts · Rating: 1800 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, sortings

[krit3379's solution](#)

**1796.**

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,012 global accepts · Rating: 1800 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[krit3379's solution](#)

**1797.**

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 1800 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[krit3379's solution](#)

**1798.**

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,964 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[krit3379's solution](#)

**1799.**

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[krit3379's solution](#)

**1800.**

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, two pointers

[krit3379's solution](#)

**1801.**

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,294 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[krit3379's solution](#)

**1802.**

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1800 · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive, probabilities  
[krit3379's solution](#)

### 1803.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,661 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[krit3379's solution](#)

### 1804.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[krit3379's solution](#)

### 1805.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[krit3379's solution](#)

### 1806.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[krit3379's solution](#)

### 1807.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,672 global accepts · Rating: 1800 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, implementation, math

[krit3379's solution](#)

### 1808.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1800 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

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### 1809.

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

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### 1810.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, strings

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### 1811.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,394 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

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**1812.**

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 6,999 global accepts · Rating: 1800 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math  
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**1813.**

1719D1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy  
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**1814.**

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: 1800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings  
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**1815.**

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,002 global accepts · Rating: 1800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees  
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**1816.**

2141D

[Avoid Minimums](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 1800 · first AC: 2025-09-12 · Kotlin 1.7 (first AC) · Tags: \*special, greedy, math  
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**1817.**

2141C

[Minimum on Subarrays](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 1800 · first AC: 2025-09-12 · Kotlin 1.7 (first AC) · Tags: \*special, brute force  
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**1818.**

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees  
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**1819.**

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities, trees  
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**1820.**

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, greedy, implementation  
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**1821.**

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp  
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**1822.**

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[krit3379's solution](#)

**1823.**

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[krit3379's solution](#)

**1824.**

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

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**1825.**

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 1800 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

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**1826.**

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[krit3379's solution](#)

**1827.**

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,122 global accepts · Rating: 1800 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

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**1828.**

2079D

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

Quality: 683 global accepts · Rating: 1800 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, sortings

[krit3379's solution](#)

**1829.**

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,930 global accepts · Rating: 1800 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, trees

[krit3379's solution](#)

**1830.**

1853D

[Imbalanced Arrays](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[krit3379's solution](#)

**1831.**

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[krit3379's solution](#)

**1832.**

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[krit3379's solution](#)

**1833.**

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,713 global accepts · Rating: 1800 · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy, math, schedules

[krit3379's solution](#)

**1834.**

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[krit3379's solution](#)

**1835.**

1846F

[Rudolph and Mimic](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[krit3379's solution](#)

**1836.**

1846E2

[Rudolf and Snowflakes \(hard version\)](#) · [Tutorial](#)

Quality: 8,508 global accepts · Rating: 1800 · first AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, math

[krit3379's solution](#)

**1837.**

2106E

[Wolf](#) · [Tutorial](#)

Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[krit3379's solution](#)

**1838.**

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[krit3379's solution](#)

**1839.**

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,422 global accepts · Rating: 1800 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[krit3379's solution](#)

**1840.**

2093F

[Hackers and Neural Networks](#) · [Tutorial](#)

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy

[krit3379's solution](#)

**1841.**

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[krit3379's solution](#)

**1842.**

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[krit3379's solution](#)

**1843.**

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,617 global accepts · Rating: 1800 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, dp

[krit3379's solution](#)

**1844.**

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1800 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp

[krit3379's solution](#)

**1845.**

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[krit3379's solution](#)

**1846.**

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1800 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities

[krit3379's solution](#)

**1847.**

2078D

[Scammy Game Ad](#) · [Tutorial](#)

Quality: 6,536 global accepts · Rating: 1800 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

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**1848.**

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,536 global accepts · Rating: 1800 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[krit3379's solution](#)

**1849.**

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

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**1850.**

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings, two pointers

[krit3379's solution](#)

**1851.**

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,693 global accepts · Rating: 1800 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp,

implementation, math

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**1852.**

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,412 global accepts · Rating: 1800 · first AC: 2025-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[krit3379's solution](#)

**1853.**

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,726 global accepts · Rating: 1800 · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths

[krit3379's solution](#)

**1854.**

2069D

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

Quality: 7,048 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

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**1855.**

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,680 global accepts · Rating: 1800 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, strings

[krit3379's solution](#)

**1856.**

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,423 global accepts · Rating: 1800 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[krit3379's solution](#)

**1857.**

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[krit3379's solution](#)

**1858.**

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[krit3379's solution](#)

**1859.**

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[krit3379's solution](#)

**1860.**

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[krit3379's solution](#)

**1861.**

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,679 global accepts · Rating: 1800 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, flows, math,

number theory

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**1862.**

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,011 global accepts · Rating: 1800 · first AC: 2022-01-18 · last AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

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**1863.**

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

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**1864.**

2006B

[Iris and the Tree](#) · [Tutorial](#)

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-09-04 · last AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

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**1865.**

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

[krit3379's solution](#)

**1866.**

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,718 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[krit3379's solution](#)

**1867.**

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,717 global accepts · Rating: 1800 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[krit3379's solution](#)

**1868.**

1966D

[Missing Subsequence Sum](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[krit3379's solution](#)

**1869.**

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[krit3379's solution](#)

**1870.**

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,319 global accepts · Rating: 1800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: dp

[krit3379's solution](#)

**1871.**

1981C

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

Quality: 6,341 global accepts · Rating: 1800 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

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### 1872.

1833G

[Ksyusha and Chinchilla](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 1800 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

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### 1873.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,240 global accepts · Rating: 1800 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, number theory

[krit3379's solution](#)

### 1874.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,078 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[krit3379's solution](#)

### 1875.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,547 global accepts · Rating: 1800 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[krit3379's solution](#)

### 1876.

1907F

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

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[krit3379's solution](#)

### 1877.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[krit3379's solution](#)

### 1878.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[krit3379's solution](#)

### 1879.

1768D

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

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[krit3379's solution](#)

### 1880.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,561 global accepts · Rating: 1800 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[krit3379's solution](#)

### 1881.

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy,

implementation, math

[krit3379's solution](#)

**1882.**

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,935 global accepts · Rating: 1800 · first AC: 2022-12-16 · last AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[krit3379's solution](#)

**1883.**

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1800 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[krit3379's solution](#)

**1884.**

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[krit3379's solution](#)

**1885.**

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,178 global accepts · Rating: 1800 · first AC: 2022-04-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[krit3379's solution](#)

**1886.**

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,874 global accepts · Rating: 1800 · first AC: 2022-03-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[krit3379's solution](#)

**1887.**

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[krit3379's solution](#)

**1888.**

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[krit3379's solution](#)

**1889.**

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[krit3379's solution](#)

**1890.**

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1800 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[krit3379's solution](#)

**1891.**

1560E

[Polycarp and String Transformation](#) · [Tutorial](#)

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation,

sortings, strings

[krit3379's solution](#)

**1892.**

221D

[Little Elephant and Array](#) · [Tutorial](#)

Quality: 1800 · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[krit3379's solution](#)

**1893.**

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, trees

[krit3379's solution](#)

**1894.**

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[krit3379's solution](#)

**1895.**

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,401 global accepts · Rating: 1800 · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[krit3379's solution](#)

**1896.**

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy

[krit3379's solution](#)

**1897.**

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,756 global accepts · Rating: 1800 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[krit3379's solution](#)

**1898.**

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[krit3379's solution](#)

**1899.**

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math

[krit3379's solution](#)

**1900.**

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,307 global accepts · Rating: 1800 · first AC: 2021-04-16 · last AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[krit3379's solution](#)

**1901.**

2200F

[Moclear Reactor 2](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 1900 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[krit3379's solution](#)

### 1902.

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,180 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[krit3379's solution](#)

### 1903.

2184G

[Nastiness of Segments](#) · [Tutorial](#)

Quality: 2,965 global accepts · Rating: 1900 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[krit3379's solution](#)

### 1904.

2184F

[Cherry Tree](#) · [Tutorial](#)

Quality: 3,895 global accepts · Rating: 1900 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[krit3379's solution](#)

### 1905.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,254 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[krit3379's solution](#)

### 1906.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[krit3379's solution](#)

### 1907.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[krit3379's solution](#)

### 1908.

2175D

[Wishing Cards](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[krit3379's solution](#)

### 1909.

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,639 global accepts · Rating: 1900 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[krit3379's solution](#)

### 1910.

2052E

[Expression Correction](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2025-12-05 · Python 3 (first AC) · Tags: brute force, expression parsing, strings

[krit3379's solution](#)

### 1911.

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[krit3379's solution](#)

## 1912.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[krit3379's solution](#)

## 1913.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1900 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[krit3379's solution](#)

## 1914.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,604 global accepts · Rating: 1900 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[krit3379's solution](#)

## 1915.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[krit3379's solution](#)

## 1916.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[krit3379's solution](#)

## 1917.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[krit3379's solution](#)

## 1918.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

[krit3379's solution](#)

## 1919.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[krit3379's solution](#)

## 1920.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,086 global accepts · Rating: 1900 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[krit3379's solution](#)

**1921.**

2156D

[Find the Last Number](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 1900 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[krit3379's solution](#)

**1922.**

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[krit3379's solution](#)

**1923.**

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1900 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[krit3379's solution](#)

**1924.**

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,553 global accepts · Rating: 1900 · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, math

[krit3379's solution](#)

**1925.**

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,776 global accepts · Rating: 1900 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[krit3379's solution](#)

**1926.**

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,410 global accepts · Rating: 1900 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[krit3379's solution](#)

**1927.**

2149F

[Nezuko in the Clearing](#) · [Tutorial](#)

Quality: 4,813 global accepts · Rating: 1900 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, ternary search

[krit3379's solution](#)

**1928.**

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,332 global accepts · Rating: 1900 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, implementation

[krit3379's solution](#)

**1929.**

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[krit3379's solution](#)

**1930.**

1719D2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy, math

[krit3379's solution](#)

### 1931.

2148G

[Farmer John's Last Wish](#) · [Tutorial](#)

Quality: 4,192 global accepts · Rating: 1900 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, number theory

[krit3379's solution](#)

### 1932.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[krit3379's solution](#)

### 1933.

2137F

[Prefix Maximum Invariance](#) · [Tutorial](#)

Quality: 4,060 global accepts · Rating: 1900 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, sortings

[krit3379's solution](#)

### 1934.

1591D

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

Rating: 1900 · first AC: 2025-09-04 · last AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, math, sortings

[krit3379's solution](#)

### 1935.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[krit3379's solution](#)

### 1936.

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 1900 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, strings

[krit3379's solution](#)

### 1937.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[krit3379's solution](#)

### 1938.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math

[krit3379's solution](#)

### 1939.

1823D

[Unique Palindromes](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, strings

[krit3379's solution](#)

### 1940.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1900 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[krit3379's solution](#)

### 1941.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[krit3379's solution](#)

### 1942.

1820D

[The Butcher](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, sortings, two pointers

[krit3379's solution](#)

### 1943.

1912D

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

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2025-08-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[krit3379's solution](#)

### 1944.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 1900 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings

[krit3379's solution](#)

### 1945.

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[krit3379's solution](#)

### 1946.

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-23 · last AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[krit3379's solution](#)

### 1947.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[krit3379's solution](#)

### 1948.

1914F

[Programming Competition](#) · [Tutorial](#)

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[krit3379's solution](#)

### 1949.

1744E2

[Divisible Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[krit3379's solution](#)

## 1950.

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, strings, trees  
[krit3379's solution](#)

## 1951.

1902D

### [Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, implementation  
[krit3379's solution](#)

## 1952.

2121G

### [Gangsta](#) · [Tutorial](#)

Quality: 5,362 global accepts · Rating: 1900 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, sortings  
[krit3379's solution](#)

## 1953.

2021C2

### [Adjust The Presentation \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings  
[krit3379's solution](#)

## 1954.

2117G

### [Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings  
[krit3379's solution](#)

## 1955.

2029D

### [Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees  
[krit3379's solution](#)

## 1956.

1882D

### [Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees  
[krit3379's solution](#)

## 1957.

1898D

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

Quality: 6,632 global accepts · Rating: 1900 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[krit3379's solution](#)

## 1958.

2111E

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

Quality: 5,407 global accepts · Rating: 1900 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings  
[krit3379's solution](#)

## 1959.

1834D

### [Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2025-05-19 · last AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[krit3379's solution](#)

### 1960.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,620 global accepts · Rating: 1900 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[krit3379's solution](#)

### 1961.

1888E

[Time Travel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, graphs, implementation, shortest paths

[krit3379's solution](#)

### 1962.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,634 global accepts · Rating: 1900 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, sortings

[krit3379's solution](#)

### 1963.

1921F

[Sum of Progression](#) · [Tutorial](#)

Quality: 5,011 global accepts · Rating: 1900 · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, implementation, math

[krit3379's solution](#)

### 1964.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[krit3379's solution](#)

### 1965.

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1900 · first AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[krit3379's solution](#)

### 1966.

2106F

[Goblin](#) · [Tutorial](#)

Quality: 4,422 global accepts · Rating: 1900 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, greedy, math

[krit3379's solution](#)

### 1967.

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1900 · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, number theory, two pointers

[krit3379's solution](#)

### 1968.

2094H

[La Vaca Saturno Saturnita](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1900 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math, number theory

[krit3379's solution](#)

### 1969.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[krit3379's solution](#)

## 1970.

2093G

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

Quality: 3,805 global accepts · Rating: 1900 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

[krit3379's solution](#)

## 1971.

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,433 global accepts · Rating: 1900 · first AC: 2025-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, trees

[krit3379's solution](#)

## 1972.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[krit3379's solution](#)

## 1973.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[krit3379's solution](#)

## 1974.

2073A

[Control Towers](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[krit3379's solution](#)

## 1975.

2013D

[Minimize the Difference](#) · [Tutorial](#)

Quality: 7,471 global accepts · Rating: 1900 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[krit3379's solution](#)

## 1976.

2022D1

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

Quality: 4,018 global accepts · Rating: 1900 · first AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[krit3379's solution](#)

## 1977.

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,687 global accepts · Rating: 1900 · first AC: 2025-02-23 · last AC: 2025-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[krit3379's solution](#)

## 1978.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,382 global accepts · Rating: 1900 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[krit3379's solution](#)

## 1979.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[krit3379's solution](#)

### 1980.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1900 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[krit3379's solution](#)

### 1981.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[krit3379's solution](#)

### 1982.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, math

[krit3379's solution](#)

### 1983.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[krit3379's solution](#)

### 1984.

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1900 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[krit3379's solution](#)

### 1985.

1899G

[Unusual Entertainment](#) · [Tutorial](#)

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[krit3379's solution](#)

### 1986.

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math

[krit3379's solution](#)

### 1987.

1883G2

[Dances \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,741 global accepts · Rating: 1900 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings, two pointers

[krit3379's solution](#)

### 1988.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, implementation, math

[krit3379's solution](#)

**1989.**

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 1900 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[krit3379's solution](#)

**1990.**

2044G2

[Medium Demon Problem \(hard version\)](#) · [Tutorial](#)

Quality: 3,825 global accepts · Rating: 1900 · first AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[krit3379's solution](#)

**1991.**

2044F

[Easy Demon Problem](#) · [Tutorial](#)

Quality: 6,044 global accepts · Rating: 1900 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[krit3379's solution](#)

**1992.**

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,019 global accepts · Rating: 1900 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp

[krit3379's solution](#)

**1993.**

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

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**1994.**

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[krit3379's solution](#)

**1995.**

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

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**1996.**

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

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**1997.**

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math

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**1998.**

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,368 global accepts · Rating: 1900 · first AC: 2024-09-04 · last AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

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**1999.**

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

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**2000.**

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,322 global accepts · Rating: 1900 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[krit3379's solution](#)

**2001.**

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,288 global accepts · Rating: 1900 · first AC: 2024-07-22 · last AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

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**2002.**

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,100 global accepts · Rating: 1900 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

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**2003.**

1918D

[Blocking Elements](#) · [Tutorial](#)

Quality: 6,194 global accepts · Rating: 1900 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

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**2004.**

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math

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**2005.**

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

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**2006.**

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

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**2007.**

1980F1

[Field Division \(easy version\)](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 1900 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings

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**2008.**

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1900 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp,

greedy, math, number theory, sortings

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**2009.**

1794D

[Counting Factorizations](#) · [Tutorial](#)

Quality: 4,485 global accepts · Rating: 1900 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[krit3379's solution](#)

**2010.**

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,536 global accepts · Rating: 1900 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[krit3379's solution](#)

**2011.**

1854A2

[Dual \(Hard Version\)](#) · [Tutorial](#)

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[krit3379's solution](#)

**2012.**

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[krit3379's solution](#)

**2013.**

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[krit3379's solution](#)

**2014.**

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[krit3379's solution](#)

**2015.**

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[krit3379's solution](#)

**2016.**

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[krit3379's solution](#)

**2017.**

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[krit3379's solution](#)

**2018.**

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, sortings

[krit3379's solution](#)

## 2019.

5C

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

Quality: 18,068 global accepts · Rating: 1900 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[krit3379's solution](#)

## 2020.

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[krit3379's solution](#)

## 2021.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 accepts · Rating: 1900 · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[krit3379's solution](#)

## 2022.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[krit3379's solution](#)

## 2023.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[krit3379's solution](#)

## 2024.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[krit3379's solution](#)

## 2025.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[krit3379's solution](#)

## 2026.

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[krit3379's solution](#)

## 2027.

1661D

[Progressions Covering](#) · [Tutorial](#)

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[krit3379's solution](#)

## 2028.

1647D

### [Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[krit3379's solution](#)

## 2029.

1656D

### [K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[krit3379's solution](#)

## 2030.

1651D

### [Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,504 global accepts · Rating: 1900 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[krit3379's solution](#)

## 2031.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation

[krit3379's solution](#)

## 2032.

1650E

### [Rescheduling the Exam](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1900 · first AC: 2022-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[krit3379's solution](#)

## 2033.

292E

### [Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[krit3379's solution](#)

## 2034.

61E

### [Enemy is weak](#) · [Tutorial](#)

Quality: 15,175 global accepts · Rating: 1900 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[krit3379's solution](#)

## 2035.

455B

### [A Lot of Games](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 1900 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[krit3379's solution](#)

## 2036.

1527B2

### [Palindrome Game \(hard version\)](#) · [Tutorial](#)

Quality: 8,696 global accepts · Rating: 1900 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[krit3379's solution](#)

## 2037.

20C

### [Dijkstra?](#) · [Tutorial](#)

Quality: 46,881 global accepts · Rating: 1900 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[krit3379's solution](#)

**2038.**

229C

[Triangles](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1900 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math  
[krit3379's solution](#)

**2039.**

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,791 global accepts · Rating: 1900 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy  
[krit3379's solution](#)

**2040.**

2201C

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

Quality: 1,989 global accepts · Rating: 2000 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy  
[krit3379's solution](#)

**2041.**

2196C2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive  
[krit3379's solution](#)

**2042.**

2194E

[The Turtle Strikes Back](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2000 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, implementation  
[krit3379's solution](#)

**2043.**

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive  
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**2044.**

2181D

[Doorway](#) · [Tutorial](#)

Quality: 1,357 global accepts · Rating: 2000 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings  
[krit3379's solution](#)

**2045.**

2179F

[Blackslex and Another RGB Walking](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2000 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees  
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**2046.**

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,334 global accepts · Rating: 2000 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers  
[krit3379's solution](#)

**2047.**

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dsu, number theory  
[krit3379's solution](#)

**2048.**

2158D

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

Quality: 3,284 global accepts · Rating: 2000 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings

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**2049.**

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 2000 · first AC: 2025-11-26 · last AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

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**2050.**

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

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**2051.**

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2025-11-25 · last AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, math

[krit3379's solution](#)

**2052.**

2171G

[Sakura Adachi and Optimal Sequences](#) · [Tutorial](#)

Quality: 2,324 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, greedy, math

[krit3379's solution](#)

**2053.**

2171E

[Anisphia Wynn Palettia and Good Permutations](#) · [Tutorial](#)

Quality: 3,654 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, number theory

[krit3379's solution](#)

**2054.**

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2000 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[krit3379's solution](#)

**2055.**

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,521 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[krit3379's solution](#)

**2056.**

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, sortings

[krit3379's solution](#)

**2057.**

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,817 global accepts · Rating: 2000 · first AC: 2025-10-28 · last AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[krit3379's solution](#)

**2058.**

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[krit3379's solution](#)

**2059.**

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[krit3379's solution](#)

**2060.**

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 2000 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[krit3379's solution](#)

**2061.**

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 2000 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[krit3379's solution](#)

**2062.**

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings, two pointers

[krit3379's solution](#)

**2063.**

2146D2

[Max Sum OR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[krit3379's solution](#)

**2064.**

1719E

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

Rating: 2000 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, number theory

[krit3379's solution](#)

**2065.**

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, implementation

[krit3379's solution](#)

**2066.**

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,889 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[krit3379's solution](#)

**2067.**

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[krit3379's solution](#)

## 2068.

412D

[Giving Awards](#) · [Tutorial](#)

Quality: 2,437 global accepts · Rating: 2000 · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar

[krit3379's solution](#)

## 2069.

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy

[krit3379's solution](#)

## 2070.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[krit3379's solution](#)

## 2071.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[krit3379's solution](#)

## 2072.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[krit3379's solution](#)

## 2073.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[krit3379's solution](#)

## 2074.

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,772 global accepts · Rating: 2000 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[krit3379's solution](#)

## 2075.

1831D

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, math

[krit3379's solution](#)

## 2076.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[krit3379's solution](#)

## 2077.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures,

implementation, math, two pointers

[krit3379's solution](#)

**2078.**

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

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**2079.**

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,505 global accepts · Rating: 2000 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

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**2080.**

1894E

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

Rating: 2000 · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation

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**2081.**

453B

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**2082.**

1944D

[Non-Palindromic Substring](#) · [Tutorial](#)

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**2083.**

1881G

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**2084.**

2103D

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**2085.**

2096D

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**2086.**

1851G

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**2087.**

1867E1

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interactive, math

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**2088.**

1862G

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**2089.**

1857G

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Quality: 5,487 global accepts · Rating: 2000 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[krit3379's solution](#)

**2090.**

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,309 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graph matchings, greedy

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**2091.**

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

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**2092.**

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

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**2093.**

1872G

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**2094.**

2074F

[Counting Necessary Nodes](#) · [Tutorial](#)

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**2095.**

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,142 global accepts · Rating: 2000 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[krit3379's solution](#)

**2096.**

2041C

[Cube](#) · [Tutorial](#)

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**2097.**

1941G

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## 2098.

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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## 2099.

1988D

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Quality: 6,010 global accepts · Rating: 2000 · first AC: 2025-02-28 · last AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, trees

[krit3379's solution](#)

## 2100.

2014F

[Sheriff's Defense](#) · [Tutorial](#)

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[krit3379's solution](#)

## 2101.

1994E

[Wooden Game](#) · [Tutorial](#)

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[krit3379's solution](#)

## 2102.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

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## 2103.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[krit3379's solution](#)

## 2104.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[krit3379's solution](#)

## 2105.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[krit3379's solution](#)

## 2106.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

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## 2107.

2063D

### [Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[krit3379's solution](#)

## 2108.

2028D

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

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[krit3379's solution](#)

## 2109.

2037G

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Quality: 3,731 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[krit3379's solution](#)

## 2110.

2061E

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

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[krit3379's solution](#)

## 2111.

2020E

### [Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2025-01-19 · last AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities

[krit3379's solution](#)

## 2112.

2048E

### [Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

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## 2113.

2045B

### [ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[krit3379's solution](#)

## 2114.

2055D

### [Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[krit3379's solution](#)

## 2115.

2051F

### [Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[krit3379's solution](#)

## 2116.

2057D

### [Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[krit3379's solution](#)

**2117.**

237E

[Build String](#) · [Tutorial](#)

Quality: 2,006 global accepts · Rating: 2000 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

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**2118.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[krit3379's solution](#)

**2119.**

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,606 global accepts · Rating: 2000 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[krit3379's solution](#)

**2120.**

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,894 global accepts · Rating: 2000 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[krit3379's solution](#)

**2121.**

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,798 global accepts · Rating: 2000 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

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**2122.**

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[krit3379's solution](#)

**2123.**

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[krit3379's solution](#)

**2124.**

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings

[krit3379's solution](#)

**2125.**

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2022-05-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

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**2126.**

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[krit3379's solution](#)

**2127.**

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

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**2128.**

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[krit3379's solution](#)

**2129.**

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

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**2130.**

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[krit3379's solution](#)

**2131.**

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, sortings

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**2132.**

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

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**2133.**

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,499 global accepts · Rating: 2000 · first AC: 2022-01-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

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**2134.**

242E

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**2135.**

1359D

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Quality: 10,731 global accepts · Rating: 2000 · first AC: 2022-01-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

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**2136.**

380C

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**2137.**

383C

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Quality: 7,523 global accepts · Rating: 2000 · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[krit3379's solution](#)

**2138.**

358C

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Quality: 2,280 global accepts · Rating: 2000 · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

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**2139.**

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 2000 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

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**2140.**

540C

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Quality: 8,235 global accepts · Rating: 2000 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[krit3379's solution](#)

**2141.**

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 2000 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[krit3379's solution](#)

**2142.**

659F

[Polycarp and Hay](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: 2000 · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings

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**2143.**

2193G

[Paths in a Tree](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, interactive, sortings, trees

[krit3379's solution](#)

**2144.**

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

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**2145.**

2183D2

[Tree Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[krit3379's solution](#)

**2146.**

2052D

[DAG Serialization](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs

[krit3379's solution](#)

**2147.**

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,506 global accepts · Rating: 2100 · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, trees  
[krit3379's solution](#)

**2148.**

2170E

[Binary Strings and Blocks](#) · [Tutorial](#)

Quality: 2,318 global accepts · Rating: 2100 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp  
[krit3379's solution](#)

**2149.**

1070E

[Getting Deals Done](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2100 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures  
[krit3379's solution](#)

**2150.**

2172K

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

Quality: 843 global accepts · Rating: 2100 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings  
[krit3379's solution](#)

**2151.**

2169D2

[Removal of a Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2025-11-14 · last AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory  
[krit3379's solution](#)

**2152.**

2163D1

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

Quality: 2,731 global accepts · Rating: 2100 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive  
[krit3379's solution](#)

**2153.**

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy  
[krit3379's solution](#)

**2154.**

2162F

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

Quality: 2,915 global accepts · Rating: 2100 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy  
[krit3379's solution](#)

**2155.**

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory  
[krit3379's solution](#)

**2156.**

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers  
[krit3379's solution](#)

**2157.**

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[krit3379's solution](#)

**2158.**

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[krit3379's solution](#)

**2159.**

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, number theory

[krit3379's solution](#)

**2160.**

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2100 · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics

[krit3379's solution](#)

**2161.**

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[krit3379's solution](#)

**2162.**

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[krit3379's solution](#)

**2163.**

2150C

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Quality: 2,655 global accepts · Rating: 2100 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

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**2164.**

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,708 global accepts · Rating: 2100 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, two pointers

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**2165.**

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

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**2166.**

2141E

[Perfect Cut](#) · [Tutorial](#)

Quality: 257 global accepts · Rating: 2100 · first AC: 2025-09-12 · Kotlin 1.7 (first AC) · Tags: \*special, dp, greedy

[krit3379's solution](#)

**2167.**

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[krit3379's solution](#)

**2168.**

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, math

[krit3379's solution](#)

**2169.**

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[krit3379's solution](#)

**2170.**

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[krit3379's solution](#)

**2171.**

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[krit3379's solution](#)

**2172.**

2132F

[Rada and the Chamomile Valley](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 2100 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths

[krit3379's solution](#)

**2173.**

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, math

[krit3379's solution](#)

**2174.**

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[krit3379's solution](#)

**2175.**

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[krit3379's solution](#)

**2176.**

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[krit3379's solution](#)

## 2177.

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,472 global accepts · Rating: 2100 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[krit3379's solution](#)

## 2178.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[krit3379's solution](#)

## 2179.

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[krit3379's solution](#)

## 2180.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,706 global accepts · Rating: 2100 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, strings

[krit3379's solution](#)

## 2181.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings

[krit3379's solution](#)

## 2182.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[krit3379's solution](#)

## 2183.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, math

[krit3379's solution](#)

## 2184.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 3,998 global accepts · Rating: 2100 · first AC: 2025-05-11 · last AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[krit3379's solution](#)

## 2185.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2022-04-21 · last AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[krit3379's solution](#)

## 2186.

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,555 global accepts · Rating: 2100 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[krit3379's solution](#)

**2187.**

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[krit3379's solution](#)

**2188.**

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,095 global accepts · Rating: 2100 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[krit3379's solution](#)

**2189.**

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[krit3379's solution](#)

**2190.**

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[krit3379's solution](#)

**2191.**

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,843 global accepts · Rating: 2100 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[krit3379's solution](#)

**2192.**

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,108 global accepts · Rating: 2100 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs

[krit3379's solution](#)

**2193.**

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[krit3379's solution](#)

**2194.**

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry

[krit3379's solution](#)

**2195.**

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, number theory

[krit3379's solution](#)

**2196.**

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[krit3379's solution](#)

## 2197.

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[krit3379's solution](#)

## 2198.

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[krit3379's solution](#)

## 2199.

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 2100 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[krit3379's solution](#)

## 2200.

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

[krit3379's solution](#)

## 2201.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[krit3379's solution](#)

## 2202.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[krit3379's solution](#)

## 2203.

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[krit3379's solution](#)

## 2204.

2047E

[Adventurers](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy, implementation

[krit3379's solution](#)

## 2205.

2044H

[Hard Demon Problem](#) · [Tutorial](#)

Quality: 2,584 global accepts · Rating: 2100 · first AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math

[krit3379's solution](#)

**2206.**

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, dsu, graphs  
[krit3379's solution](#)

**2207.**

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,670 global accepts · Rating: 2100 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees  
[krit3379's solution](#)

**2208.**

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, number theory  
[krit3379's solution](#)

**2209.**

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  
[krit3379's solution](#)

**2210.**

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory  
[krit3379's solution](#)

**2211.**

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games  
[krit3379's solution](#)

**2212.**

546E

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

Quality: 4,310 global accepts · Rating: 2100 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs, math  
[krit3379's solution](#)

**2213.**

498C

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

Quality: 4,188 global accepts · Rating: 2100 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, number theory  
[krit3379's solution](#)

**2214.**

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees  
[krit3379's solution](#)

**2215.**

1971H

[±1](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2100 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, graphs  
[krit3379's solution](#)

**2216.**

1920E

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[krit3379's solution](#)

**2217.**

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,282 global accepts · Rating: 2100 · first AC: 2022-04-01 · last AC: 2023-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees  
[krit3379's solution](#)

**2218.**

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math  
[krit3379's solution](#)

**2219.**

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees  
[krit3379's solution](#)

**2220.**

1668D

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

Rating: 2100 · first AC: 2022-04-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp  
[krit3379's solution](#)

**2221.**

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[krit3379's solution](#)

**2222.**

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees  
[krit3379's solution](#)

**2223.**

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp  
[krit3379's solution](#)

**2224.**

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-21 · last AC: 2022-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, number theory, trees  
[krit3379's solution](#)

**2225.**

1650G

[Counting Shortcuts](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 2100 · first AC: 2022-03-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths  
[krit3379's solution](#)

**2226.**

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[krit3379's solution](#)

**2227.**

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 2100 · first AC: 2022-01-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[krit3379's solution](#)

**2228.**

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,270 global accepts · Rating: 2100 · first AC: 2022-01-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[krit3379's solution](#)

**2229.**

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[krit3379's solution](#)

**2230.**

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,595 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[krit3379's solution](#)

**2231.**

2209E

[A Trivial String Problem](#) · [Tutorial](#)

Quality: 1,775 global accepts · Rating: 2200 · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

[krit3379's solution](#)

**2232.**

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2200 · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers

[krit3379's solution](#)

**2233.**

2200G

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

Quality: 1,029 global accepts · Rating: 2200 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[krit3379's solution](#)

**2234.**

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[krit3379's solution](#)

**2235.**

2179G

[Blackslex and Penguin Migration](#) · [Tutorial](#)

Quality: 1,208 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, interactive, math

[krit3379's solution](#)

**2236.**

2179H

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

Quality: 1,302 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, implementation, math

[krit3379's solution](#)

**2237.**

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, number theory

[krit3379's solution](#)

**2238.**

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[krit3379's solution](#)

**2239.**

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,682 global accepts · Rating: 2200 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[krit3379's solution](#)

**2240.**

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, number theory, shortest paths

[krit3379's solution](#)

**2241.**

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[krit3379's solution](#)

**2242.**

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[krit3379's solution](#)

**2243.**

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, probabilities, trees

[krit3379's solution](#)

**2244.**

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[krit3379's solution](#)

**2245.**

1730D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, strings, two pointers

[krit3379's solution](#)

**2246.**

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp

[krit3379's solution](#)

**2247.**

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2025-09-24 · last AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[krit3379's solution](#)

**2248.**

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2025-03-03 · last AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings, string suffix structures, strings

[krit3379's solution](#)

**2249.**

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, math, shortest paths

[krit3379's solution](#)

**2250.**

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[krit3379's solution](#)

**2251.**

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 2200 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[krit3379's solution](#)

**2252.**

2141F

[Array Reduction](#) · [Tutorial](#)

Quality: 141 global accepts · Rating: 2200 · first AC: 2025-09-12 · Kotlin 1.7 (first AC) · Tags: \*special, greedy

[krit3379's solution](#)

**2253.**

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,108 global accepts · Rating: 2200 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[krit3379's solution](#)

**2254.**

2137G

[Cry Me a River](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs

[krit3379's solution](#)

**2255.**

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[krit3379's solution](#)

**2256.**

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, trees  
[krit3379's solution](#)

**2257.**

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings  
[krit3379's solution](#)

**2258.**

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math  
[krit3379's solution](#)

**2259.**

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy  
[krit3379's solution](#)

**2260.**

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp  
[krit3379's solution](#)

**2261.**

850C

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 2200 · first AC: 2025-08-12 · last AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games  
[krit3379's solution](#)

**2262.**

2126G1

[Big Wins! \(easy version\)](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 2200 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers  
[krit3379's solution](#)

**2263.**

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees  
[krit3379's solution](#)

**2264.**

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation  
[krit3379's solution](#)

**2265.**

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,497 global accepts · Rating: 2200 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force,

data structures, dfs and similar, dp, graphs, implementation, math, number theory

[krit3379's solution](#)

**2266.**

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[krit3379's solution](#)

**2267.**

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[krit3379's solution](#)

**2268.**

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[krit3379's solution](#)

**2269.**

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2025-05-30 · last AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, math, number theory

[krit3379's solution](#)

**2270.**

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[krit3379's solution](#)

**2271.**

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[krit3379's solution](#)

**2272.**

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,670 global accepts · Rating: 2200 · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[krit3379's solution](#)

**2273.**

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[krit3379's solution](#)

**2274.**

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[krit3379's solution](#)

**2275.**

2108D

[Needle in a Numstack](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, interactive

[krit3379's solution](#)

**2276.**

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[krit3379's solution](#)

**2277.**

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy

[krit3379's solution](#)

**2278.**

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive

[krit3379's solution](#)

**2279.**

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, math, probabilities

[krit3379's solution](#)

**2280.**

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,152 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[krit3379's solution](#)

**2281.**

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2025-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[krit3379's solution](#)

**2282.**

2033G

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

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[krit3379's solution](#)

**2283.**

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2025-03-08 · last AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[krit3379's solution](#)

**2284.**

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2200 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[krit3379's solution](#)

**2285.**

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[krit3379's solution](#)

**2286.**

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, number theory

[krit3379's solution](#)

**2287.**

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[krit3379's solution](#)

**2288.**

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2025-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation

[krit3379's solution](#)

**2289.**

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, implementation

[krit3379's solution](#)

**2290.**

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-02-09 · last AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[krit3379's solution](#)

**2291.**

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[krit3379's solution](#)

**2292.**

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[krit3379's solution](#)

**2293.**

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, number theory

[krit3379's solution](#)

**2294.**

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[krit3379's solution](#)

## 2295.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,666 global accepts · Rating: 2200 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[krit3379's solution](#)

## 2296.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[krit3379's solution](#)

## 2297.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,278 global accepts · Rating: 2200 · first AC: 2024-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[krit3379's solution](#)

## 2298.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2021-08-05 · last AC: 2024-12-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[krit3379's solution](#)

## 2299.

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[krit3379's solution](#)

## 2300.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[krit3379's solution](#)

## 2301.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[krit3379's solution](#)

## 2302.

863F

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

Quality: 1,525 global accepts · Rating: 2200 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: flows

[krit3379's solution](#)

## 2303.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[krit3379's solution](#)

## 2304.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 2200 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[krit3379's solution](#)

### 2305.

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[krit3379's solution](#)

### 2306.

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[krit3379's solution](#)

### 2307.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp

[krit3379's solution](#)

### 2308.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,042 global accepts · Rating: 2200 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[krit3379's solution](#)

### 2309.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[krit3379's solution](#)

### 2310.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[krit3379's solution](#)

### 2311.

1670E

[Hemose on the Tree](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[krit3379's solution](#)

### 2312.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2200 · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[krit3379's solution](#)

### 2313.

834D

[The Bakery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[krit3379's solution](#)

### 2314.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[krit3379's solution](#)

### 2315.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[krit3379's solution](#)

### 2316.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2022-04-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[krit3379's solution](#)

### 2317.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2022-04-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[krit3379's solution](#)

### 2318.

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[krit3379's solution](#)

### 2319.

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2022-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[krit3379's solution](#)

### 2320.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,249 global accepts · Rating: 2200 · first AC: 2021-12-23 · last AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[krit3379's solution](#)

### 2321.

387E

[George and Cards](#) · [Tutorial](#)

Quality: 989 global accepts · Rating: 2200 · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[krit3379's solution](#)

### 2322.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,613 global accepts · Rating: 2200 · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[krit3379's solution](#)

### 2323.

282E

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

Quality: 4,327 global accepts · Rating: 2200 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[krit3379's solution](#)

### 2324.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 2200 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[krit3379's solution](#)

**2325.**

2194F1

[Again Trees... \(Easy Version\) · Tutorial](#)

Quality: 888 global accepts · Rating: 2300 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, trees

[krit3379's solution](#)

**2326.**

2187C

[Jerry and Tom · Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[krit3379's solution](#)

**2327.**

2190C

[Comparable Permutations · Tutorial](#)

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[krit3379's solution](#)

**2328.**

2182F1

[Christmas Reindeer \(easy version\) · Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[krit3379's solution](#)

**2329.**

2181J

[Jinx or Jackpot · Tutorial](#)

Quality: 708 global accepts · Rating: 2300 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, probabilities

[krit3379's solution](#)

**2330.**

2180E

[No Effect XOR · Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[krit3379's solution](#)

**2331.**

718C

[Sasha and Array · Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, matrices

[krit3379's solution](#)

**2332.**

652E

[Pursuit For Artifacts · Tutorial](#)

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[krit3379's solution](#)

**2333.**

2079C

[Dreaming Is Not Harmful · Tutorial](#)

Quality: 222 global accepts · Rating: 2300 · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special

[krit3379's solution](#)

**2334.**

2080C

[Card Flip · Tutorial](#)

Quality: 204 global accepts · Rating: 2300 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special

[krit3379's solution](#)

**2335.**

1070J

[Streets and Avenues in Berhattan](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2300 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[krit3379's solution](#)

**2336.**

1070G

[Monsters and Potions](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, implementation

[krit3379's solution](#)

**2337.**

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[krit3379's solution](#)

**2338.**

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, matrices, probabilities

[krit3379's solution](#)

**2339.**

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: 2300 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu

[krit3379's solution](#)

**2340.**

2172L

[Maximum Color Segment](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2300 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[krit3379's solution](#)

**2341.**

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[krit3379's solution](#)

**2342.**

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-07 · last AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[krit3379's solution](#)

**2343.**

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[krit3379's solution](#)

**2344.**

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math

[krit3379's solution](#)

### 2345.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, number theory

[krit3379's solution](#)

### 2346.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[krit3379's solution](#)

### 2347.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[krit3379's solution](#)

### 2348.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[krit3379's solution](#)

### 2349.

2146E

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

Quality: 2,054 global accepts · Rating: 2300 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[krit3379's solution](#)

### 2350.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[krit3379's solution](#)

### 2351.

858F

[Wizard's Tour](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 2300 · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[krit3379's solution](#)

### 2352.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[krit3379's solution](#)

### 2353.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, matrices

[krit3379's solution](#)

**2354.**

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[krit3379's solution](#)

**2355.**

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[krit3379's solution](#)

**2356.**

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,400 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[krit3379's solution](#)

**2357.**

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[krit3379's solution](#)

**2358.**

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[krit3379's solution](#)

**2359.**

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, matrices

[krit3379's solution](#)

**2360.**

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,162 global accepts · Rating: 2300 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, math

[krit3379's solution](#)

**2361.**

2089B2

[Canteen \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[krit3379's solution](#)

**2362.**

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[krit3379's solution](#)

**2363.**

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[krit3379's solution](#)

**2364.**

2124F1

[Appending Permutations \(Easy Version\) · Tutorial](#)

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-06 · last AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[krit3379's solution](#)

**2365.**

2120E

[Lanes of Cars · Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, ternary search

[krit3379's solution](#)

**2366.**

2121H

[Ice Baby · Tutorial](#)

Quality: 2,241 global accepts · Rating: 2300 · first AC: 2025-06-17 · last AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[krit3379's solution](#)

**2367.**

2110E

[Melody · Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation

[krit3379's solution](#)

**2368.**

1834E

[MEX of LCM · Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[krit3379's solution](#)

**2369.**

1932G

[Moving Platforms · Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, math, number theory, shortest paths

[krit3379's solution](#)

**2370.**

1955H

[The Most Reckless Defense · Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[krit3379's solution](#)

**2371.**

1843F2

[Omsk Metro \(hard version\) · Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[krit3379's solution](#)

**2372.**

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, greedy

[krit3379's solution](#)

**2373.**

1944E

[Tree Compass](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees  
[krit3379's solution](#)

**2374.**

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees  
[krit3379's solution](#)

**2375.**

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search  
[krit3379's solution](#)

**2376.**

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings  
[krit3379's solution](#)

**2377.**

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2300 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths  
[krit3379's solution](#)

**2378.**

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities  
[krit3379's solution](#)

**2379.**

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math  
[krit3379's solution](#)

**2380.**

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy  
[krit3379's solution](#)

**2381.**

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, greedy, trees  
[krit3379's solution](#)

**2382.**

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[krit3379's solution](#)

**2383.**

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp

[krit3379's solution](#)

**2384.**

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[krit3379's solution](#)

**2385.**

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[krit3379's solution](#)

**2386.**

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[krit3379's solution](#)

**2387.**

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[krit3379's solution](#)

**2388.**

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[krit3379's solution](#)

**2389.**

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[krit3379's solution](#)

**2390.**

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[krit3379's solution](#)

**2391.**

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[krit3379's solution](#)

**2392.**

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, games  
[krit3379's solution](#)

**2393.**

1748E

[Yet Another Array Counting Problem](#) · [Tutorial](#)

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[krit3379's solution](#)

**2394.**

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, strings

[krit3379's solution](#)

**2395.**

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[krit3379's solution](#)

**2396.**

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[krit3379's solution](#)

**2397.**

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[krit3379's solution](#)

**2398.**

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: flows

[krit3379's solution](#)

**2399.**

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[krit3379's solution](#)

**2400.**

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[krit3379's solution](#)

**2401.**

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[krit3379's solution](#)

**2402.**

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data

structures, dfs and similar, math, trees

[krit3379's solution](#)

**2403.**

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[krit3379's solution](#)

**2404.**

1798E

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

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[krit3379's solution](#)

**2405.**

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[krit3379's solution](#)

**2406.**

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[krit3379's solution](#)

**2407.**

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dp

[krit3379's solution](#)

**2408.**

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,402 global accepts · Rating: 2300 · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings

[krit3379's solution](#)

**2409.**

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 2300 · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[krit3379's solution](#)

**2410.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,404 global accepts · Rating: 2300 · first AC: 2022-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[krit3379's solution](#)

**2411.**

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2022-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[krit3379's solution](#)

**2412.**

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, math

[krit3379's solution](#)

**2413.**

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, math

[krit3379's solution](#)

**2414.**

2193H

[Remove the Grail Tree](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2400 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees

[krit3379's solution](#)

**2415.**

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2400 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[krit3379's solution](#)

**2416.**

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[krit3379's solution](#)

**2417.**

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[krit3379's solution](#)

**2418.**

1070I

[Privatization of Roads in Berland](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, graphs

[krit3379's solution](#)

**2419.**

1070B

[Berkomnadzor](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2400 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[krit3379's solution](#)

**2420.**

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[krit3379's solution](#)

**2421.**

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp

[krit3379's solution](#)

**2422.**

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[krit3379's solution](#)

**2423.**

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[krit3379's solution](#)**2424.**

2171H

[Shiori Miyagi and Maximum Array Score](#) · [Tutorial](#)

Quality: 1,014 global accepts · Rating: 2400 · first AC: 2025-11-20 · last AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings

[krit3379's solution](#)**2425.**

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,042 global accepts · Rating: 2400 · first AC: 2025-11-14 · last AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[krit3379's solution](#)**2426.**

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[krit3379's solution](#)**2427.**

1736C2

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

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, two pointers

[krit3379's solution](#)**2428.**

665F

[Four Divisors](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2400 · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, math, number theory, sortings, two pointers

[krit3379's solution](#)**2429.**

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[krit3379's solution](#)**2430.**

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[krit3379's solution](#)**2431.**

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[krit3379's solution](#)**2432.**

1719F

[Tonya and Burenka-179](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, math, number theory

[krit3379's solution](#)

### 2433.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[krit3379's solution](#)

### 2434.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[krit3379's solution](#)

### 2435.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[krit3379's solution](#)

### 2436.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2025-09-02 · last AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation

[krit3379's solution](#)

### 2437.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[krit3379's solution](#)

### 2438.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[krit3379's solution](#)

### 2439.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[krit3379's solution](#)

### 2440.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, two pointers

[krit3379's solution](#)

### 2441.

449D

[Jzzhu and Numbers](#) · [Tutorial](#)

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[krit3379's solution](#)

### 2442.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[krit3379's solution](#)

### 2443.

1820E

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math, trees

[krit3379's solution](#)

### 2444.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2025-08-12 · last AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[krit3379's solution](#)

### 2445.

1831E

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, hashing, math, number theory, sortings, two pointers

[krit3379's solution](#)

### 2446.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[krit3379's solution](#)

### 2447.

2126G2

[Big Wins! \(hard version\)](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers

[krit3379's solution](#)

### 2448.

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[krit3379's solution](#)

### 2449.

1853E

[Ina of the Mountain](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[krit3379's solution](#)

### 2450.

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[krit3379's solution](#)

### 2451.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-25 · last AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[krit3379's solution](#)

**2452.**

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, strings  
[krit3379's solution](#)

**2453.**

1888F

[Minimum Array](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math  
[krit3379's solution](#)

**2454.**

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers  
[krit3379's solution](#)

**2455.**

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2025-05-11 · last AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp  
[krit3379's solution](#)

**2456.**

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2022-04-29 · last AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[krit3379's solution](#)

**2457.**

1944F1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math  
[krit3379's solution](#)

**2458.**

866D

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers  
[krit3379's solution](#)

**2459.**

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory  
[krit3379's solution](#)

**2460.**

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory  
[krit3379's solution](#)

**2461.**

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers  
[krit3379's solution](#)

**2462.**

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[krit3379's solution](#)

**2463.**

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[krit3379's solution](#)

**2464.**

2038D

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

Quality: 856 global accepts · Rating: 2400 · first AC: 2025-03-09 · last AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[krit3379's solution](#)

**2465.**

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[krit3379's solution](#)

**2466.**

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[krit3379's solution](#)

**2467.**

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[krit3379's solution](#)

**2468.**

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[krit3379's solution](#)

**2469.**

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-12 · last AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[krit3379's solution](#)

**2470.**

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[krit3379's solution](#)

**2471.**

1875E

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

Rating: 2400 · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[krit3379's solution](#)

**2472.**

2063F1

[Counting Is Not Fun \(Easy Version\) · Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[krit3379's solution](#)

**2473.**

2060G

[Bugged Sort · Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[krit3379's solution](#)

**2474.**

1777F

[Comfortably Numb · Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2025-01-15 · last AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[krit3379's solution](#)

**2475.**

2049E

[Broken Queries · Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[krit3379's solution](#)

**2476.**

2001E1

[Deterministic Heap \(Easy Version\) · Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[krit3379's solution](#)

**2477.**

1082G

[Petya and Graph · Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2024-07-11 · last AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[krit3379's solution](#)

**2478.**

1969E

[Unique Array · Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[krit3379's solution](#)

**2479.**

1973D

[Cat, Fox and Maximum Array Split · Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[krit3379's solution](#)

**2480.**

1794E

[Labeling the Tree with Distances · Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[krit3379's solution](#)

**2481.**

1083E

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

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2022-04-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[krit3379's solution](#)

**2482.**

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2022-04-04 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[krit3379's solution](#)

**2483.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2022-04-03 · last AC: 2022-04-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[krit3379's solution](#)

**2484.**

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2022-03-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[krit3379's solution](#)

**2485.**

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,017 global accepts · Rating: 2400 · first AC: 2022-01-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[krit3379's solution](#)

**2486.**

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,960 global accepts · Rating: 2400 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[krit3379's solution](#)

**2487.**

2206B

[Subtree Removal Game](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2500 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, games, trees

[krit3379's solution](#)

**2488.**

2196D

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

Quality: 994 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[krit3379's solution](#)

**2489.**

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[krit3379's solution](#)

**2490.**

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[krit3379's solution](#)

**2491.**

2172H

[Shuffling Cards with Problem Solver 68!](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2500 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, string suffix structures, strings

[krit3379's solution](#)

**2492.**

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[krit3379's solution](#)

**2493.**

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[krit3379's solution](#)

**2494.**

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[krit3379's solution](#)

**2495.**

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, strings

[krit3379's solution](#)

**2496.**

2163D2

[Diadrash \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,500 global accepts · Rating: 2500 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, math, sortings

[krit3379's solution](#)

**2497.**

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2500 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[krit3379's solution](#)

**2498.**

2156E

[Best Time to Buy and Sell Stock](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2500 · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy

[krit3379's solution](#)

**2499.**

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,021 global accepts · Rating: 2500 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[krit3379's solution](#)

**2500.**

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2500 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[krit3379's solution](#)

**2501.**

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[krit3379's solution](#)

## 2502.

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-06 · last AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory

[krit3379's solution](#)

## 2503.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[krit3379's solution](#)

## 2504.

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[krit3379's solution](#)

## 2505.

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[krit3379's solution](#)

## 2506.

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[krit3379's solution](#)

## 2507.

1814D

[Balancing Weapons](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[krit3379's solution](#)

## 2508.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[krit3379's solution](#)

## 2509.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[krit3379's solution](#)

## 2510.

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[krit3379's solution](#)

## 2511.

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[krit3379's solution](#)

## 2512.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2025-08-22 · last AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[krit3379's solution](#)

## 2513.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[krit3379's solution](#)

## 2514.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[krit3379's solution](#)

## 2515.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[krit3379's solution](#)

## 2516.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[krit3379's solution](#)

## 2517.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[krit3379's solution](#)

## 2518.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[krit3379's solution](#)

## 2519.

1903D2

[Maximum And Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2025-06-17 · last AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[krit3379's solution](#)

## 2520.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[krit3379's solution](#)

**2521.**

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[krit3379's solution](#)

**2522.**

2117H

[Incessant Rain · Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, sortings

[krit3379's solution](#)

**2523.**

1834F

[Typewriter · Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[krit3379's solution](#)

**2524.**

2101D

[Mani and Segments · Tutorial](#)

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[krit3379's solution](#)

**2525.**

704B

[Ant Man · Tutorial](#)

Quality: 2,171 global accepts · Rating: 2500 · first AC: 2025-05-10 · last AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy

[krit3379's solution](#)

**2526.**

1778E

[The Tree Has Fallen! · Tutorial](#)

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2025-03-31 · last AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[krit3379's solution](#)

**2527.**

2081B

[Balancing · Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[krit3379's solution](#)

**2528.**

1983F

[array-value · Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[krit3379's solution](#)

**2529.**

1986G2

[Permutation Problem \(Hard Version\) · Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2025-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[krit3379's solution](#)

**2530.**

2075E

[XOR Matrix · Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[krit3379's solution](#)

### 2531.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[krit3379's solution](#)

### 2532.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graph matchings

[krit3379's solution](#)

### 2533.

845F

[Guards In The Storehouse](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2500 · first AC: 2025-03-04 · last AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[krit3379's solution](#)

### 2534.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2025-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[krit3379's solution](#)

### 2535.

2059E1

[Stop Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[krit3379's solution](#)

### 2536.

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[krit3379's solution](#)

### 2537.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[krit3379's solution](#)

### 2538.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[krit3379's solution](#)

### 2539.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[krit3379's solution](#)

### 2540.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[krit3379's solution](#)

### 2541.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2025-01-16 · last AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[krit3379's solution](#)

### 2542.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[krit3379's solution](#)

### 2543.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[krit3379's solution](#)

### 2544.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2500 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[krit3379's solution](#)

### 2545.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2500 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[krit3379's solution](#)

### 2546.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[krit3379's solution](#)

### 2547.

1677D

[Tokitsukaze and Permutations](#) · [Tutorial](#)

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[krit3379's solution](#)

### 2548.

91E

[Igloo Skyscraper](#) · [Tutorial](#)

Quality: 671 global accepts · Rating: 2500 · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry

[krit3379's solution](#)

### 2549.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[krit3379's solution](#)

**2550.**

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy  
[krit3379's solution](#)

**2551.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2022-04-30 · last AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp  
[krit3379's solution](#)

**2552.**

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy  
[krit3379's solution](#)

**2553.**

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,571 global accepts · Rating: 2500 · first AC: 2022-03-18 · last AC: 2022-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings  
[krit3379's solution](#)

**2554.**

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math  
[krit3379's solution](#)

**2555.**

2079B

[Arithmetic Exercise](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 2600 · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, data structures, dp, greedy  
[krit3379's solution](#)

**2556.**

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2600 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp  
[krit3379's solution](#)

**2557.**

2158F1

[Distinct GCDs \(Easy Version\)](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 2600 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, math, number theory  
[krit3379's solution](#)

**2558.**

2158E

[Sink](#) · [Tutorial](#)

Quality: 626 global accepts · Rating: 2600 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation  
[krit3379's solution](#)

**2559.**

1070L

[Odd Federalization](#) · [Tutorial](#)

Quality: 381 global accepts · Rating: 2600 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms  
[krit3379's solution](#)

**2560.**

1416D

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

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[krit3379's solution](#)

**2561.**

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[krit3379's solution](#)

**2562.**

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[krit3379's solution](#)

**2563.**

2138D

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-11 · last AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[krit3379's solution](#)

**2564.**

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, matrices

[krit3379's solution](#)

**2565.**

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,942 global accepts · Rating: 2600 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[krit3379's solution](#)

**2566.**

2132G

[Famous Choreographer](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2600 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, implementation, strings

[krit3379's solution](#)

**2567.**

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[krit3379's solution](#)

**2568.**

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[krit3379's solution](#)

**2569.**

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[krit3379's solution](#)

**2570.**

2131H

[Sea, You & copriMe](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2600 · first AC: 2025-08-12 · last AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math, number theory

[krit3379's solution](#)

**2571.**

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[krit3379's solution](#)

**2572.**

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[krit3379's solution](#)

**2573.**

1858E2

[Rollbacks \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, interactive, trees

[krit3379's solution](#)

**2574.**

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[krit3379's solution](#)

**2575.**

2109C3

[Hacking Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[krit3379's solution](#)

**2576.**

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[krit3379's solution](#)

**2577.**

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 889 global accepts · Rating: 2600 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[krit3379's solution](#)

**2578.**

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[krit3379's solution](#)

**2579.**

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2600 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, two pointers

[krit3379's solution](#)

## 2580.

2103F

[Maximize Nor](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, implementation, sortings

[krit3379's solution](#)

## 2581.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[krit3379's solution](#)

## 2582.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[krit3379's solution](#)

## 2583.

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[krit3379's solution](#)

## 2584.

2071E

[LeaFall](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities, trees

[krit3379's solution](#)

## 2585.

1919E

[Counting Prefixes](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[krit3379's solution](#)

## 2586.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2025-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[krit3379's solution](#)

## 2587.

2064F

[We Be Summing](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 2600 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, two pointers

[krit3379's solution](#)

## 2588.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation, matrices

[krit3379's solution](#)

**2589.**

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[krit3379's solution](#)

**2590.**

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2600 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[krit3379's solution](#)

**2591.**

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[krit3379's solution](#)

**2592.**

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[krit3379's solution](#)

**2593.**

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[krit3379's solution](#)

**2594.**

2163E

[Plegma](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, communication, interactive

[krit3379's solution](#)

**2595.**

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math, number theory

[krit3379's solution](#)

**2596.**

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp

[krit3379's solution](#)

**2597.**

1730E

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

Quality: 767 global accepts · Rating: 2700 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory

[krit3379's solution](#)

**2598.**

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[krit3379's solution](#)

**2599.**

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, sortings, two pointers  
[krit3379's solution](#)

**2600.**

2143F

[Increasing XOR](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2700 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, math  
[krit3379's solution](#)

**2601.**

2144F

[Bracket Groups](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2700 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, string suffix structures, strings  
[krit3379's solution](#)

**2602.**

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths  
[krit3379's solution](#)

**2603.**

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, divide and conquer, dsu  
[krit3379's solution](#)

**2604.**

1918G

[Permutation of Given](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2700 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math  
[krit3379's solution](#)

**2605.**

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp  
[krit3379's solution](#)

**2606.**

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities  
[krit3379's solution](#)

**2607.**

367E

[Sereja and Intervals](#) · [Tutorial](#)

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp  
[krit3379's solution](#)

**2608.**

2104G

[Modulo 3](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 2700 · first AC: 2025-04-29 · last AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees  
[krit3379's solution](#)

**2609.**

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[krit3379's solution](#)**2610.**

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing

[krit3379's solution](#)**2611.**

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[krit3379's solution](#)**2612.**

2022D2

[Asesino \(Hard Version\)](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2700 · first AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, interactive

[krit3379's solution](#)**2613.**

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[krit3379's solution](#)**2614.**

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[krit3379's solution](#)**2615.**

2028F

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

Quality: 541 global accepts · Rating: 2700 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation

[krit3379's solution](#)**2616.**

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[krit3379's solution](#)**2617.**

2026F

[Bermart Ice Cream](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 2700 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, implementation, trees

[krit3379's solution](#)**2618.**

2040F

[Number of Cubes](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2700 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[krit3379's solution](#)

## 2619.

2049F

[MEX OR Mania](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 2700 · first AC: 2025-01-08 · last AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dsu, implementation

[krit3379's solution](#)

## 2620.

2043F

[Nim](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2700 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[krit3379's solution](#)

## 2621.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[krit3379's solution](#)

## 2622.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities, trees

[krit3379's solution](#)

## 2623.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,950 global accepts · Rating: 2700 · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[krit3379's solution](#)

## 2624.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[krit3379's solution](#)

## 2625.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2022-04-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[krit3379's solution](#)

## 2626.

2182G

[Short Garland](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[krit3379's solution](#)

## 2627.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, probabilities

[krit3379's solution](#)

## 2628.

1749F

[Distance to the Path](#) · [Tutorial](#)

Quality: 612 global accepts · Rating: 2800 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

[krit3379's solution](#)

### 2629.

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 694 global accepts · Rating: 2800 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, shortest paths

[krit3379's solution](#)

### 2630.

2155F

[Juan's Colorful Tree](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, meet-in-the-middle, trees

[krit3379's solution](#)

### 2631.

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings

[krit3379's solution](#)

### 2632.

1935F

[Andrey's Tree](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, dfs and similar, dsu, greedy, implementation, trees

[krit3379's solution](#)

### 2633.

2150E2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[krit3379's solution](#)

### 2634.

1808E3

[Minibuses on Venus \(hard version\)](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2800 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[krit3379's solution](#)

### 2635.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, sortings, trees

[krit3379's solution](#)

### 2636.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[krit3379's solution](#)

### 2637.

1820F

[Misha and Apples](#) · [Tutorial](#)

Rating: 2800 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[krit3379's solution](#)

**2638.**

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[krit3379's solution](#)

**2639.**

1831F

[Mex Tree](#) · [Tutorial](#)

Rating: 2800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, trees

[krit3379's solution](#)

**2640.**

2124F2

[Appending Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2800 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[krit3379's solution](#)

**2641.**

2112F

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

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, shortest paths

[krit3379's solution](#)

**2642.**

2107F2

[Cycling \(Hard Version\)](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2800 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[krit3379's solution](#)

**2643.**

1944F2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Rating: 2800 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[krit3379's solution](#)

**2644.**

1993F2

[Dyn-scripted Robot \(Hard Version\)](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 2800 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math, number theory

[krit3379's solution](#)

**2645.**

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math, matrices

[krit3379's solution](#)

**2646.**

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[krit3379's solution](#)

**2647.**

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-02-23 · last AC: 2025-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs

[krit3379's solution](#)

**2648.**

1875G

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

Quality: 2800 · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[krit3379's solution](#)

**2649.**

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2025-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[krit3379's solution](#)

**2650.**

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[krit3379's solution](#)

**2651.**

2055E

[Haystacks](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2800 · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, sortings

[krit3379's solution](#)

**2652.**

1646F

[Playing Around the Table](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2900 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[krit3379's solution](#)

**2653.**

2162H

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

Quality: 314 global accepts · Rating: 2900 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[krit3379's solution](#)

**2654.**

2140F

[Sum Minimisation](#) · [Tutorial](#)

Quality: 313 global accepts · Rating: 2900 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[krit3379's solution](#)

**2655.**

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[krit3379's solution](#)

**2656.**

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2900 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[krit3379's solution](#)

**2657.**

2134F

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

Quality: 647 global accepts · Rating: 2900 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[krit3379's solution](#)

**2658.**

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[krit3379's solution](#)

**2659.**

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[krit3379's solution](#)

**2660.**

2059E2

[Stop Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2900 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, hashing, strings

[krit3379's solution](#)

**2661.**

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[krit3379's solution](#)

**2662.**

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[krit3379's solution](#)

**2663.**

2042E

[Vertex Pairs](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2900 · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, divide and conquer, greedy, implementation, trees

[krit3379's solution](#)

**2664.**

2158F2

[Distinct GCDs \(Hard Version\)](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3000 · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math, number theory

[krit3379's solution](#)

**2665.**

1070M

[Algoland and Berland](#) · [Tutorial](#)

Quality: 89 global accepts · Rating: 3000 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, divide and conquer, geometry

[krit3379's solution](#)

**2666.**

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2025-08-29 · last AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, strings

[krit3379's solution](#)

**2667.**

2086F

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

Quality: 142 global accepts · Rating: 3000 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive

algorithms, interactive

[krit3379's solution](#)

**2668.**

1956F

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

Quality: 483 global accepts · Rating: 3000 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs, sortings

[krit3379's solution](#)

**2669.**

2187F1

[AI Fine \(Maximizing Version\)](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 3100 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[krit3379's solution](#)

**2670.**

2138E1

[Determinant Construction \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3100 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

[krit3379's solution](#)

**2671.**

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[krit3379's solution](#)

**2672.**

1815E

[Bosco and Particle](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 3100 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory, strings

[krit3379's solution](#)

**2673.**

2187E

[Doors and Keys](#) · [Tutorial](#)

Quality: 325 global accepts · Rating: 3500 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp

[krit3379's solution](#)

**2674.**

1815F

[OH NO1 \(-2-3-4\)](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3500 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, math

[krit3379's solution](#)

**2675.**

2226E

[Mental Monumental \(Hard Version\)](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, two pointers

[krit3379's solution](#)

**2676.**

2226D

[Reserved Reversals](#) · [Tutorial](#)

Quality: 2,188 global accepts · Rating: — · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[krit3379's solution](#)

**2677.**

2226C

[Mental Monumental \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,484 global accepts · Rating: — · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, two pointers

[krit3379's solution](#)

## 2678.

2226B

[Everything Everywhere](#) · [Tutorial](#)

Quality: 9,985 global accepts · Rating: — · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[krit3379's solution](#)

## 2679.

2226A

[Disturbing Distribution](#) · [Tutorial](#)

Quality: 11,095 global accepts · Rating: — · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[krit3379's solution](#)

## 2680.

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

[krit3379's solution](#)

## 2681.

106251D

[Introduction to Number Theory](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[krit3379's solution](#)

## 2682.

102512A

[Leakage](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[krit3379's solution](#)

## 2683.

100712H

[Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[krit3379's solution](#)

## 2684.

103562D

[City View](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[krit3379's solution](#)

## 2685.

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[krit3379's solution](#)

## 2686.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[krit3379's solution](#)

## 2687.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, interactive

[krit3379's solution](#)

### 2688.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, interactive, math

[krit3379's solution](#)

### 2689.

105588F

[Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[krit3379's solution](#)

### 2690.

105588E

[Extracting Weights](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · last AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[krit3379's solution](#)

### 2691.

2142C

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

Rating: — · first AC: 2025-09-12 · Kotlin 1.7 (first AC) · Tags: \*special, data structures, implementation, strings

[krit3379's solution](#)

### 2692.

2142D

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · Kotlin 1.7 (first AC) · Tags: \*special, greedy, math, strings

[krit3379's solution](#)

### 2693.

2142B

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

Rating: — · first AC: 2025-09-12 · Kotlin 1.7 (first AC) · Tags: \*special, implementation

[krit3379's solution](#)

### 2694.

2142A

[Spy Detected!](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · Kotlin 1.7 (first AC) · Tags: \*special, implementation

[krit3379's solution](#)

### 2695.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[krit3379's solution](#)

### 2696.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[krit3379's solution](#)

### 2697.

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[krit3379's solution](#)

### 2698.

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[krit3379's solution](#)

**2699.**

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[krit3379's solution](#)

**2700.**

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[krit3379's solution](#)

**2701.**

105562G

[Glued Grid](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[krit3379's solution](#)

**2702.**

105562B

[Binary Search](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[krit3379's solution](#)

**2703.**

105562M

[Mouse Trap](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[krit3379's solution](#)

**2704.**

105562C

[Connect Five](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[krit3379's solution](#)

**2705.**

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[krit3379's solution](#)

**2706.**

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[krit3379's solution](#)

**2707.**

104869E

[Sheep Eat Wolves](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[krit3379's solution](#)

**2708.**

104869B

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

Rating: — · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[krit3379's solution](#)

**2709.**

100551E

[Disconnected Graph](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[krit3379's solution](#)

**2710.**

100551A

[Connect and Disconnect](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[krit3379's solution](#)

**2711.**

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[krit3379's solution](#)

**2712.**

104821F

[Equivalent Rewriting](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[krit3379's solution](#)

**2713.**

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[krit3379's solution](#)

**2714.**

104891D

[Graph of Maximum Degree 3](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[krit3379's solution](#)

**2715.**

104891H

[Random Tree Parking](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[krit3379's solution](#)

**2716.**

104891A

[\(-1,1\)-Sumplete](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[krit3379's solution](#)

**2717.**

104891I

[Refresher into Midas](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[krit3379's solution](#)

**2718.**

104891J

[Teleportation](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[krit3379's solution](#)

**2719.**

104891E

[Inverse Topological Sort](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[krit3379's solution](#)

**2720.**

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[krit3379's solution](#)

**2721.**

104901M

[Almost Convex](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[krit3379's solution](#)

**2722.**

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[krit3379's solution](#)

**2723.**

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[krit3379's solution](#)

**2724.**

104976D

[Operator Precedence](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[krit3379's solution](#)

**2725.**

104976J

[Mysterious Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[krit3379's solution](#)

**2726.**

104976M

[V-Diagram](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[krit3379's solution](#)

**2727.**

104976H

[Sugar Sweet II](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[krit3379's solution](#)

**2728.**

2095H

[Blurry Vision](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: — · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, fft, math

[krit3379's solution](#)

**2729.**

102576C

[Bookface](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[krit3379's solution](#)

**2730.**

102787D

[The Grim Treaper](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-29 · last AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[krit3379's solution](#)

**2731.**

102787Z

[Trick or Treap](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[krit3379's solution](#)

**2732.**

102787C

[Sneetches and Speeches 3](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[krit3379's solution](#)

**2733.**

102787E

[Sneetches and Speeches 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[krit3379's solution](#)

**2734.**

102787Y

[Sneetches and Speeches 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-22 · last AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[krit3379's solution](#)

**2735.**

102787B

[Pear Treap](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-22 · last AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[krit3379's solution](#)

**2736.**

102787A

[Shandom Ruffle](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-22 · last AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[krit3379's solution](#)

**2737.**

2087D

[Uppercase or Lowercase?](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: \*special, interactive

[krit3379's solution](#)

**2738.**

2087C

[Coin Game](#) · [Tutorial](#)

Quality: 488 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: \*special, greedy

[krit3379's solution](#)

**2739.**

2087B

[Showmatch](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: \*special

[krit3379's solution](#)

**2740.**

2087A

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

Quality: 1,053 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: \*special

[krit3379's solution](#)

**2741.**

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, binary search, brute force

[krit3379's solution](#)

**2742.**

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, games, interactive

[krit3379's solution](#)

**2743.**

2095D

[Where Am I? · Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, geometry

[krit3379's solution](#)

**2744.**

2095A

[Piecing It Together · Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, string suffix structures

[krit3379's solution](#)

**2745.**

1952B

[Is it stated? · Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, strings

[krit3379's solution](#)

**2746.**

1952A

[Are You a Robot, Again? · Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, strings

[krit3379's solution](#)

**2747.**

2088C

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

Rating: — · first AC: 2025-04-01 · Kotlin 1.9 (first AC) · Tags: \*special

[krit3379's solution](#)

**2748.**

2088B

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

Rating: — · first AC: 2025-03-31 · Kotlin 1.9 (first AC) · Tags: \*special, combinatorics, constructive algorithms, strings

[krit3379's solution](#)

**2749.**

2088A

[Easy Problem · Tutorial](#)

Rating: — · first AC: 2025-03-31 · Kotlin 1.9 (first AC) · Tags: \*special, math

[krit3379's solution](#)

**2750.**

100886G

[Maximum Product · Tutorial](#)

Rating: — · first AC: 2024-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[krit3379's solution](#)

**2751.**

2011A

[Problem Solving · Tutorial](#)

Quality: 1,138 global accepts · Rating: — · first AC: 2024-12-02 · Kotlin 1.9 (first AC) · Tags: \*special

[krit3379's solution](#)

**2752.**

105307J

[Rook Placement · Tutorial](#)

Rating: — · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[krit3379's solution](#)

**2753.**

105307F

[Portal Maintenance · Tutorial](#)

Rating: — · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[krit3379's solution](#)

**2754.**

105307B

[Emma and the Pixie dust](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[krit3379's solution](#)

**2755.**

105307D

[Animal Circus](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[krit3379's solution](#)

**2756.**

105307K

[A Potion Shopping On This Wonderful World!](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · last AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[krit3379's solution](#)

**2757.**

105307I

[Lulu And The Magical Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[krit3379's solution](#)

**2758.**

105307H

[Final Quiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[krit3379's solution](#)

**2759.**

105307G

[Ki Chang Jab Takkataen](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[krit3379's solution](#)

**2760.**

105307E

[Hidden Project](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[krit3379's solution](#)

**2761.**

105307C

[Chopsticks](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[krit3379's solution](#)

**2762.**

105307A

[Card Dealer Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[krit3379's solution](#)

**2763.**

104391B

[Phitsanulok](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[krit3379's solution](#)

**2764.**

104391C

[Range](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[krit3379's solution](#)

**2765.**

104391A

[Energy](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[krit3379's solution](#)

**2766.**

104390A

[Merge](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[krit3379's solution](#)

**2767.**

104390C

[Jewelry Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[krit3379's solution](#)

**2768.**

104390B

[Explorer](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[krit3379's solution](#)

**2769.**

103536B

[Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[krit3379's solution](#)