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Unique solved — lelyte

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

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1.

2197A

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2.

2188A

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3.

2193A

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4.

2183A

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5.

2178A

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6.

2163A

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7.

2161A

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8.

2133B

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9.

2133A

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10.

2119A

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11.

2121B

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12.

2121A

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13.

2111A

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14.

2109A

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15.

2110A

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16.

2103A

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17.

2078A

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19.

2091A

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20.

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22.

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23.

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24.

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2043A

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26.

1983A

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27.

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28.

2057A

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32.

2060A

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34.

2056A

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2042A

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37.

1995A

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38.

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41.

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42.

151A

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43.

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44.

1934A

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45.

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46.

1930A

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47.

1929B

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48.

1929A

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49.

1921A

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50.

1918A

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51.

1882A

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52.

1914A

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53.

148A

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54.

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56.

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57.

1917A

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58.

1909A

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59.

1867A

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60.

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62.

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- 63.**
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1844A
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1829C
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74.

1829B

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75.

1829A

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76.

1822C

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77.

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78.

1822A

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79.

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80.

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81.

1811A

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82.

1805B

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83.

1805A

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84.

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1806A
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1789B
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1525A
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1627A
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1530A
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96.

1519A

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97.

1569A

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98.

1567A

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100.

1539B

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101.

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204.

1335B

[Construct the String](#) · [Tutorial](#)

Quality: 42,600 global accepts · Rating: 900 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[lelyte's solution](#)

205.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,607 global accepts · Rating: 900 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[lelyte's solution](#)

206.

1374B

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

Quality: 71,596 global accepts · Rating: 900 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: math

[lelyte's solution](#)

207.

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[lelyte's solution](#)

208.

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[lelyte's solution](#)

209.

1610A

[Anti Light's Cell Guessing](#) · [Tutorial](#)

Quality: 17,072 global accepts · Rating: 900 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: math

[lelyte's solution](#)

210.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,319 global accepts · Rating: 900 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[lelyte's solution](#)

211.

1609A

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

Quality: 18,896 global accepts · Rating: 900 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[lelyte's solution](#)

212.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,493 global accepts · Rating: 900 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: strings

[lelyte's solution](#)

213.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[lelyte's solution](#)

214.

1471A

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

Quality: 38,222 global accepts · Rating: 900 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[lelyte's solution](#)

215.

1582B

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

Quality: 33,378 global accepts · Rating: 900 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[lelyte's solution](#)

216.

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,452 global accepts · Rating: 900 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[lelyte's solution](#)

217.

1593B

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

Quality: 40,659 global accepts · Rating: 900 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, math
[lelyte's solution](#)

218.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,839 global accepts · Rating: 900 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[lelyte's solution](#)

219.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 900 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[lelyte's solution](#)

220.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 900 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[lelyte's solution](#)

221.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,964 global accepts · Rating: 900 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[lelyte's solution](#)

222.

1559B

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

Quality: 24,138 global accepts · Rating: 900 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[lelyte's solution](#)

223.

1543B

[Customising the Track](#) · [Tutorial](#)

Quality: 24,480 global accepts · Rating: 900 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math
[lelyte's solution](#)

224.

1475B

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

Quality: 57,267 global accepts · Rating: 900 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math
[lelyte's solution](#)

225.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,347 global accepts · Rating: 900 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[lelyte's solution](#)

226.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,601 global accepts · Rating: 900 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[lelyte's solution](#)

227.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,850 global accepts · Rating: 900 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[lelyte's solution](#)

228.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,969 global accepts · Rating: 900 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[lelyte's solution](#)

229.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,324 global accepts · Rating: 900 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[lelyte's solution](#)

230.

1535B

[Array Reordering](#) · [Tutorial](#)

Quality: 34,206 global accepts · Rating: 900 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory, sortings

[lelyte's solution](#)

231.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 900 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math

[lelyte's solution](#)

232.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,636 global accepts · Rating: 900 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[lelyte's solution](#)

233.

1779B

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

Quality: 25,067 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[lelyte's solution](#)

234.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,894 global accepts · Rating: 900 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[lelyte's solution](#)

235.

1709B

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

Quality: 25,844 global accepts · Rating: 900 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation

[lelyte's solution](#)

236.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,906 global accepts · Rating: 900 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[lelyte's solution](#)

237.

1689B

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

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

[lelyte's solution](#)

238.

1675B

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

Quality: 43,305 global accepts · Rating: 900 · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[lelyte's solution](#)

239.

1668B

[Social Distance](#) · [Tutorial](#)

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

[lelyte's solution](#)

240.

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,998 global accepts · Rating: 900 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: math

[lelyte's solution](#)

241.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,459 global accepts · Rating: 900 · first AC: 2021-11-02 · PyPy 3 (first AC) · Tags: math

[lelyte's solution](#)

242.

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,845 global accepts · Rating: 1000 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[lelyte's solution](#)

243.

2057B

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

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[lelyte's solution](#)

244.

2060B

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

Quality: 28,595 global accepts · Rating: 1000 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[lelyte's solution](#)

245.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[lelyte's solution](#)

246.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[lelyte's solution](#)

247.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,283 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: strings

[lelyte's solution](#)

248.

1888B

[Raspberries](#) · [Tutorial](#)

Quality: 1000 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[lelyte's solution](#)

249.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[lelyte's solution](#)

250.

1844B

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

Quality: 20,249 global accepts · Rating: 1000 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[lelyte's solution](#)

251.

1841B

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

Quality: 24,093 global accepts · Rating: 1000 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[lelyte's solution](#)

252.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,171 global accepts · Rating: 1000 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[lelyte's solution](#)

253.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-04-05 · last AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[lelyte's solution](#)

254.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,426 global accepts · Rating: 1000 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[lelyte's solution](#)

255.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,063 global accepts · Rating: 1000 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[lelyte's solution](#)

256.

43A

[Football](#) · [Tutorial](#)

Quality: 69,178 global accepts · Rating: 1000 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: strings

[lelyte's solution](#)

257.

1465B

[Fair Numbers](#) · [Tutorial](#)

Quality: 1000 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[lelyte's solution](#)

258.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,828 global accepts · Rating: 1000 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory
[lelyte's solution](#)

259.

1395A

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

Quality: 25,496 global accepts · Rating: 1000 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[lelyte's solution](#)

260.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,477 global accepts · Rating: 1000 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[lelyte's solution](#)

261.

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,018 global accepts · Rating: 1000 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[lelyte's solution](#)

262.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,992 global accepts · Rating: 1000 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[lelyte's solution](#)

263.

1256A

[Payment Without Change](#) · [Tutorial](#)

Quality: 32,435 global accepts · Rating: 1000 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: math
[lelyte's solution](#)

264.

102B

[Sum of Digits](#) · [Tutorial](#)

Quality: 31,944 global accepts · Rating: 1000 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[lelyte's solution](#)

265.

766B

[Mahmoud and a Triangle](#) · [Tutorial](#)

Quality: 38,357 global accepts · Rating: 1000 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings
[lelyte's solution](#)

266.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,581 global accepts · Rating: 1000 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
[lelyte's solution](#)

267.

688B

[Lovely Palindromes](#) · [Tutorial](#)

Quality: 36,024 global accepts · Rating: 1000 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[lelyte's solution](#)

268.

1165B

[Polycarp Training](#) · [Tutorial](#)

Quality: 24,292 global accepts · Rating: 1000 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[lelyte's solution](#)

269.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,556 global accepts · Rating: 1000 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings, two pointers
[lelyte's solution](#)

270.

1411B

[Fair Numbers](#) · [Tutorial](#)

Quality: 30,351 global accepts · Rating: 1000 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory
[lelyte's solution](#)

271.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,485 global accepts · Rating: 1000 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[lelyte's solution](#)

272.

118B

[Present from Lena](#) · [Tutorial](#)

Quality: 34,586 global accepts · Rating: 1000 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[lelyte's solution](#)

273.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1000 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[lelyte's solution](#)

274.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,950 global accepts · Rating: 1000 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[lelyte's solution](#)

275.

1620B

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

Quality: 31,485 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math
[lelyte's solution](#)

276.

1469A

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

Quality: 30,035 global accepts · Rating: 1000 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[lelyte's solution](#)

277.

1614B

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

Quality: 29,045 global accepts · Rating: 1000 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
[lelyte's solution](#)

278.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,336 global accepts · Rating: 1000 · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[lelyte's solution](#)

279.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,947 global accepts · Rating: 1000 · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy
[lelyte's solution](#)

280.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,529 global accepts · Rating: 1000 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, geometry, greedy, math

[lelyte's solution](#)

281.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory, strings

[lelyte's solution](#)

282.

1607C

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

Quality: 26,837 global accepts · Rating: 1000 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[lelyte's solution](#)

283.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1000 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[lelyte's solution](#)

284.

1520C

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

Quality: 34,544 global accepts · Rating: 1000 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[lelyte's solution](#)

285.

1515B

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

Quality: 27,074 global accepts · Rating: 1000 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, math, number theory

[lelyte's solution](#)

286.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,892 global accepts · Rating: 1000 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[lelyte's solution](#)

287.

1550B

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

Quality: 28,557 global accepts · Rating: 1000 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[lelyte's solution](#)

288.

1521A

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

Quality: 42,047 global accepts · Rating: 1000 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[lelyte's solution](#)

289.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[lelyte's solution](#)

290.

1772C

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

Quality: 26,144 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy,

math

[lelyte's solution](#)

291.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[lelyte's solution](#)

292.

1770A

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

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[lelyte's solution](#)

293.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[lelyte's solution](#)

294.

1674C

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

Quality: 26,357 global accepts · Rating: 1000 · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, strings

[lelyte's solution](#)

295.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[lelyte's solution](#)

296.

2197B

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

Quality: 15,905 global accepts · Rating: 1100 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, schedules, sortings, two pointers

[lelyte's solution](#)

297.

2183B

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

Quality: 16,180 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[lelyte's solution](#)

298.

2103B

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

Quality: 17,709 global accepts · Rating: 1100 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[lelyte's solution](#)

299.

2078B

[Vicious Labyrinth](#) · [Tutorial](#)

Quality: 18,320 global accepts · Rating: 1100 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, math

[lelyte's solution](#)

300.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 1100 · first AC: 2025-02-08 · PyPy 3-64 (first AC) · Tags: math, number theory

[lelyte's solution](#)

301.

2061B

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

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[lelyte's solution](#)

302.

2063B

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

Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[lelyte's solution](#)

303.

2060D

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

Quality: 26,204 global accepts · Rating: 1100 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[lelyte's solution](#)

304.

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[lelyte's solution](#)

305.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,956 global accepts · Rating: 1100 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[lelyte's solution](#)

306.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[lelyte's solution](#)

307.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, trees

[lelyte's solution](#)

308.

1921D

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

Quality: 24,280 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[lelyte's solution](#)

309.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[lelyte's solution](#)

310.

1917B

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

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[lelyte's solution](#)

311.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,638 global accepts · Rating: 1100 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, strings

[lelyte's solution](#)

312.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[lelyte's solution](#)

313.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[lelyte's solution](#)

314.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[lelyte's solution](#)

315.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,929 global accepts · Rating: 1100 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[lelyte's solution](#)

316.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[lelyte's solution](#)

317.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,631 global accepts · Rating: 1100 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[lelyte's solution](#)

318.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,118 global accepts · Rating: 1100 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, number theory

[lelyte's solution](#)

319.

1797B

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

Quality: 24,622 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[lelyte's solution](#)

320.

1811C

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

Quality: 22,232 global accepts · Rating: 1100 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[lelyte's solution](#)

321.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1100 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[lelyte's solution](#)

322.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,346 global accepts · Rating: 1100 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs

[lelyte's solution](#)

323.

1511C

[Yet Another Card Deck](#) · [Tutorial](#)

Quality: 32,813 global accepts · Rating: 1100 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, trees

[lelyte's solution](#)

324.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,830 global accepts · Rating: 1100 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[lelyte's solution](#)

325.

224A

[Parallelepiped](#) · [Tutorial](#)

Quality: 30,293 global accepts · Rating: 1100 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, math

[lelyte's solution](#)

326.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,561 global accepts · Rating: 1100 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[lelyte's solution](#)

327.

300A

[Array](#) · [Tutorial](#)

Quality: 27,234 global accepts · Rating: 1100 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[lelyte's solution](#)

328.

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1100 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: math

[lelyte's solution](#)

329.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,921 global accepts · Rating: 1100 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[lelyte's solution](#)

330.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,409 global accepts · Rating: 1100 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: math

[lelyte's solution](#)

331.

1624C

[Division by Two and Permutation](#) · [Tutorial](#)

Quality: 26,839 global accepts · Rating: 1100 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[lelyte's solution](#)

332.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[lelyte's solution](#)

333.

1800C2

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

Quality: 27,121 global accepts · Rating: 1100 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[lelyte's solution](#)

334.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,984 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory
[lelyte's solution](#)

335.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[lelyte's solution](#)

336.

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[lelyte's solution](#)

337.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1100 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[lelyte's solution](#)

338.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,078 global accepts · Rating: 1100 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[lelyte's solution](#)

339.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,292 global accepts · Rating: 1100 · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[lelyte's solution](#)

340.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math
[lelyte's solution](#)

341.

1631B

[Fun with Even Subarrays](#) · [Tutorial](#)

Quality: 26,897 global accepts · Rating: 1100 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[lelyte's solution](#)

342.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[lelyte's solution](#)

343.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[lelyte's solution](#)

344.

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,841 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[lelyte's solution](#)

345.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,140 global accepts · Rating: 1200 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[lelyte's solution](#)

346.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,705 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[lelyte's solution](#)

347.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,562 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[lelyte's solution](#)

348.

2121C

[Those Who Are With Us](#) · [Tutorial](#)

Quality: 21,752 global accepts · Rating: 1200 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[lelyte's solution](#)

349.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,816 global accepts · Rating: 1200 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, matrices

[lelyte's solution](#)

350.

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[lelyte's solution](#)

351.

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,999 global accepts · Rating: 1200 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, sortings

[lelyte's solution](#)

352.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,415 global accepts · Rating: 1200 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[lelyte's solution](#)

353.

2056C

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

Quality: 19,439 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[lelyte's solution](#)

354.

2047C

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

Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[lelyte's solution](#)

355.

151B

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,862 global accepts · Rating: 1200 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[lelyte's solution](#)

356.

1934B

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

Quality: 22,017 global accepts · Rating: 1200 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[lelyte's solution](#)

357.

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,377 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[lelyte's solution](#)

358.

1909B

[Make Almost Equal With Mod](#) · [Tutorial](#)

Quality: 30,975 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[lelyte's solution](#)

359.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,837 global accepts · Rating: 1200 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[lelyte's solution](#)

360.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[lelyte's solution](#)

361.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[lelyte's solution](#)

362.

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,023 global accepts · Rating: 1200 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[lelyte's solution](#)

363.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,817 global accepts · Rating: 1200 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[lelyte's solution](#)

364.

353A

[Domino](#) · [Tutorial](#)

Quality: 19,991 global accepts · Rating: 1200 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[lelyte's solution](#)

365.

514A

[ChewbaD 6 æB çVÖ&W](#)[Tutorial](#)

Quality: 71,341 global accepts · Rating: 1200 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[lelyte's solution](#)

366.

1355A

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

Quality: 28,803 global accepts · Rating: 1200 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[lelyte's solution](#)

367.

492B

[Vanya and Lanterns](#) · [Tutorial](#)

Quality: 90,210 global accepts · Rating: 1200 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, sortings

[lelyte's solution](#)

368.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,490 global accepts · Rating: 1200 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[lelyte's solution](#)

369.

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,587 global accepts · Rating: 1200 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar

[lelyte's solution](#)

370.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 1200 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[lelyte's solution](#)

371.

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[lelyte's solution](#)

372.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,533 global accepts · Rating: 1200 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[lelyte's solution](#)

373.

445A

[DZY Loves Chessboard](#) · [Tutorial](#)

Quality: 33,673 global accepts · Rating: 1200 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation
[lelyte's solution](#)

374.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,291 global accepts · Rating: 1200 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, two pointers
[lelyte's solution](#)

375.

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math
[lelyte's solution](#)

376.

1352C

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

Quality: 69,784 global accepts · Rating: 1200 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[lelyte's solution](#)

377.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,085 global accepts · Rating: 1200 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[lelyte's solution](#)

378.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,463 global accepts · Rating: 1200 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[lelyte's solution](#)

379.

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,228 global accepts · Rating: 1200 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[lelyte's solution](#)

380.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,679 global accepts · Rating: 1200 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[lelyte's solution](#)

381.

327B

[Hungry Sequence](#) · [Tutorial](#)

Quality: 21,638 global accepts · Rating: 1200 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: math
[lelyte's solution](#)

382.

1581B

[Diameter of Graph](#) · [Tutorial](#)

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math
[lelyte's solution](#)

383.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,034 global accepts · Rating: 1200 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[lelyte's solution](#)

384.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[lelyte's solution](#)

385.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, sortings

[lelyte's solution](#)

386.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,911 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[lelyte's solution](#)

387.

285C

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

Quality: 26,335 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[lelyte's solution](#)

388.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,338 global accepts · Rating: 1200 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[lelyte's solution](#)

389.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,137 global accepts · Rating: 1200 · first AC: 2023-03-16 · last AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: sortings, two pointers

[lelyte's solution](#)

390.

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,050 global accepts · Rating: 1200 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[lelyte's solution](#)

391.

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[lelyte's solution](#)

392.

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,007 global accepts · Rating: 1200 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[lelyte's solution](#)

393.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,498 global accepts · Rating: 1200 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, math

[lelyte's solution](#)

394.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,572 global accepts · Rating: 1200 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[lelyte's solution](#)

395.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[lelyte's solution](#)

396.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[lelyte's solution](#)

397.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,298 global accepts · Rating: 1200 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers
[lelyte's solution](#)

398.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[lelyte's solution](#)

399.

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,514 global accepts · Rating: 1200 · first AC: 2022-03-08 · last AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, implementation, sortings
[lelyte's solution](#)

400.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,746 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[lelyte's solution](#)

401.

2187A

[Restricted Sorting](#) · [Tutorial](#)

Quality: 15,876 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[lelyte's solution](#)

402.

2121D

[1709](#) · [Tutorial](#)

Quality: 18,214 global accepts · Rating: 1300 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[lelyte's solution](#)

403.

2091E

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

Quality: 19,631 global accepts · Rating: 1300 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory, two pointers
[lelyte's solution](#)

404.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[lelyte's solution](#)

405.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[lelyte's solution](#)

406.

2059B

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

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

[lelyte's solution](#)

407.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[lelyte's solution](#)

408.

2056B

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

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[lelyte's solution](#)

409.

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[lelyte's solution](#)

410.

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,332 global accepts · Rating: 1300 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[lelyte's solution](#)

411.

1922C

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Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

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412.

1867C

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

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

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413.

1902C

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Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[lelyte's solution](#)

414.

1913C

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Quality: 17,492 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[lelyte's solution](#)

415.

1851D

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Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[lelyte's solution](#)

416.

1829F

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Quality: 21,854 global accepts · Rating: 1300 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math

[lelyte's solution](#)

417.

1265B

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Quality: 13,525 global accepts · Rating: 1300 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[lelyte's solution](#)

418.

545D

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Quality: 29,538 global accepts · Rating: 1300 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[lelyte's solution](#)

419.

450B

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Quality: 28,829 global accepts · Rating: 1300 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[lelyte's solution](#)

420.

1077C

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Quality: 25,609 global accepts · Rating: 1300 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[lelyte's solution](#)

421.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,287 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[lelyte's solution](#)

422.

478B

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Quality: 41,269 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[lelyte's solution](#)

423.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,847 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[lelyte's solution](#)

424.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[lelyte's solution](#)

425.

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,402 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[lelyte's solution](#)

426.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,899 global accepts · Rating: 1300 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[lelyte's solution](#)

427.

1249C1

[Good Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 16,558 global accepts · Rating: 1300 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[lelyte's solution](#)

428.

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[lelyte's solution](#)

429.

96B

[Lucky Numbers \(easy\)](#) · [Tutorial](#)

Quality: 19,114 global accepts · Rating: 1300 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force

[lelyte's solution](#)

430.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,349 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, two pointers

[lelyte's solution](#)

431.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,403 global accepts · Rating: 1300 · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, two pointers

[lelyte's solution](#)

432.

1768C

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Quality: 15,715 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[lelyte's solution](#)

433.

1694C

[Directional Increase](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[lelyte's solution](#)

434.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,154 global accepts · Rating: 1300 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[lelyte's solution](#)

435.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,775 global accepts · Rating: 1300 · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation, trees
[lelyte's solution](#)

436.

1668C

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

Rating: 1300 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[lelyte's solution](#)

437.

1660C

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

Quality: 22,015 global accepts · Rating: 1300 · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings
[lelyte's solution](#)

438.

1650D

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Quality: 14,726 global accepts · Rating: 1300 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math
[lelyte's solution](#)

439.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,684 global accepts · Rating: 1400 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers
[lelyte's solution](#)

440.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1400 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive
[lelyte's solution](#)

441.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,834 global accepts · Rating: 1400 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[lelyte's solution](#)

442.

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive
[lelyte's solution](#)

443.

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation
[lelyte's solution](#)

444.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[lelyte's solution](#)

445.

151C

[Win or Freeze](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, number theory

[lelyte's solution](#)

446.

1929C

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

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[lelyte's solution](#)

447.

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,743 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[lelyte's solution](#)

448.

1918C

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Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-01-30 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, implementation, math

[lelyte's solution](#)

449.

1894C

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Rating: 1400 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[lelyte's solution](#)

450.

1909C

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Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[lelyte's solution](#)

451.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,558 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[lelyte's solution](#)

452.

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,481 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[lelyte's solution](#)

453.

1888D1

[Dances \(Easy version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[lelyte's solution](#)

454.

1888C

[You Are So Beautiful](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[lelyte's solution](#)

455.

401C

[Team](#) · [Tutorial](#)

Quality: 21,703 global accepts · Rating: 1400 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[lelyte's solution](#)

456.

1505C

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Quality: 6,704 global accepts · Rating: 1400 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation

[lelyte's solution](#)

457.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[lelyte's solution](#)

458.

1195C

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Quality: 34,843 global accepts · Rating: 1400 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: dp

[lelyte's solution](#)

459.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,205 global accepts · Rating: 1400 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[lelyte's solution](#)

460.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,297 global accepts · Rating: 1400 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[lelyte's solution](#)

461.

1363B

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Quality: 26,133 global accepts · Rating: 1400 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

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462.

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,098 global accepts · Rating: 1400 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, two pointers

[lelyte's solution](#)

463.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[lelyte's solution](#)

464.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,726 global accepts · Rating: 1400 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

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465.

1606C

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Quality: 15,210 global accepts · Rating: 1400 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[lelyte's solution](#)

466.

1629C

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Rating: 1400 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers

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467.

1519C

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Quality: 22,472 global accepts · Rating: 1400 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[lelyte's solution](#)

468.

1517C

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Quality: 14,170 global accepts · Rating: 1400 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[lelyte's solution](#)

469.

1506D

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Quality: 25,543 global accepts · Rating: 1400 · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[lelyte's solution](#)

470.

1605C

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Quality: 18,857 global accepts · Rating: 1400 · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, strings

[lelyte's solution](#)

471.

1215B

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Quality: 18,356 global accepts · Rating: 1400 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[lelyte's solution](#)

472.

260A

[Adding Digits](#) · [Tutorial](#)

Quality: 16,588 global accepts · Rating: 1400 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[lelyte's solution](#)

473.

1270C

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Quality: 15,040 global accepts · Rating: 1400 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[lelyte's solution](#)

474.

1370C

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Quality: 27,143 global accepts · Rating: 1400 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory

[lelyte's solution](#)

475.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data

structures, greedy

[lelyte's solution](#)

476.

1579D

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Quality: 18,425 global accepts · Rating: 1400 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[lelyte's solution](#)

477.

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

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478.

1201C

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Quality: 33,257 global accepts · Rating: 1400 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings

[lelyte's solution](#)

479.

1285C

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Quality: 28,147 global accepts · Rating: 1400 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[lelyte's solution](#)

480.

1312C

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Quality: 18,349 global accepts · Rating: 1400 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[lelyte's solution](#)

481.

279B

[Books](#) · [Tutorial](#)

Quality: 72,462 global accepts · Rating: 1400 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, two pointers

[lelyte's solution](#)

482.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,808 global accepts · Rating: 1400 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[lelyte's solution](#)

483.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,169 global accepts · Rating: 1400 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[lelyte's solution](#)

484.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,739 global accepts · Rating: 1400 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[lelyte's solution](#)

485.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry, math

[lelyte's solution](#)

486.

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[lelyte's solution](#)

487.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,414 global accepts · Rating: 1400 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings, two pointers

[lelyte's solution](#)

488.

1697C

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

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[lelyte's solution](#)

489.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[lelyte's solution](#)

490.

2183D1

[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,857 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

[lelyte's solution](#)

491.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[lelyte's solution](#)

492.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,031 global accepts · Rating: 1500 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[lelyte's solution](#)

493.

2078C

[Breach of Faith](#) · [Tutorial](#)

Rating: 1500 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, probabilities, sortings

[lelyte's solution](#)

494.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, math

[lelyte's solution](#)

495.

2069C

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

Quality: 14,829 global accepts · Rating: 1500 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two

pointers

[lelyte's solution](#)

496.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[lelyte's solution](#)

497.

2067C

[Devyatkino](#) · [Tutorial](#)

Quality: 12,735 global accepts · Rating: 1500 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, math

[lelyte's solution](#)

498.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[lelyte's solution](#)

499.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,643 global accepts · Rating: 1500 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[lelyte's solution](#)

500.

2060E

[Graph Composition](#) · [Tutorial](#)

Quality: 12,255 global accepts · Rating: 1500 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[lelyte's solution](#)

501.

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,520 global accepts · Rating: 1500 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[lelyte's solution](#)

502.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,649 global accepts · Rating: 1500 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, strings

[lelyte's solution](#)

503.

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,560 global accepts · Rating: 1500 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[lelyte's solution](#)

504.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,349 global accepts · Rating: 1500 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[lelyte's solution](#)

505.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,478 global accepts · Rating: 1500 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[lelyte's solution](#)

506.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[lelyte's solution](#)

507.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,306 global accepts · Rating: 1500 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, sortings

[lelyte's solution](#)

508.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,233 global accepts · Rating: 1500 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: hashing, implementation

[lelyte's solution](#)

509.

1440C1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[lelyte's solution](#)

510.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,443 global accepts · Rating: 1500 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, strings, two pointers

[lelyte's solution](#)

511.

1445C

[Division](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[lelyte's solution](#)

512.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1500 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[lelyte's solution](#)

513.

1542B

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

Quality: 26,543 global accepts · Rating: 1500 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[lelyte's solution](#)

514.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math, number theory

[lelyte's solution](#)

515.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, number theory

[lelyte's solution](#)

516.

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[lelyte's solution](#)

517.

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,088 global accepts · Rating: 1500 · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: dsu, greedy, strings

[lelyte's solution](#)

518.

1631C

[And Matching](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[lelyte's solution](#)

519.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,589 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers

[lelyte's solution](#)

520.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[lelyte's solution](#)

521.

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,657 global accepts · Rating: 1600 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: geometry, interactive, probabilities

[lelyte's solution](#)

522.

369C

[Valera and Elections](#) · [Tutorial](#)

Quality: 12,035 global accepts · Rating: 1600 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[lelyte's solution](#)

523.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,200 global accepts · Rating: 1600 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[lelyte's solution](#)

524.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[lelyte's solution](#)

525.

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[lelyte's solution](#)

526.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,965 global accepts · Rating: 1600 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp
[lelyte's solution](#)

527.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,133 global accepts · Rating: 1600 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, math
[lelyte's solution](#)

528.

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees
[lelyte's solution](#)

529.

2047D

[Move Back at a Cost](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings
[lelyte's solution](#)

530.

1920C

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

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[lelyte's solution](#)

531.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,390 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math
[lelyte's solution](#)

532.

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,625 global accepts · Rating: 1600 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[lelyte's solution](#)

533.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,980 global accepts · Rating: 1600 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: hashing, implementation, math
[lelyte's solution](#)

534.

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,633 global accepts · Rating: 1600 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, two pointers
[lelyte's solution](#)

535.

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[lelyte's solution](#)

536.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[lelyte's solution](#)

537.

1526C2

[Potions \(Hard Version\)](#) · [Tutorial](#)

Quality: 29,763 global accepts · Rating: 1600 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[lelyte's solution](#)

538.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,276 global accepts · Rating: 1600 · first AC: 2023-09-18 · PyPy 3-64 (first AC) · Tags: combinatorics, dp
[lelyte's solution](#)

539.

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,838 global accepts · Rating: 1600 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp
[lelyte's solution](#)

540.

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,750 global accepts · Rating: 1600 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[lelyte's solution](#)

541.

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,339 global accepts · Rating: 1600 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers
[lelyte's solution](#)

542.

322B

[Ciel and Flowers](#) · [Tutorial](#)

Quality: 13,202 global accepts · Rating: 1600 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[lelyte's solution](#)

543.

446A

[DZY Loves Sequences](#) · [Tutorial](#)

Quality: 13,531 global accepts · Rating: 1600 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, two pointers
[lelyte's solution](#)

544.

75C

[Modified GCD](#) · [Tutorial](#)

Quality: 15,651 global accepts · Rating: 1600 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, number theory
[lelyte's solution](#)

545.

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,200 global accepts · Rating: 1600 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings
[lelyte's solution](#)

546.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,987 global accepts · Rating: 1600 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: number theory
[lelyte's solution](#)

547.

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[lelyte's solution](#)

548.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[lelyte's solution](#)

549.

1843E

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

Quality: 17,811 global accepts · Rating: 1600 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[lelyte's solution](#)

550.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,395 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[lelyte's solution](#)

551.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,478 global accepts · Rating: 1600 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[lelyte's solution](#)

552.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, two pointers

[lelyte's solution](#)

553.

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[lelyte's solution](#)

554.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[lelyte's solution](#)

555.

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[lelyte's solution](#)

556.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[lelyte's solution](#)

557.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,609 global accepts · Rating: 1700 · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[lelyte's solution](#)

558.

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,372 global accepts · Rating: 1700 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[lelyte's solution](#)

559.

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[lelyte's solution](#)

560.

2090D

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

Rating: 1700 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[lelyte's solution](#)

561.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,053 global accepts · Rating: 1700 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[lelyte's solution](#)

562.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,802 global accepts · Rating: 1700 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[lelyte's solution](#)

563.

1995B2

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

Quality: 10,151 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[lelyte's solution](#)

564.

1984C2

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

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[lelyte's solution](#)

565.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,075 global accepts · Rating: 1700 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[lelyte's solution](#)

566.

1937C

[Bitwise Operation Wizard](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[lelyte's solution](#)

567.

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2024-02-23 · last AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation

[lelyte's solution](#)

568.

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[lelyte's solution](#)

569.

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,395 global accepts · Rating: 1700 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[lelyte's solution](#)

570.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[lelyte's solution](#)

571.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1700 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[lelyte's solution](#)

572.

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[lelyte's solution](#)

573.

126B

[Password](#) · [Tutorial](#)

Quality: 24,774 global accepts · Rating: 1700 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[lelyte's solution](#)

574.

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1700 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[lelyte's solution](#)

575.

1337D

[Xenia and Colorful Gems](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, sortings

[lelyte's solution](#)

576.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: math, strings

[lelyte's solution](#)

577.

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[lelyte's solution](#)

578.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,007 global accepts · Rating: 1700 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, number theory

[lelyte's solution](#)

579.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math, number theory

[lelyte's solution](#)

580.

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[lelyte's solution](#)

581.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[lelyte's solution](#)

582.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,318 global accepts · Rating: 1700 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[lelyte's solution](#)

583.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[lelyte's solution](#)

584.

385C

[Bear and Prime Numbers](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1700 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory

[lelyte's solution](#)

585.

490C

[Hacking Cypher](#) · [Tutorial](#)

Quality: 9,472 global accepts · Rating: 1700 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory, strings

[lelyte's solution](#)

586.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, math

[lelyte's solution](#)

587.

1903D1

[Maximum And Queries \(easy version\) · Tutorial](#)

Quality: 7,155 global accepts · Rating: 1700 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[lelyte's solution](#)

588.

1814B

[Long Legs · Tutorial](#)

Quality: 11,566 global accepts · Rating: 1700 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[lelyte's solution](#)

589.

1731D

[Valiant's New Map · Tutorial](#)

Quality: 8,504 global accepts · Rating: 1700 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[lelyte's solution](#)

590.

1731C

[Even Subarrays · Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[lelyte's solution](#)

591.

1684D

[Traps · Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[lelyte's solution](#)

592.

1529D

[Kavi on Pairing Duty · Tutorial](#)

Rating: 1700 · first AC: 2022-04-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[lelyte's solution](#)

593.

1660F1

[Promising String \(easy version\) · Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[lelyte's solution](#)

594.

2196C1

[Interactive Graph \(Simple Version\) · Tutorial](#)

Quality: 3,596 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

[lelyte's solution](#)

595.

2187B

[Shortest Statement Ever · Tutorial](#)

Quality: 5,289 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[lelyte's solution](#)

596.

1637D

[Yet Another Minimization Problem · Tutorial](#)

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[lelyte's solution](#)

597.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,083 global accepts · Rating: 1800 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings
[lelyte's solution](#)

598.

2069D

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

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers
[lelyte's solution](#)

599.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory
[lelyte's solution](#)

600.

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[lelyte's solution](#)

601.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory
[lelyte's solution](#)

602.

706D

[Vasily's Multiset](#) · [Tutorial](#)

Quality: 12,595 global accepts · Rating: 1800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, trees
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603.

988D

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604.

1505E

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605.

1583D

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606.

1187C

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607.

300C

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608.

1151C

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609.

271D

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610.

1575D

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611.

1152C

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612.

888E

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613.

1186C

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614.

1156B

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615.

1283E

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Quality: 7,328 global accepts · Rating: 1800 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
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616.

584D

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Quality: 11,121 global accepts · Rating: 1800 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
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617.

220B

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Quality: 12,891 global accepts · Rating: 1800 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data

structures

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618.

519D

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[lelyte's solution](#)

619.

1096D

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Quality: 9,400 global accepts · Rating: 1800 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: dp

[lelyte's solution](#)

620.

1034A

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[lelyte's solution](#)

621.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[lelyte's solution](#)

622.

1922E

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Quality: 9,091 global accepts · Rating: 1800 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

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623.

1843F1

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[lelyte's solution](#)

624.

195C

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Quality: 1,239 global accepts · Rating: 1800 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: expression parsing, implementation

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625.

1914F

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Quality: 5,009 global accepts · Rating: 1900 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

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626.

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,182 global accepts · Rating: 1900 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

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627.

2180C

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algorithms, dp, greedy, number theory

[lelyte's solution](#)

628.

2133D

[Chicken Jockey](#) · [Tutorial](#)

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[lelyte's solution](#)

629.

2064D

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630.

2066B

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Quality: 5,461 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[lelyte's solution](#)

631.

2059D

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Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-02 · last AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths

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632.

2049D

[Shift + Esc](#) · [Tutorial](#)

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633.

1600E

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Quality: 2,382 global accepts · Rating: 1900 · first AC: 2024-06-30 · last AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, two pointers

[lelyte's solution](#)

634.

1114D

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Quality: 7,979 global accepts · Rating: 1900 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[lelyte's solution](#)

635.

1560F1

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Quality: 6,760 global accepts · Rating: 1900 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[lelyte's solution](#)

636.

1445D

[Divide and Sum](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, sortings

[lelyte's solution](#)

637.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,179 global accepts · Rating: 1900 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[lelyte's solution](#)

638.

1365E

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Quality: 8,318 global accepts · Rating: 1900 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

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639.

1251D

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Quality: 6,466 global accepts · Rating: 1900 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[lelyte's solution](#)

640.

1036C

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Quality: 13,382 global accepts · Rating: 1900 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

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641.

1202D

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[lelyte's solution](#)

642.

1175D

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Quality: 7,068 global accepts · Rating: 1900 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[lelyte's solution](#)

643.

1624G

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Quality: 7,597 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[lelyte's solution](#)

644.

1620E

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Quality: 9,669 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[lelyte's solution](#)

645.

1627D

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Quality: 9,371 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[lelyte's solution](#)

646.

20C

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Quality: 46,911 global accepts · Rating: 1900 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[lelyte's solution](#)

647.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,861 global accepts · Rating: 1900 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, two pointers

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648.

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,107 global accepts · Rating: 1900 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation

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649.

1213E

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Quality: 5,467 global accepts · Rating: 1900 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

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650.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1900 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[lelyte's solution](#)

651.

1197D

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Quality: 5,781 global accepts · Rating: 1900 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[lelyte's solution](#)

652.

803C

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Quality: 5,819 global accepts · Rating: 1900 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

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653.

1929D

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Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[lelyte's solution](#)

654.

1922D

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Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

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655.

1920D

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Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[lelyte's solution](#)

656.

1902D

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Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

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657.

2196C2

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Quality: 2,522 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

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658.

2178E

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659.

2075D

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660.

2057D

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661.

2061E

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662.

2063D

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Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

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663.

1237D

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664.

1457D

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665.

1288D

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666.

1622D

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667.

432D

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668.

1391D

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Quality: 5,771 global accepts · Rating: 2000 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[lelyte's solution](#)

669.

1311D

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[lelyte's solution](#)

670.

1370D

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[lelyte's solution](#)

671.

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, two pointers

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672.

1616D

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673.

1481D

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674.

1620D

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Quality: 4,808 global accepts · Rating: 2000 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

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675.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 2000 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[lelyte's solution](#)

676.

1366D

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Quality: 12,349 global accepts · Rating: 2000 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

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677.

920F

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Quality: 8,602 global accepts · Rating: 2000 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dsu, number theory

[lelyte's solution](#)

678.

1867E1

[Salyg1n and Array \(simple version\) · Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

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679.

2183E

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Quality: 2,855 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[lelyte's solution](#)

680.

2183D2

[Tree Coloring \(Hard Version\) · Tutorial](#)

Quality: 2,499 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[lelyte's solution](#)

681.

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

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682.

2161D

[Locked Out · Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[lelyte's solution](#)

683.

343D

[Water Tree · Tutorial](#)

Quality: 6,851 global accepts · Rating: 2100 · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[lelyte's solution](#)

684.

2008H

[Sakurako's Test · Tutorial](#)

Quality: 3,603 global accepts · Rating: 2100 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[lelyte's solution](#)

685.

2038B

[Make It Equal · Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[lelyte's solution](#)

686.

1821E

[Rearrange Brackets · Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[lelyte's solution](#)

687.

1919D

[01 Tree · Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

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688.

1896E

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

Quality: 2,745 global accepts · Rating: 2100 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[lelyte's solution](#)

689.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,059 global accepts · Rating: 2100 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

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690.

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry

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691.

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: dp

[lelyte's solution](#)

692.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,533 global accepts · Rating: 2100 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings, trees, two pointers

[lelyte's solution](#)

693.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[lelyte's solution](#)

694.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[lelyte's solution](#)

695.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,744 global accepts · Rating: 2100 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[lelyte's solution](#)

696.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,731 global accepts · Rating: 2100 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[lelyte's solution](#)

697.

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,044 global accepts · Rating: 2100 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[lelyte's solution](#)

698.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search

[lelyte's solution](#)

699.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,359 global accepts · Rating: 2100 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[lelyte's solution](#)

700.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[lelyte's solution](#)

701.

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation

[lelyte's solution](#)

702.

1660F2

[Promising String \(hard version\)](#) · [Tutorial](#)

Quality: 3,145 global accepts · Rating: 2100 · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, strings

[lelyte's solution](#)

703.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[lelyte's solution](#)

704.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[lelyte's solution](#)

705.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[lelyte's solution](#)

706.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[lelyte's solution](#)

707.

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory
[lelyte's solution](#)

708.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp
[lelyte's solution](#)

709.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive
[lelyte's solution](#)

710.

1631E

[Paint the Middle](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers
[lelyte's solution](#)

711.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,372 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
[lelyte's solution](#)

712.

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2300 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths
[lelyte's solution](#)

713.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2300 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[lelyte's solution](#)

714.

2079C

[Dreaming Is Not Harmful](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 2300 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: *special
[lelyte's solution](#)

715.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
[lelyte's solution](#)

716.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings
[lelyte's solution](#)

717.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: graphs, hashing, sortings
[lelyte's solution](#)

718.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,442 global accepts · Rating: 2400 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[lelyte's solution](#)

719.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2025-01-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive
[lelyte's solution](#)

720.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings
[lelyte's solution](#)

721.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees
[lelyte's solution](#)

722.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees
[lelyte's solution](#)

723.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees
[lelyte's solution](#)

724.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers
[lelyte's solution](#)

725.

1793F

[Rebreeding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, implementation
[lelyte's solution](#)

726.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers
[lelyte's solution](#)

727.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp

[lelyte's solution](#)

728.

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,465 global accepts · Rating: 2600 · first AC: 2022-06-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[lelyte's solution](#)

729.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, two pointers

[lelyte's solution](#)

730.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[lelyte's solution](#)

731.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp

[lelyte's solution](#)

732.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[lelyte's solution](#)

733.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[lelyte's solution](#)

734.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[lelyte's solution](#)

735.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,571 global accepts · Rating: — · first AC: 2026-04-03 · PyPy 3-64 (first AC) · Tags: *special, strings

[lelyte's solution](#)

736.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,137 global accepts · Rating: — · first AC: 2026-04-03 · PyPy 3-64 (first AC) · Tags: *special, graph matchings, implementation

[lelyte's solution](#)

737.

106269A

[A=0Cç2D#10DTBD2 =C 7Cä2E BCRÀ D\\$0Cç >C00 C, ?Cä?C`KC\\$QD](#)

Rating: — · first AC: 2025-12-26 · PyPy 3-64 (first AC) · Tags: —

[lelyte's solution](#)

738.

105572D

[AD80ä B 8C`LC\\$5D](#)

Rating: — · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lelyte's solution](#)

739.

105572C

[B 10\\$00" @ B\\$@CT;Cä=C€](#)

Rating: — · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lelyte's solution](#)

740.

105572B

[A#D008D\\$0C0 !CÄ>C';CTBD](#)

Rating: — · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lelyte's solution](#)

741.

105572A

[AD80ä BT>C#8C0A](#)

Rating: — · first AC: 2025-12-12 · PyPy 3-64 (first AC) · Tags: —

[lelyte's solution](#)

742.

103483E

[Fair Robbery](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lelyte's solution](#)

743.

1048563

[B\\$50\\$DD>C0=D'9 D ?D 0C\\$>Dt=C,,:](#)

Rating: — · first AC: 2025-11-30 · PyPy 3-64 (first AC) · Tags: —

[lelyte's solution](#)

744.

1024806

[A0C=0,, @ Cä2C#0 D4GC AD\\$:C](#)

Rating: — · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lelyte's solution](#)

745.

105972M

[Madoka and The Olympiad in Novosibirsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lelyte's solution](#)

746.

105972F

[A0CD\\$5D,,5D BC\\$8CR ?Cä CC08C\\$5D AC,,BCTBD0](#)

Rating: — · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lelyte's solution](#)

747.

105972D

[A`5C#FC,.8 C" \\$0Tä5T•](#)

Rating: — · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lelyte's solution](#)

748.

105972G

[A 50ts00 =C O D 0C >D\\$0 D ?C <D0BDÄN](#)

Rating: — · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lelyte's solution](#)

749.

105972E

[B 00Ä>C`5D\\$K-D 0CÄ>C`5D\\$K](#)

Rating: — · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lelyte's solution](#)

750.

105972L

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

Rating: — · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lelyte's solution](#)

751.

105972A

[Photos in Flight](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lelyte's solution](#)

752.

105972C

[Bitwise Characteristic of a Number](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lelyte's solution](#)

753.

106141F

[Arsen and Toy Soldiers](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lelyte's solution](#)

754.

1055972

[A 5D r i C B C 8](#)

Rating: — · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lelyte's solution](#)

755.

1055971

[A 5 C r i D 0 D \\$ 0 D 0 @ C A C # @ C A C # 0](#)

Rating: — · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lelyte's solution](#)

756.

1033843

[A = 0 0 @ C T 9 C , ? C ä @ D \\$ 0 C ` K](#)

Rating: — · first AC: 2025-10-19 · last AC: 2025-10-19 · PyPy 3-64 (first AC) · Tags: —

[lelyte's solution](#)

757.

1033842

[A 0 C T 0 \\$ A 0 C R Ä D 0 ? C ä ? D K C 4 0 C 2](#)

Rating: — · first AC: 2025-10-19 · PyPy 3-64 (first AC) · Tags: —

[lelyte's solution](#)

758.

1033841

[A 5 D r i C 0 : C 1 C ` N C D F C](#)

Rating: — · first AC: 2025-10-19 · PyPy 3-64 (first AC) · Tags: —

[lelyte's solution](#)

759.

1040333

[A 1 0 C 0 0 C r 2 C Ä 0 C 4 0 C t 8 C 0 5](#)

Rating: — · first AC: 2025-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[lelyte's solution](#)

760.

1040332

[B5CÔBD 0C`LCÔKCR :C\\$0CD@C BD°](#)

Rating: — · first AC: 2025-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[lelyte's solution](#)

761.

1040331

[A:004GD,,:C 8 C=Ct=CTGC,,:](#)

Rating: — · first AC: 2025-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[lelyte's solution](#)

762.

1055952

[BD×CÔD 8](#)

Rating: — · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[lelyte's solution](#)

763.

1055955

[A5CD×C\\$KC' 7C <Cä:](#)

Rating: — · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[lelyte's solution](#)

764.

1055954

[AD50f5CÔ8CR HCä:Cä;C 4C×8](#)

Rating: — · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[lelyte's solution](#)

765.

1055953

[A×@C ACÔDò \(C ?CäGC×0 CÔ C >C`>D\\$5](#)

Rating: — · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[lelyte's solution](#)

766.

1055951

[A×OD5C`8](#)

Rating: — · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[lelyte's solution](#)

767.

105761I

[K-gap Subsequence · Tutorial](#)

Rating: — · first AC: 2025-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[lelyte's solution](#)

768.

103631B

[A×D\\$8CÄ8Ct0Dd8Dò 7C :D4?Cä:](#)

Rating: — · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[lelyte's solution](#)

769.

103631A

[B4@Cä! DD8Ct:D4;DÄBD4@D°](#)

Rating: — · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[lelyte's solution](#)

770.

1042915

[B47Ct;B0×0 CÔ D :C`>CÔ5](#)

Rating: — · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[lelyte's solution](#)

771.

1042901

[A\\$80D5Cä=C 1C`NCD5CÔ8CP](#)

Rating: — · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[lelyte's solution](#)

772.

105028B

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

Rating: — · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[lelyte's solution](#)

773.

105028A

[Minimum Black Cells](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[lelyte's solution](#)

774.

105058A

[B B0T2CT=CÔKCR GC,,AC`0](#)

Rating: — · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[lelyte's solution](#)

775.

103548A

[A`@Cä2CT@C#0](#)

Rating: — · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[lelyte's solution](#)

776.

1041567

[A#0CÄ=C€](#)

Rating: — · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[lelyte's solution](#)

777.

1041565

[AÄ5D\\$@ CäAD\\$@ Cä9](#)

Rating: — · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[lelyte's solution](#)

778.

1041553

[B >C>D"Ô?D`;CTACäA](#)

Rating: — · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[lelyte's solution](#)

779.

1041552

[A`@Cä8Ci2CT4CT=C,,5 BD8C >CÔ0DtGC€](#)

Rating: — · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[lelyte's solution](#)

780.

1041551

[B 0C#0CT;CT=C,,5 Cö@Dö<CäCC4>C`LCÔ8C#0](#)

Rating: — · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[lelyte's solution](#)

781.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,291 global accepts · Rating: — · first AC: 2023-12-28 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[lelyte's solution](#)

782.

104855D

[Colorful Paths](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[lelyte's solution](#)

783.

104855C

[Hungry Shark](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[lelyte's solution](#)

784.

104855B

[Yugandhar's Letter for Diya](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[lelyte's solution](#)

785.

104855A

[GCD,LCM and AVG](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[lelyte's solution](#)

786.

102375G

[ATAD\\$!i@'8 CD5C'8D\\$5C'L?](#)

Rating: — · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[lelyte's solution](#)

787.

102375D

[AD@CaDD" A](#)

Rating: — · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[lelyte's solution](#)

788.

102375E

[AD00ÄAC#8C' @ CT3C'0CÄ5CÔB](#)

Rating: — · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[lelyte's solution](#)

789.

102375F

[A@C@C,,;DÄ=D'9 Cö>CD<CÔ>C4>D43Cä;DÄ=C,,:](#)

Rating: — · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[lelyte's solution](#)

790.

102375C

[B>C\\$?C 4CT=C,,O](#)

Rating: — · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[lelyte's solution](#)

791.

102375B

[A >C LID,,8CR ?CT@CT<CT=D°](#)

Rating: — · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[lelyte's solution](#)

792.

102375A

[A @C@jD CÄ5D\\$8D!5D :C O CÄ0C48Dö](#)

Rating: — · first AC: 2022-09-10 · PyPy 3-64 (first AC) · Tags: —

[lelyte's solution](#)

793.

103521A

[A=0C@Cä:Cä@CÄ8D\\$! CD@C :Cä=C](#)

Rating: — · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[lelyte's solution](#)

794.

1029351

[AD20riaAD\\$0CÔ:C](#)

Rating: — · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[lelyte's solution](#)

795.

1001562

[A4DriaCDO](#)

Rating: — · first AC: 2022-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[lelyte's solution](#)

796.

1001561

[A=0D'BC,=-C0](#)

Rating: — · first AC: 2022-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[lelyte's solution](#)

797.

103464B

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

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[lelyte's solution](#)

798.

103464A

[Stegosauruses](#) · [Tutorial](#)

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