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105.

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106.

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theory

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1369A

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1368A

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1348A

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1328A

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122.

1325B

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123.

1325A

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1316A

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125.

1234A

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126.

1311A

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127.

1304A

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128.

1301A

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130.

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1296A

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132.

1167A

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133.

1294A

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134.

1196A

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1285A

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136.

1287A

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137.

1284A

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138.

1270A

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139.

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140.

1269A

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141.

1249A

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142.

1271A

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143.

1281A

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144.

1257A

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145.

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146.

1241A

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147.

1220A

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148.

1230A

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1228A

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150.

2072B

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1951A

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1915D

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153.

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1764B

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156.

1732B

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157.

1737A

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158.

1735B

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1709B

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162.

1699B

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163.

1696B

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164.

1697B

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165.

1689B

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166.

1650B

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167.

1613A

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168.

1609A

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169.

1610A

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170.

1588A

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171.

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173.

1505A

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174.

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175.

1451B

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176.

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177.

1427A

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178.

1430A

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179.

1420A

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180.

1406A

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181.

1401A

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182.

1380A

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183.

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184.

1373B

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185.

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186.

1354A

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187.

1107A

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188.

1335B

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189.

1324A

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190.

1326B

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191.

1313A

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192.

1296B

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193.

1295A

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194.

1291A

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195.

1279A

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196.

1283B

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197.

1282A

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198.

1248B

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199.

1272A

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200.

1766B

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201.

1987B

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202.

1975B

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203.

1930B

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204.

1916B

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number theory

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205.

1704B

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Quality: 29,914 global accepts · Rating: 1000 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

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206.

1876A

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207.

1844B

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208.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

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209.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

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210.

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[lightseba's solution](#)

211.

1761B

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[lightseba's solution](#)

212.

1732A

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1874A

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Quality: 19,387 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation

[lightseba's solution](#)

317.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[lightseba's solution](#)

318.

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[lightseba's solution](#)

319.

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[lightseba's solution](#)

320.

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,114 global accepts · Rating: 1200 · first AC: 2022-05-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[lightseba's solution](#)

321.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,386 global accepts · Rating: 1200 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[lightseba's solution](#)

322.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[lightseba's solution](#)

323.

1637C

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

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

[lightseba's solution](#)

324.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,027 global accepts · Rating: 1200 · first AC: 2022-01-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, strings

[lightseba's solution](#)

325.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,711 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search

[lightseba's solution](#)

326.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-22 · Java 8 (first AC) · Tags: implementation, math

[lightseba's solution](#)

327.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[lightseba's solution](#)

328.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[lightseba's solution](#)

329.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation

[lightseba's solution](#)

330.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,810 global accepts · Rating: 1200 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[lightseba's solution](#)

331.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,461 global accepts · Rating: 1200 · first AC: 2020-09-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[lightseba's solution](#)

332.

1409C

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

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[lightseba's solution](#)

333.

1392C

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

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

[lightseba's solution](#)

334.

1385C

[Make It Good](#) · [Tutorial](#)

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

[lightseba's solution](#)

335.

1027B

[Numbers on the Chessboard](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[lightseba's solution](#)

336.

1375B

[Neighbor Grid](#) · [Tutorial](#)

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

[lightseba's solution](#)

337.

1371B

[Magical Calendar](#) · [Tutorial](#)

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

[lightseba's solution](#)

338.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[lightseba's solution](#)

339.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,623 global accepts · Rating: 1200 · first AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: math

[lightseba's solution](#)

340.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, number theory, two pointers

[lightseba's solution](#)

341.

1362B

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

Quality: 21,042 global accepts · Rating: 1200 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force

[lightseba's solution](#)

342.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math
[lightseba's solution](#)

343.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,287 global accepts · Rating: 1200 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, two pointers
[lightseba's solution](#)

344.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,372 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings
[lightseba's solution](#)

345.

1355A

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

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math
[lightseba's solution](#)

346.

1352B

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

Quality: 44,819 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[lightseba's solution](#)

347.

1352C

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

Quality: 69,764 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math
[lightseba's solution](#)

348.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,082 global accepts · Rating: 1200 · first AC: 2020-03-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[lightseba's solution](#)

349.

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,492 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy
[lightseba's solution](#)

350.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,035 global accepts · Rating: 1200 · first AC: 2020-02-27 · last AC: 2020-02-27 · Java 11 (first AC) · Tags: dfs and similar, sortings
[lightseba's solution](#)

351.

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,921 global accepts · Rating: 1200 · first AC: 2020-01-22 · Java 11 (first AC) · Tags: implementation, sortings
[lightseba's solution](#)

352.

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2020-01-16 · Java 8 (first AC) · Tags: constructive algorithms, math

[lightseba's solution](#)

353.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · Java 11 (first AC) · Tags: constructive algorithms, greedy, math

[lightseba's solution](#)

354.

1153B

[Serval and Toy Bricks](#) · [Tutorial](#)

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2019-12-29 · Java 11 (first AC) · Tags: constructive algorithms, greedy

[lightseba's solution](#)

355.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2019-12-14 · Java 8 (first AC) · Tags: constructive algorithms, dp, greedy

[lightseba's solution](#)

356.

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,044 global accepts · Rating: 1200 · first AC: 2019-12-14 · Java 8 (first AC) · Tags: greedy, number theory

[lightseba's solution](#)

357.

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,741 global accepts · Rating: 1200 · first AC: 2019-12-12 · Java 8 (first AC) · Tags: combinatorics, dp, implementation

[lightseba's solution](#)

358.

1272B

[Snow Walking Robot](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1200 · first AC: 2019-12-12 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation

[lightseba's solution](#)

359.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,674 global accepts · Rating: 1200 · first AC: 2019-10-02 · Java 8 (first AC) · Tags: binary search, math

[lightseba's solution](#)

360.

2211C1

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

Quality: 9,106 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[lightseba's solution](#)

361.

1991C

[Absolute Zero](#) · [Tutorial](#)

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

[lightseba's solution](#)

362.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[lightseba's solution](#)

363.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,479 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[lightseba's solution](#)

364.

1915E

[Romantic Glasses](#) · [Tutorial](#)

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

[lightseba's solution](#)

365.

956A

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[lightseba's solution](#)

366.

1889A

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

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

[lightseba's solution](#)

367.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[lightseba's solution](#)

368.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[lightseba's solution](#)

369.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[lightseba's solution](#)

370.

1868A

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

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[lightseba's solution](#)

371.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[lightseba's solution](#)

372.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[lightseba's solution](#)

373.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[lightseba's solution](#)

374.

1815A

[Ian and Array Sorting](#) · [Tutorial](#)

Quality: 15,973 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[lightseba's solution](#)

375.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[lightseba's solution](#)

376.

1753A1

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

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[lightseba's solution](#)

377.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math

[lightseba's solution](#)

378.

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[lightseba's solution](#)

379.

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[lightseba's solution](#)

380.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[lightseba's solution](#)

381.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2022-03-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[lightseba's solution](#)

382.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2022-02-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[lightseba's solution](#)

383.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2022-02-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[lightseba's solution](#)

384.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2022-02-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[lightseba's solution](#)

385.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, math

[lightseba's solution](#)

386.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-19 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings

[lightseba's solution](#)

387.

1615B

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

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[lightseba's solution](#)

388.

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[lightseba's solution](#)

389.

1601A

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

Quality: 21,091 global accepts · Rating: 1300 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[lightseba's solution](#)

390.

1571B

[Epic Novel](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 1300 · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: *special, math

[lightseba's solution](#)

391.

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[lightseba's solution](#)

392.

1534C

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

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[lightseba's solution](#)

393.

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,388 global accepts · Rating: 1300 · first AC: 2021-03-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[lightseba's solution](#)

394.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[lightseba's solution](#)

395.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,720 global accepts · Rating: 1300 · first AC: 2020-12-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[lightseba's solution](#)

396.

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,975 global accepts · Rating: 1300 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[lightseba's solution](#)

397.

1418B

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

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[lightseba's solution](#)

398.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[lightseba's solution](#)

399.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,834 global accepts · Rating: 1300 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[lightseba's solution](#)

400.

1381A1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Quality: 21,721 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, strings

[lightseba's solution](#)

401.

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,390 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[lightseba's solution](#)

402.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[lightseba's solution](#)

403.

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: math

[lightseba's solution](#)

404.

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,177 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[lightseba's solution](#)

405.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,953 global accepts · Rating: 1300 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: math, two pointers
[lightseba's solution](#)

406.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,842 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[lightseba's solution](#)

407.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, implementation, shortest paths
[lightseba's solution](#)

408.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 42,995 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[lightseba's solution](#)

409.

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,855 global accepts · Rating: 1300 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[lightseba's solution](#)

410.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2020-05-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers
[lightseba's solution](#)

411.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,461 global accepts · Rating: 1300 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[lightseba's solution](#)

412.

1322A

[Unusual Competitions](#) · [Tutorial](#)

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[lightseba's solution](#)

413.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,044 global accepts · Rating: 1300 · first AC: 2020-03-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math
[lightseba's solution](#)

414.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-19 · Java 11 (first AC) · Tags: combinatorics, greedy, math
[lightseba's solution](#)

415.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, sortings
[lightseba's solution](#)

416.

1234B2

[Social Network \(hard version\)](#) · [Tutorial](#)

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[lightseba's solution](#)

417.

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-02-27 · last AC: 2020-02-27 · Java 11 (first AC) · Tags: brute force
[lightseba's solution](#)

418.

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1300 · first AC: 2020-02-02 · Java 11 (first AC) · Tags: greedy, implementation
[lightseba's solution](#)

419.

1294C

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

Quality: 46,270 global accepts · Rating: 1300 · first AC: 2020-01-22 · Java 11 (first AC) · Tags: greedy, math, number theory
[lightseba's solution](#)

420.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,827 global accepts · Rating: 1300 · first AC: 2020-01-10 · Java 11 (first AC) · Tags: dp, greedy, implementation
[lightseba's solution](#)

421.

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,002 global accepts · Rating: 1300 · first AC: 2020-01-02 · Java 11 (first AC) · Tags: dfs and similar, implementation, strings
[lightseba's solution](#)

422.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,415 global accepts · Rating: 1300 · first AC: 2019-12-28 · Java 11 (first AC) · Tags: binary search, brute force, implementation
[lightseba's solution](#)

423.

1217A

[Creating a Character](#) · [Tutorial](#)

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-12-24 · Java 11 (first AC) · Tags: binary search, math
[lightseba's solution](#)

424.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,777 global accepts · Rating: 1300 · first AC: 2019-12-19 · Java 11 (first AC) · Tags: data structures, sortings, two pointers
[lightseba's solution](#)

425.

1249C1

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

Quality: 16,557 global accepts · Rating: 1300 · first AC: 2019-12-18 · Java 11 (first AC) · Tags: brute force, greedy, implementation
[lightseba's solution](#)

426.

1249B2

[Books Exchange \(hard version\)](#) · [Tutorial](#)

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2019-12-18 · Java 11 (first AC) · Tags: dfs and similar, dsu, math
[lightseba's solution](#)

427.

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2019-12-15 · Java 8 (first AC) · Tags: brute force, geometry, greedy, implementation
[lightseba's solution](#)

428.

1265B

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

Quality: 13,524 global accepts · Rating: 1300 · first AC: 2019-12-12 · Java 8 (first AC) · Tags: data structures, implementation, math, two pointers
[lightseba's solution](#)

429.

1220B

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

Quality: 12,135 global accepts · Rating: 1300 · first AC: 2019-10-04 · Java 8 (first AC) · Tags: math, number theory
[lightseba's solution](#)

430.

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-04-30 · last AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings
[lightseba's solution](#)

431.

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[lightseba's solution](#)

432.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,706 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings
[lightseba's solution](#)

433.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[lightseba's solution](#)

434.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,577 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[lightseba's solution](#)

435.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings
[lightseba's solution](#)

436.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[lightseba's solution](#)

437.

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[lightseba's solution](#)

438.

1887A1

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

Rating: 1400 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[lightseba's solution](#)

439.

1824A

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

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[lightseba's solution](#)

440.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[lightseba's solution](#)

441.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[lightseba's solution](#)

442.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[lightseba's solution](#)

443.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[lightseba's solution](#)

444.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[lightseba's solution](#)

445.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy

[lightseba's solution](#)

446.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and

similar, graphs, greedy

[lightseba's solution](#)

447.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[lightseba's solution](#)

448.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[lightseba's solution](#)

449.

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,840 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[lightseba's solution](#)

450.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[lightseba's solution](#)

451.

1697C

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

Quality: 15,800 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[lightseba's solution](#)

452.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2022-05-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[lightseba's solution](#)

453.

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2022-05-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search

[lightseba's solution](#)

454.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2022-05-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[lightseba's solution](#)

455.

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2022-05-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[lightseba's solution](#)

456.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings

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457.

762B

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Quality: 10,578 global accepts · Rating: 1400 · first AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings, two pointers

[lightseba's solution](#)

458.

762A

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Quality: 25,797 global accepts · Rating: 1400 · first AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[lightseba's solution](#)

459.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,300 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[lightseba's solution](#)

460.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[lightseba's solution](#)

461.

1627C

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Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

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462.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[lightseba's solution](#)

463.

1605C

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Quality: 18,855 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, strings

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464.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-25 · last AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[lightseba's solution](#)

465.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[lightseba's solution](#)

466.

1463B

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Quality: 21,167 global accepts · Rating: 1400 · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[lightseba's solution](#)

467.

1453B

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Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[lightseba's solution](#)

468.

1451C

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Quality: 17,293 global accepts · Rating: 1400 · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[lightseba's solution](#)

469.

1431B

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Quality: 1,054 global accepts · Rating: 1400 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, implementation, two pointers

[lightseba's solution](#)

470.

1427B

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Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

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471.

1393B

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Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[lightseba's solution](#)

472.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,710 global accepts · Rating: 1400 · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[lightseba's solution](#)

473.

1380B

[Universal Solution](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy

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474.

1375C

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

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[lightseba's solution](#)

475.

1374D

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

Quality: 31,086 global accepts · Rating: 1400 · first AC: 2020-07-02 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings, two pointers

[lightseba's solution](#)

476.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings, two pointers

[lightseba's solution](#)

477.

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,980 global accepts · Rating: 1400 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[lightseba's solution](#)

478.

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,703 global accepts · Rating: 1400 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[lightseba's solution](#)

479.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,123 global accepts · Rating: 1400 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

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480.

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, math, ternary search

[lightseba's solution](#)

481.

1355D

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Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[lightseba's solution](#)

482.

1215B

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

Quality: 18,349 global accepts · Rating: 1400 · first AC: 2020-05-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation

[lightseba's solution](#)

483.

1348B

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Quality: 27,487 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[lightseba's solution](#)

484.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2020-04-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[lightseba's solution](#)

485.

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[lightseba's solution](#)

486.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,090 global accepts · Rating: 1400 · first AC: 2020-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[lightseba's solution](#)

487.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-04 · Java 11 (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[lightseba's solution](#)

488.

1256B

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

Quality: 13,682 global accepts · Rating: 1400 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[lightseba's solution](#)

489.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · Java 11 (first AC) · Tags: math

[lightseba's solution](#)

490.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,466 global accepts · Rating: 1400 · first AC: 2020-01-24 · Java 11 (first AC) · Tags: brute force, divide and conquer, interactive, math

[lightseba's solution](#)

491.

1167C

[News Distribution](#) · [Tutorial](#)

Quality: 26,000 global accepts · Rating: 1400 · first AC: 2020-01-24 · Java 11 (first AC) · Tags: dfs and similar, dsu, graphs

[lightseba's solution](#)

492.

1293C

[NEKO's Maze Game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-01-19 · Java 11 (first AC) · Tags: constructive algorithms, implementation

[lightseba's solution](#)

493.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,136 global accepts · Rating: 1400 · first AC: 2020-01-10 · Java 11 (first AC) · Tags: brute force, math, number theory

[lightseba's solution](#)

494.

1284B

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Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-05 · Java 11 (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

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495.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · Java 11 (first AC) · Tags: bitmasks, constructive algorithms, math

[lightseba's solution](#)

496.

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,435 global accepts · Rating: 1400 · first AC: 2019-12-28 · Java 11 (first AC) · Tags: data structures, implementation

[lightseba's solution](#)

497.

1282B1

[K for the Price of One \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,150 global accepts · Rating: 1400 · first AC: 2019-12-24 · Java 11 (first AC) · Tags: dp, greedy, sortings

[lightseba's solution](#)

498.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · Java 8 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[lightseba's solution](#)

499.

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-12-14 · Java 8 (first AC) · Tags: dp

[lightseba's solution](#)

500.

1277C

[As Simple as One and Two](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-12-14 · Java 8 (first AC) · Tags: dp, greedy

[lightseba's solution](#)

501.

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-11-29 · Java 8 (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[lightseba's solution](#)

502.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-11-29 · Java 8 (first AC) · Tags: greedy, implementation

[lightseba's solution](#)

503.

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2019-11-18 · Java 8 (first AC) · Tags: greedy, implementation

[lightseba's solution](#)

504.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-09-30 · Java 8 (first AC) · Tags: implementation, math

[lightseba's solution](#)

505.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,887 global accepts · Rating: 1500 · first AC: 2026-01-23 · last AC: 2026-01-30 · Python 3 (first AC) · Tags: binary search, implementation, two pointers

[lightseba's solution](#)

506.

2067C

[Devyatkino](#) · [Tutorial](#)

Quality: 12,732 global accepts · Rating: 1500 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, math

[lightseba's solution](#)

507.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[lightseba's solution](#)

508.

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[lightseba's solution](#)

509.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,198 global accepts · Rating: 1500 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, sortings

[lightseba's solution](#)

510.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[lightseba's solution](#)

511.

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[lightseba's solution](#)

512.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[lightseba's solution](#)

513.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[lightseba's solution](#)

514.

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[lightseba's solution](#)

515.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[lightseba's solution](#)

516.

1732D1

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

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures,

implementation, number theory

[lightseba's solution](#)

517.

1753A2

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

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[lightseba's solution](#)

518.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[lightseba's solution](#)

519.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,773 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, math

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520.

1710A

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521.

977E

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522.

1553D

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523.

1630A

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524.

1536C

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525.

1616C

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526.

1515D

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Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

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527.

1516B

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528.

1161A

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529.

1473C

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Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
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530.

1466D

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531.

1431D

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Quality: 486 global accepts · Rating: 1500 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, greedy
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532.

1426D

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Quality: 17,600 global accepts · Rating: 1500 · first AC: 2020-11-05 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
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533.

1444A

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534.

1418C

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535.

1409D

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Quality: 21,390 global accepts · Rating: 1500 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
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536.

1400C

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Quality: 18,504 global accepts · Rating: 1500 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy
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537.

1389C

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Quality: 20,564 global accepts · Rating: 1500 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, two pointers

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538.

1391C

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Quality: 16,027 global accepts · Rating: 1500 · first AC: 2020-08-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, math

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539.

1379B

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Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[lightseba's solution](#)

540.

1379A

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541.

1385D

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Quality: 21,959 global accepts · Rating: 1500 · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

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542.

1372C

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543.

1368B

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Quality: 21,427 global accepts · Rating: 1500 · first AC: 2020-06-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

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544.

1213D1

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

Quality: 12,080 global accepts · Rating: 1500 · first AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

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545.

1366C

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546.

1352E

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Quality: 24,015 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, two pointers

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547.

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[lightseba's solution](#)

548.

1215C

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Quality: 11,936 global accepts · Rating: 1500 · first AC: 2020-05-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
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549.

1340A

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Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation
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550.

1338A

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Quality: 30,344 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
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551.

1332C

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Quality: 20,859 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings
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552.

1326D1

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Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · Java 11 (first AC) · Tags: hashing, string suffix structures, strings
[lightseba's solution](#)

553.

982C

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554.

1119C

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Quality: 7,178 global accepts · Rating: 1500 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[lightseba's solution](#)

555.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,157 global accepts · Rating: 1500 · first AC: 2020-03-14 · Java 11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[lightseba's solution](#)

556.

1256D

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Quality: 12,748 global accepts · Rating: 1500 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy
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557.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · Java 11 (first AC) · Tags: brute force, data structures, dp, greedy
[lightseba's solution](#)

558.

1304C

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Quality: 17,748 global accepts · Rating: 1500 · first AC: 2020-02-15 · Java 11 (first AC) · Tags: dp, greedy, implementation, sortings, two pointers
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559.

1301B

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[lightseba's solution](#)

560.

1300C

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Rating: 1500 · first AC: 2020-02-09 · Java 11 (first AC) · Tags: greedy, math
[lightseba's solution](#)

561.

1296D

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Quality: 15,097 global accepts · Rating: 1500 · first AC: 2020-02-05 · Java 11 (first AC) · Tags: greedy, sortings
[lightseba's solution](#)

562.

1296C

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[lightseba's solution](#)

563.

102348G

[Swap Letters](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-01-31 · Java 11 (first AC) · Tags: —
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564.

1167D

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565.

1287B

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Quality: 9,787 global accepts · Rating: 1500 · first AC: 2020-01-05 · Java 11 (first AC) · Tags: brute force, data structures, implementation
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566.

1283C

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Quality: 14,155 global accepts · Rating: 1500 · first AC: 2019-12-28 · Java 11 (first AC) · Tags: constructive algorithms, data structures, math
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567.

1269B

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Quality: 9,616 global accepts · Rating: 1500 · first AC: 2019-12-21 · Java 11 (first AC) · Tags: brute force, sortings
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568.

1278B

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569.

1249C2

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Quality: 13,535 global accepts · Rating: 1500 · first AC: 2019-12-18 · Java 11 (first AC) · Tags: binary search, greedy, math, meet-in-the-middle
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570.

1272D

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571.

1263D

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572.

1253C

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Quality: 15,304 global accepts · Rating: 1500 · first AC: 2019-11-18 · Java 8 (first AC) · Tags: dp, greedy, math, sortings
[lightseba's solution](#)

573.

455A

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Quality: 71,971 global accepts · Rating: 1500 · first AC: 2019-09-29 · Java 8 (first AC) · Tags: dp
[lightseba's solution](#)

574.

2061D

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Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures
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575.

2061C

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Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp
[lightseba's solution](#)

576.

1938H

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Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —
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577.

956B

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Rating: 1600 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers
[lightseba's solution](#)

578.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math
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579.

1910C

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580.

1910B

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581.

1886C

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582.

1774D

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583.

966A

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584.

1801A

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585.

1787C

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586.

1782C

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Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

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587.

1779C

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588.

1753B

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589.

1689C

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Quality: 13,474 global accepts · Rating: 1600 · first AC: 2022-06-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

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590.

1687A

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591.

1321C

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592.

906A

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593.

1677A

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Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

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594.

1671D

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595.

1633D

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596.

1615C

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597.

1609D

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598.

1610C

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599.

1603B

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600.

1566D2

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Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

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601.

1528A

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Quality: 18,988 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[lightseba's solution](#)

602.

1484C

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, flows, greedy, implementation

[lightseba's solution](#)

603.

1455D

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604.

1452D

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[lightseba's solution](#)

605.

1431C

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Quality: 746 global accepts · Rating: 1600 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, implementation

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606.

1407C

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Quality: 14,802 global accepts · Rating: 1600 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[lightseba's solution](#)

607.

1396A

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Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

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608.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,602 global accepts · Rating: 1600 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

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609.

1389B

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610.

1027C

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Quality: 7,152 global accepts · Rating: 1600 · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[lightseba's solution](#)

611.

1374E1

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Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-07-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
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612.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

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613.

1373D

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Quality: 17,667 global accepts · Rating: 1600 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, greedy, implementation

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614.

1213D2

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

Quality: 12,198 global accepts · Rating: 1600 · first AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings

[lightseba's solution](#)

615.

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

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616.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: math

[lightseba's solution](#)

617.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[lightseba's solution](#)

618.

1352G

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

Quality: 24,799 global accepts · Rating: 1600 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

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619.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory, sortings

[lightseba's solution](#)

620.

1348C

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

Quality: 15,483 global accepts · Rating: 1600 · first AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[lightseba's solution](#)

621.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[lightseba's solution](#)

622.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,664 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[lightseba's solution](#)

623.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[lightseba's solution](#)

624.

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[lightseba's solution](#)

625.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · Java 11 (first AC) · Tags: dfs and similar, greedy, implementation

[lightseba's solution](#)

626.

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,842 global accepts · Rating: 1600 · first AC: 2020-02-05 · Java 11 (first AC) · Tags: dp, greedy, strings

[lightseba's solution](#)

627.

1291C

[Mind Control](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-02-02 · Java 11 (first AC) · Tags: brute force, data structures, greedy, math

[lightseba's solution](#)

628.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-01-22 · Java 11 (first AC) · Tags: data structures, greedy, implementation, math

[lightseba's solution](#)

629.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,274 global accepts · Rating: 1600 · first AC: 2020-01-14 · Java 11 (first AC) · Tags: combinatorics, dp

[lightseba's solution](#)

630.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-12-24 · Java 11 (first AC) · Tags: greedy, math

[lightseba's solution](#)

631.

1282B2

[K for the Price of One \(Hard Version\)](#) · [Tutorial](#)

Quality: 11,009 global accepts · Rating: 1600 · first AC: 2019-12-24 · Java 11 (first AC) · Tags: dp, greedy, sortings

[lightseba's solution](#)

632.

126B

[Password](#) · [Tutorial](#)

Quality: 24,766 global accepts · Rating: 1700 · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, hashing,

string suffix structures, strings

[lightseba's solution](#)

633.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1700 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu

[lightseba's solution](#)

634.

2006A

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

Quality: 9,367 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[lightseba's solution](#)

635.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[lightseba's solution](#)

636.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[lightseba's solution](#)

637.

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,876 global accepts · Rating: 1700 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[lightseba's solution](#)

638.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[lightseba's solution](#)

639.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, geometry, math

[lightseba's solution](#)

640.

956C

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation

[lightseba's solution](#)

641.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, interactive, math

[lightseba's solution](#)

642.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[lightseba's solution](#)

643.

1893B

[Neutral Tonicity](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[lightseba's solution](#)

644.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2023-09-13 · last AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[lightseba's solution](#)

645.

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,325 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[lightseba's solution](#)

646.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[lightseba's solution](#)

647.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[lightseba's solution](#)

648.

966B

[Resource Distribution](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[lightseba's solution](#)

649.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[lightseba's solution](#)

650.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,541 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[lightseba's solution](#)

651.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[lightseba's solution](#)

652.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[lightseba's solution](#)

653.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[lightseba's solution](#)

654.

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,210 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math

[lightseba's solution](#)

655.

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[lightseba's solution](#)

656.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[lightseba's solution](#)

657.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[lightseba's solution](#)

658.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2022-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[lightseba's solution](#)

659.

1677B

[Tokitsukaze and Meeting](#) · [Tutorial](#)

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math

[lightseba's solution](#)

660.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[lightseba's solution](#)

661.

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,286 global accepts · Rating: 1700 · first AC: 2022-04-15 · last AC: 2022-04-15 · C++17 (GCC 9-64) (first AC) · Tags: dp

[lightseba's solution](#)

662.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,100 global accepts · Rating: 1700 · first AC: 2022-02-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest

paths, trees

[lightseba's solution](#)

663.

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,714 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[lightseba's solution](#)

664.

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-22 · PyPy 3-64 (first AC) · Tags: implementation, strings

[lightseba's solution](#)

665.

1571E

[Fix the String](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 1700 · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: *special, bitmasks, dp, greedy

[lightseba's solution](#)

666.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[lightseba's solution](#)

667.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, ternary search

[lightseba's solution](#)

668.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-07 · last AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[lightseba's solution](#)

669.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,665 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[lightseba's solution](#)

670.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[lightseba's solution](#)

671.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, strings

[lightseba's solution](#)

672.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[lightseba's solution](#)

673.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: games, geometry, math

[lightseba's solution](#)

674.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[lightseba's solution](#)

675.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1700 · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[lightseba's solution](#)

676.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-09-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[lightseba's solution](#)

677.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,901 global accepts · Rating: 1700 · first AC: 2020-09-22 · last AC: 2020-09-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, two pointers

[lightseba's solution](#)

678.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[lightseba's solution](#)

679.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[lightseba's solution](#)

680.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[lightseba's solution](#)

681.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[lightseba's solution](#)

682.

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,325 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[lightseba's solution](#)

683.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[lightseba's solution](#)

684.

439C

[Devu and Partitioning of the Array](#) · [Tutorial](#)

Quality: 4,170 global accepts · Rating: 1700 · first AC: 2020-07-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[lightseba's solution](#)

685.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,656 global accepts · Rating: 1700 · first AC: 2020-06-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[lightseba's solution](#)

686.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,818 global accepts · Rating: 1700 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[lightseba's solution](#)

687.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[lightseba's solution](#)

688.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,298 global accepts · Rating: 1700 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[lightseba's solution](#)

689.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[lightseba's solution](#)

690.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2020-05-05 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math

[lightseba's solution](#)

691.

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, greedy

[lightseba's solution](#)

692.

1320B

[Navigation System](#) · [Tutorial](#)

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-04-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[lightseba's solution](#)

693.

1336B

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

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[lightseba's solution](#)

694.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,363 global accepts · Rating: 1700 · first AC: 2020-04-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[lightseba's solution](#)

695.

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math

[lightseba's solution](#)

696.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[lightseba's solution](#)

697.

1324E

[Sleeping Schedule](#) · [Tutorial](#)

Quality: 17,011 global accepts · Rating: 1700 · first AC: 2020-03-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[lightseba's solution](#)

698.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-14 · last AC: 2020-03-17 · Java 11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[lightseba's solution](#)

699.

1256C

[Platforms Jumping](#) · [Tutorial](#)

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[lightseba's solution](#)

700.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-23 · Java 11 (first AC) · Tags: data structures, greedy, sortings

[lightseba's solution](#)

701.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,877 global accepts · Rating: 1700 · first AC: 2020-02-13 · Java 11 (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[lightseba's solution](#)

702.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-02-05 · Java 11 (first AC) · Tags: math, strings

[lightseba's solution](#)

703.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1700 · first AC: 2019-12-28 · Java 11 (first AC) · Tags: combinatorics, math, probabilities

[lightseba's solution](#)

704.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-12-19 · Java 11 (first AC) · Tags: constructive algorithms, geometry, greedy

[lightseba's solution](#)

705.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2019-12-19 · Java 11 (first AC) · Tags: data structures, dp, greedy, implementation

[lightseba's solution](#)

706.

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 11,001 global accepts · Rating: 1700 · first AC: 2019-12-18 · Java 11 (first AC) · Tags: dp, shortest paths

[lightseba's solution](#)

707.

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,549 global accepts · Rating: 1700 · first AC: 2019-11-25 · Java 8 (first AC) · Tags: data structures, trees

[lightseba's solution](#)

708.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,249 global accepts · Rating: 1700 · first AC: 2019-11-19 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[lightseba's solution](#)

709.

1230D

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-10-01 · Java 8 (first AC) · Tags: brute force, dfs and similar, graphs, greedy

[lightseba's solution](#)

710.

1230C

[Anadi and Domino](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-30 · Java 8 (first AC) · Tags: brute force, graphs

[lightseba's solution](#)

711.

1228C

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

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-09-30 · Java 8 (first AC) · Tags: math, number theory

[lightseba's solution](#)

712.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,011 global accepts · Rating: 1800 · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, strings

[lightseba's solution](#)

713.

2211C2

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

Quality: 3,671 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[lightseba's solution](#)

714.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[lightseba's solution](#)

715.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[lightseba's solution](#)

716.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[lightseba's solution](#)

717.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[lightseba's solution](#)

718.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,200 global accepts · Rating: 1800 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[lightseba's solution](#)

719.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[lightseba's solution](#)

720.

1915G

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721.

1910D

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722.

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1016D

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734.

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742.

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756.

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757.

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1107D

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1328D

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763.

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765.

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766.

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767.

1225D

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768.

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770.

1291D

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772.

1287D

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773.

1287C

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774.

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783.

2050G

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784.

1991E

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1991D

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791.

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793.

1704D

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795.

1746D

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796.

1774E

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797.

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798.

1842D

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799.

1819B

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800.

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801.

1799D1

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802.

1785B

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803.

1787D

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804.

1738D

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805.

1354D

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806.

1718A2

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807.

1707B

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808.

1701D

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809.

1696D

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1689D

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812.

1677C

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813.

1648C

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814.

1627D

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815.

1620E

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816.

1613D

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817.

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818.

1479B1

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819.

1558B

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820.

1545B

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821.

1543C

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822.

819B

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823.

1508A

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824.

1470B

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825.

1488D

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826.

1488C

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827.

1161B

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Rating: 1900 · first AC: 2021-01-18 · Java 8 (first AC) · Tags: hashing, implementation, strings
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828.

1463D

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829.

1453D

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830.

1444B

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831.

1434A

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832.

1428D

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833.

1430E

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834.

448C

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835.

1400D

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836.

1383B

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837.

1237C2

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838.

1375D

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839.

1371E1

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840.

1369D

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841.

1365E

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842.

1361B

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843.

1358D

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844.

1360G

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845.

1348D

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846.

459E

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847.

1342D

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848.

1076E

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849.

959E

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850.

1012B

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851.

1328E

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852.

717D

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853.

982D

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854.

1119E

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855.

1303D

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856.

1285D

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857.

1270D

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858.

1245D

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859.

1277E

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860.

1277D

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861.

1272E

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862.

1220D

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863.

2061E

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864.

1987E

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865.

1984D

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866.

1951E

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Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

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867.

1951D

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868.

1943B

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869.

1910F

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870.

1893C

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871.

1889C1

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872.

1142B

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873.

1827B1

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874.

1815B

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875.

1796D

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876.

1764D

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877.

1753C

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878.

1726D

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1718B

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1696E

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1685B

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1682D

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883.

920F

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884.

1672F1

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885.

1638D

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886.

1536D

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887.

1616D

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888.

1620D

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889.

1613E

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890.

1320C

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891.

1571F

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892.

1566E

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893.

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-01-18 · Java 8 (first AC) · Tags: games

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894.

1451E1

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895.

1431E

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896.

1426F

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897.

1427D

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898.

1029F

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899.

27E

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900.

656E

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901.

1391D

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902.

1388D

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903.

1379C

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904.

659F

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905.

1132F

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906.

1198C

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907.

963B

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908.

792C

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909.

1244C

[The Football Season](#) · [Tutorial](#)

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910.

1165F2

[Microtransactions \(hard version\)](#) · [Tutorial](#)

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911.

1165F1

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912.

1380D

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913.

1131D

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914.

427E

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915.

621E

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916.

773B

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917.

359D

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918.

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919.

1237D

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1366D

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1359E

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1359D

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1354C2

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925.

1349C

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926.

1349B

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1344B

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928.

629C

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938D

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930.

1229B

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931.

629D

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932.

1010D

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1256E

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934.

1311D

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936.

1301D

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937.

1294F

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938.

1288D

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939.

1288E

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940.

1266D

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941.

1056E

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942.

2061F1

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943.

1975E

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1938J

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1912B

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946.

1930D2

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1924B

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948.

1919D

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949.

1530E

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1621D

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951.

1910E

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1896E

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1039B

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954.

1886D

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956.

1868B2

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1863E

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960.

1839D

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961.

1810E

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962.

1801D

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963.

1799D2

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964.

1787E

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965.

1761D

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966.

1666J

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967.

1710B

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968.

920E

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1667B

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970.

1654D

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762C

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1553E

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1637E

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974.

1628D1

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1605D

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977.

1479B2

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978.

1499D

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979.

1466F

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1454F

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1431G

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983.

1431F

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1106E

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985.

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1434C

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988.

1000E

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989.

1420C2

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990.

1418D

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991.

1409F

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992.

1389D

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993.

955C

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994.

1184A2

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995.

1252K

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996.

1025D

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997.

507E

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998.

1006F

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999.

1296F

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1000.

748E

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1001.

1372D

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1002.

1266E

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1003.

985E

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1004.

1213F

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1005.

689D

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1006.

1207F

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1007.

354C

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1008.

590B

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1009.

793D

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1010.

576C

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1011.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[lightseba's solution](#)

1012.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[lightseba's solution](#)

1013.

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,414 global accepts · Rating: 2100 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, interactive, math

[lightseba's solution](#)

1014.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[lightseba's solution](#)

1015.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,725 global accepts · Rating: 2100 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[lightseba's solution](#)

1016.

1355E

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

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

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1017.

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,738 global accepts · Rating: 2100 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[lightseba's solution](#)

1018.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 2100 · first AC: 2020-04-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[lightseba's solution](#)

1019.

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-04-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[lightseba's solution](#)

1020.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,328 global accepts · Rating: 2100 · first AC: 2019-12-19 · Java 11 (first AC) · Tags: data structures, dsu, graphs, trees

[lightseba's solution](#)

1021.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[lightseba's solution](#)

1022.

1967B2

[Reverse Card \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[lightseba's solution](#)

1023.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[lightseba's solution](#)

1024.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees

[lightseba's solution](#)

1025.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[lightseba's solution](#)

1026.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[lightseba's solution](#)

1027.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[lightseba's solution](#)

1028.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 2200 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[lightseba's solution](#)

1029.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[lightseba's solution](#)

1030.

966C

[Big Secret](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[lightseba's solution](#)

1031.

1858D

[Trees and Segments](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[lightseba's solution](#)

1032.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · last AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[lightseba's solution](#)

1033.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[lightseba's solution](#)

1034.

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[lightseba's solution](#)

1035.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[lightseba's solution](#)

1036.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-09-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[lightseba's solution](#)

1037.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation

[lightseba's solution](#)

1038.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2022-05-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[lightseba's solution](#)

1039.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[lightseba's solution](#)

1040.

1437E

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

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2022-04-14 · last AC: 2022-04-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[lightseba's solution](#)

1041.

954I

[Yet Another String Matching Problem](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2200 · first AC: 2022-04-11 · C++17 (GCC 9-64) (first AC) · Tags: fft, math

[lightseba's solution](#)

1042.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2022-03-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

[lightseba's solution](#)

1043.

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2022-03-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[lightseba's solution](#)

1044.

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2022-02-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[lightseba's solution](#)

1045.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2022-02-15 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[lightseba's solution](#)

1046.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers
[lightseba's solution](#)

1047.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2022-01-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers
[lightseba's solution](#)

1048.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings
[lightseba's solution](#)

1049.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees
[lightseba's solution](#)

1050.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-07 · last AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math
[lightseba's solution](#)

1051.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[lightseba's solution](#)

1052.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory
[lightseba's solution](#)

1053.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-03-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy
[lightseba's solution](#)

1054.

1488E

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

Quality: 231 global accepts · Rating: 2200 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, data structures, dp
[lightseba's solution](#)

1055.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings
[lightseba's solution](#)

1056.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 2200 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs
[lightseba's solution](#)

1057.

1400E

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

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2020-08-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy
[lightseba's solution](#)

1058.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees
[lightseba's solution](#)

1059.

461C

[Appleman and a Sheet of Paper](#) · [Tutorial](#)

Quality: 1,393 global accepts · Rating: 2200 · first AC: 2020-08-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
[lightseba's solution](#)

1060.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-08-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory
[lightseba's solution](#)

1061.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2020-07-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp
[lightseba's solution](#)

1062.

507D

[The Maths Lecture](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2200 · first AC: 2020-07-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation
[lightseba's solution](#)

1063.

364B

[Free Market](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 2200 · first AC: 2020-07-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[lightseba's solution](#)

1064.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy
[lightseba's solution](#)

1065.

1117E

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

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math
[lightseba's solution](#)

1066.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2020-05-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[lightseba's solution](#)

1067.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[lightseba's solution](#)

1068.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[lightseba's solution](#)

1069.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-02-13 · Java 11 (first AC) · Tags: dp, strings

[lightseba's solution](#)

1070.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2019-12-28 · last AC: 2019-12-28 · Java 11 (first AC) · Tags: constructive algorithms, greedy, trees

[lightseba's solution](#)

1071.

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2200 · first AC: 2019-12-19 · Java 11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[lightseba's solution](#)

1072.

1272F

[Two Bracket Sequences](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2019-12-12 · Java 8 (first AC) · Tags: dp, strings, two pointers

[lightseba's solution](#)

1073.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2019-10-04 · Java 8 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[lightseba's solution](#)

1074.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[lightseba's solution](#)

1075.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[lightseba's solution](#)

1076.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[lightseba's solution](#)

1077.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

[lightseba's solution](#)

1078.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[lightseba's solution](#)

1079.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[lightseba's solution](#)

1080.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[lightseba's solution](#)

1081.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[lightseba's solution](#)

1082.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[lightseba's solution](#)

1083.

1039A

[Timetable](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2300 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[lightseba's solution](#)

1084.

1085E

[Vasya and Templates](#) · [Tutorial](#)

Quality: 1,122 global accepts · Rating: 2300 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[lightseba's solution](#)

1085.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[lightseba's solution](#)

1086.

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities
[lightseba's solution](#)

1087.

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths
[lightseba's solution](#)

1088.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings
[lightseba's solution](#)

1089.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math
[lightseba's solution](#)

1090.

1549F1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: geometry, number theory
[lightseba's solution](#)

1091.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math
[lightseba's solution](#)

1092.

1782E

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

Rating: 2300 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings
[lightseba's solution](#)

1093.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, two pointers
[lightseba's solution](#)

1094.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,515 global accepts · Rating: 2300 · first AC: 2022-07-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy
[lightseba's solution](#)

1095.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths
[lightseba's solution](#)

1096.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2022-04-18 · last AC: 2022-04-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[lightseba's solution](#)

1097.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-21 · last AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, math

[lightseba's solution](#)

1098.

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2022-03-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[lightseba's solution](#)

1099.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[lightseba's solution](#)

1100.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[lightseba's solution](#)

1101.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2022-01-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[lightseba's solution](#)

1102.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[lightseba's solution](#)

1103.

1601C

[Optimal Insertion](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[lightseba's solution](#)

1104.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[lightseba's solution](#)

1105.

1488F

[Dogeecoin](#) · [Tutorial](#)

Quality: 190 global accepts · Rating: 2300 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, binary search, data structures

[lightseba's solution](#)

1106.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,225 global accepts · Rating: 2300 · first AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[lightseba's solution](#)

1107.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,378 global accepts · Rating: 2300 · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[lightseba's solution](#)

1108.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[lightseba's solution](#)

1109.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 2300 · first AC: 2020-11-11 · last AC: 2020-11-11 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, fft, math

[lightseba's solution](#)

1110.

1070J

[Streets and Avenues in Berhattan](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2300 · first AC: 2020-11-11 · C++17 (GCC 9-64) (first AC) · Tags: dp

[lightseba's solution](#)

1111.

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2300 · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[lightseba's solution](#)

1112.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[lightseba's solution](#)

1113.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[lightseba's solution](#)

1114.

1379D

[New Passenger Trams](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[lightseba's solution](#)

1115.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2020-07-12 · last AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation, trees

[lightseba's solution](#)

1116.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[lightseba's solution](#)

1117.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[lightseba's solution](#)

1118.

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-02-23 · Java 11 (first AC) · Tags: brute force, dp, graphs, probabilities

[lightseba's solution](#)

1119.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2019-12-24 · Java 11 (first AC) · Tags: constructive algorithms, interactive, strings

[lightseba's solution](#)

1120.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[lightseba's solution](#)

1121.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[lightseba's solution](#)

1122.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[lightseba's solution](#)

1123.

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[lightseba's solution](#)

1124.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2400 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[lightseba's solution](#)

1125.

1910H

[Sum of Digits of Sums](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 2400 · first AC: 2023-12-11 · last AC: 2024-01-17 · Kotlin 1.9 (first AC) · Tags: *special, binary search, data structures

[lightseba's solution](#)

1126.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[lightseba's solution](#)

1127.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[lightseba's solution](#)

1128.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[lightseba's solution](#)

1129.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[lightseba's solution](#)

1130.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[lightseba's solution](#)

1131.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[lightseba's solution](#)

1132.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[lightseba's solution](#)

1133.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[lightseba's solution](#)

1134.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[lightseba's solution](#)

1135.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-15 · last AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[lightseba's solution](#)

1136.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[lightseba's solution](#)

1137.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[lightseba's solution](#)

1138.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[lightseba's solution](#)

1139.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[lightseba's solution](#)

1140.

1732D2

[Balance \(Hard version\)](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, number theory

[lightseba's solution](#)

1141.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[lightseba's solution](#)

1142.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-10-02 · last AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[lightseba's solution](#)

1143.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[lightseba's solution](#)

1144.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[lightseba's solution](#)

1145.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[lightseba's solution](#)

1146.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[lightseba's solution](#)

1147.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2022-06-21 · last AC: 2022-06-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, trees

[lightseba's solution](#)

1148.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[lightseba's solution](#)

1149.

1218D

[Xor Spanning Tree](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2400 · first AC: 2022-03-12 · last AC: 2022-03-12 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, fft, graphs

[lightseba's solution](#)

1150.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[lightseba's solution](#)

1151.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[lightseba's solution](#)

1152.

1626E

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

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2022-01-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, trees

[lightseba's solution](#)

1153.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[lightseba's solution](#)

1154.

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[lightseba's solution](#)

1155.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[lightseba's solution](#)

1156.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[lightseba's solution](#)

1157.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, greedy

[lightseba's solution](#)

1158.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-02-28 · last AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[lightseba's solution](#)

1159.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2021-01-15 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[lightseba's solution](#)

1160.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[lightseba's solution](#)

1161.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2020-11-17 · last AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[lightseba's solution](#)

1162.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[lightseba's solution](#)

1163.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2020-08-21 · last AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, implementation, sortings

[lightseba's solution](#)

1164.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures

[lightseba's solution](#)

1165.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[lightseba's solution](#)

1166.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[lightseba's solution](#)

1167.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-06-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[lightseba's solution](#)

1168.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[lightseba's solution](#)

1169.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[lightseba's solution](#)

1170.

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2020-05-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[lightseba's solution](#)

1171.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2020-05-03 · C++17 (GCC 9-64) (first AC) · Tags: dp

[lightseba's solution](#)

1172.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

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1173.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-23 · last AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[lightseba's solution](#)

1174.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · last AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[lightseba's solution](#)

1175.

15D

[Map](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2500 · first AC: 2024-05-07 · last AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[lightseba's solution](#)

1176.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[lightseba's solution](#)

1177.

360C

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

Quality: 1,226 global accepts · Rating: 2500 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp
[lightseba's solution](#)

1178.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, trees
[lightseba's solution](#)

1179.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees
[lightseba's solution](#)

1180.

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: math
[lightseba's solution](#)

1181.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-15 · last AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees
[lightseba's solution](#)

1182.

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[lightseba's solution](#)

1183.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees
[lightseba's solution](#)

1184.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math
[lightseba's solution](#)

1185.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees
[lightseba's solution](#)

1186.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-14 · last AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[lightseba's solution](#)

1187.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[lightseba's solution](#)

1188.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-09-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[lightseba's solution](#)

1189.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[lightseba's solution](#)

1190.

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[lightseba's solution](#)

1191.

1661E

[Narrow Components](#) · [Tutorial](#)

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2022-04-12 · last AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[lightseba's solution](#)

1192.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-07-08 · last AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[lightseba's solution](#)

1193.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings

[lightseba's solution](#)

1194.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2022-06-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[lightseba's solution](#)

1195.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data

structures, dsu, greedy, sortings

[lightseba's solution](#)

1196.

1677D

[Tokitsukaze and Permutations](#) · [Tutorial](#)

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[lightseba's solution](#)

1197.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-04-19 · last AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[lightseba's solution](#)

1198.

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2022-03-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy

[lightseba's solution](#)

1199.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[lightseba's solution](#)

1200.

1320D

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

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, strings

[lightseba's solution](#)

1201.

1571G

[A Battle Against a Dragon](#) · [Tutorial](#)

Quality: 84 global accepts · Rating: 2500 · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: *special, data structures, dp

[lightseba's solution](#)

1202.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,009 global accepts · Rating: 2500 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[lightseba's solution](#)

1203.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-03-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[lightseba's solution](#)

1204.

1488G

[Painting Numbers](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 2500 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, data structures, greedy, number theory

[lightseba's solution](#)

1205.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2020-11-01 · last AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[lightseba's solution](#)

1206.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[lightseba's solution](#)

1207.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[lightseba's solution](#)

1208.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[lightseba's solution](#)

1209.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2020-05-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[lightseba's solution](#)

1210.

1181E1

[A Story of One Country \(Easy\)](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2500 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, sortings

[lightseba's solution](#)

1211.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[lightseba's solution](#)

1212.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[lightseba's solution](#)

1213.

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[lightseba's solution](#)

1214.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[lightseba's solution](#)

1215.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation, trees, two pointers

[lightseba's solution](#)

1216.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2023-12-22 · last AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[lightseba's solution](#)**1217.**

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games

[lightseba's solution](#)**1218.**

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[lightseba's solution](#)**1219.**

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[lightseba's solution](#)**1220.**

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2023-08-22 · last AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[lightseba's solution](#)**1221.**

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-15 · last AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, interactive, trees

[lightseba's solution](#)**1222.**

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[lightseba's solution](#)**1223.**

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[lightseba's solution](#)**1224.**

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[lightseba's solution](#)**1225.**

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[lightseba's solution](#)

1226.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[lightseba's solution](#)

1227.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-06 · last AC: 2022-07-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers
[lightseba's solution](#)

1228.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees
[lightseba's solution](#)

1229.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2022-04-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings, trees
[lightseba's solution](#)

1230.

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2022-04-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy
[lightseba's solution](#)

1231.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings
[lightseba's solution](#)

1232.

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees
[lightseba's solution](#)

1233.

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2022-02-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math
[lightseba's solution](#)

1234.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2022-01-21 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...
[lightseba's solution](#)

1235.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, fft
[lightseba's solution](#)

1236.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[lightseba's solution](#)

1237.

1431H

[Rogue-like Game](#) · [Tutorial](#)

Quality: 75 global accepts · Rating: 2600 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, brute force, greedy, two pointers

[lightseba's solution](#)

1238.

1430F

[Realistic Gameplay](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[lightseba's solution](#)

1239.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2020-09-23 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, number theory

[lightseba's solution](#)

1240.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, probabilities

[lightseba's solution](#)

1241.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices

[lightseba's solution](#)

1242.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive, math

[lightseba's solution](#)

1243.

1363F

[Rotating Substrings](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[lightseba's solution](#)

1244.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, math

[lightseba's solution](#)

1245.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2020-03-18 · last AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[lightseba's solution](#)

1246.

1930F

[Maximize the Difference](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar
[lightseba's solution](#)

1247.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[lightseba's solution](#)

1248.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[lightseba's solution](#)

1249.

1621F

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

Quality: 637 global accepts · Rating: 2700 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[lightseba's solution](#)

1250.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[lightseba's solution](#)

1251.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2700 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[lightseba's solution](#)

1252.

1795G

[Removal Sequences](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-02-17 · last AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[lightseba's solution](#)

1253.

407D

[Largest Submatrix 3](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2700 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing

[lightseba's solution](#)

1254.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[lightseba's solution](#)

1255.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[lightseba's solution](#)

1256.

1510E

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

Quality: 271 global accepts · Rating: 2700 · first AC: 2022-02-20 · last AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

1257.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 2700 · first AC: 2022-02-17 · last AC: 2022-02-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[lightseba's solution](#)

1258.

1627F

[Not Splitting](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2700 · first AC: 2022-01-20 · C++17 (GCC 9-64) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths

[lightseba's solution](#)

1259.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 2700 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[lightseba's solution](#)

1260.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[lightseba's solution](#)

1261.

1514E

[Baby Ehab's Hyper Apartment](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2700 · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers

[lightseba's solution](#)

1262.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: flows, math

[lightseba's solution](#)

1263.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-07-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[lightseba's solution](#)

1264.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[lightseba's solution](#)

1265.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[lightseba's solution](#)

1266.

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[lightseba's solution](#)

1267.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-06 · last AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[lightseba's solution](#)

1268.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2023-10-25 · last AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[lightseba's solution](#)

1269.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[lightseba's solution](#)

1270.

1746F

[Kazae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2023-09-15 · last AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[lightseba's solution](#)

1271.

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: dp

[lightseba's solution](#)

1272.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, math

[lightseba's solution](#)

1273.

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[lightseba's solution](#)

1274.

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[lightseba's solution](#)

1275.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-04-03 · last AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings, trees

[lightseba's solution](#)

1276.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[lightseba's solution](#)

1277.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-04-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[lightseba's solution](#)

1278.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[lightseba's solution](#)

1279.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2022-01-19 · last AC: 2022-01-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[lightseba's solution](#)

1280.

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[lightseba's solution](#)

1281.

1578K

[Kingdom of Islands](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2800 · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, implementation

[lightseba's solution](#)

1282.

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs, greedy

[lightseba's solution](#)

1283.

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[lightseba's solution](#)

1284.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2800 · first AC: 2020-08-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[lightseba's solution](#)

1285.

1375G

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

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[lightseba's solution](#)

1286.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive

[lightseba's solution](#)

1287.

1965D

[Missing Subarray Sum](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[lightseba's solution](#)

1288.

1949E

[Damage per Second](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 2900 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[lightseba's solution](#)

1289.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[lightseba's solution](#)

1290.

1735F

[Pebbles and Beads](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 2900 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry

[lightseba's solution](#)

1291.

1738G

[Anti-Increasing Addicts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 2900 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

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1292.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

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1293.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-05-08 · last AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures

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1294.

1654G

[Snowy Mountain](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths, trees

[lightseba's solution](#)

1295.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, trees

[lightseba's solution](#)

1296.

1616F

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

Quality: 720 global accepts · Rating: 2900 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, matrices

[lightseba's solution](#)

1297.

1578F

[Framing Pictures](#) · [Tutorial](#)

Quality: 187 global accepts · Rating: 2900 · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[lightseba's solution](#)

1298.

819D

[Mister B and Astronomers](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2900 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[lightseba's solution](#)

1299.

819C

[Mister B and Beacons on Field](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2900 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[lightseba's solution](#)

1300.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers

[lightseba's solution](#)

1301.

1288F

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 2900 · first AC: 2020-02-19 · Java 11 (first AC) · Tags: constructive algorithms, flows

[lightseba's solution](#)

1302.

1975G

[Zimpha Fan Club](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: fft, greedy, math, strings

[lightseba's solution](#)

1303.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-12-23 · last AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

[lightseba's solution](#)

1304.

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[lightseba's solution](#)

1305.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[lightseba's solution](#)

1306.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, trees

[lightseba's solution](#)

1307.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 811 global accepts · Rating: 3000 · first AC: 2022-04-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[lightseba's solution](#)

1308.

1651F

[Tower Defense](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 3000 · first AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures

[lightseba's solution](#)

1309.

1252D

[Find String in a Grid](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3000 · first AC: 2022-03-01 · last AC: 2022-03-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, strings, trees

[lightseba's solution](#)

1310.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2022-02-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[lightseba's solution](#)

1311.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 3000 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[lightseba's solution](#)

1312.

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2021-03-03 · last AC: 2021-03-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

[lightseba's solution](#)

1313.

1181E2

[A Story of One Country \(Hard\)](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 3000 · first AC: 2020-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[lightseba's solution](#)

1314.

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2024-04-30 · last AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[lightseba's solution](#)

1315.

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[lightseba's solution](#)

1316.

1864G

[Magic Square](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3100 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation

[lightseba's solution](#)

1317.

1666G

[Global Warming](#) · [Tutorial](#)

Quality: 153 global accepts · Rating: 3100 · first AC: 2022-09-07 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[lightseba's solution](#)

1318.

1647F

[Madoka and Laziness](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 3100 · first AC: 2022-03-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[lightseba's solution](#)

1319.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dsu, trees

[lightseba's solution](#)

1320.

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2020-11-25 · last AC: 2020-11-25 · C++17 (GCC 9-64) (first AC) · Tags: flows, greedy

[lightseba's solution](#)

1321.

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, trees

[lightseba's solution](#)

1322.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[lightseba's solution](#)

1323.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2022-04-13 · last AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[lightseba's solution](#)

1324.

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2022-04-12 · last AC: 2022-04-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees

[lightseba's solution](#)

1325.

1965F

[Conference](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 3300 · first AC: 2024-05-05 · last AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows

[lightseba's solution](#)

1326.

1912I

[Innovative Washing Machine](#) · [Tutorial](#)

Quality: 65 global accepts · Rating: 3300 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, two pointers

[lightseba's solution](#)

1327.

1740H

[MEX Tree Manipulation](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[lightseba's solution](#)

1328.

771F

[Bear and Isomorphic Points](#) · [Tutorial](#)

Quality: 89 global accepts · Rating: 3300 · first AC: 2023-03-24 · last AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: geometry, two pointers

[lightseba's solution](#)

1329.

1753E

[N Machines](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2022-10-25 · last AC: 2022-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy

[lightseba's solution](#)

1330.

1738H

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

Quality: 274 global accepts · Rating: 3300 · first AC: 2022-10-01 · last AC: 2022-10-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings

[lightseba's solution](#)

1331.

1375H

[Set Merging](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3300 · first AC: 2020-07-06 · last AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[lightseba's solution](#)

1332.

1852E

[Rivalries](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[lightseba's solution](#)

1333.

1103E

[Radix sum](#) · [Tutorial](#)

Quality: 282 global accepts · Rating: 3400 · first AC: 2021-03-24 · last AC: 2021-03-24 · C++17 (GCC 9-64) (first AC) · Tags: fft, math, number theory

[lightseba's solution](#)

1334.

1967E2

[Again Counting Arrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3500 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[lightseba's solution](#)

1335.

1621H

[Trains and Airplanes](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3500 · first AC: 2023-12-22 · last AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[lightseba's solution](#)

1336.

102961ZB

[Subarray Sums II](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-23 · Python 3 (first AC) · Tags: —

[lightseba's solution](#)

1337.

102961M

[Playlist](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-23 · Python 3 (first AC) · Tags: —

[lightseba's solution](#)

1338.

102961G

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

Rating: — · first AC: 2026-01-23 · Python 3 (first AC) · Tags: —

[lightseba's solution](#)

1339.

102961ZA

[Subarray Sums I](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-23 · Python 3 (first AC) · Tags: —

[lightseba's solution](#)

1340.

105677A

[Titanomachy](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1341.

105677C

[Phryctoria](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1342.

105677J

[Recovering the Tablet](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1343.

105677E

[Building the Fort](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1344.

105677B

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Rating: — · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1345.

105677D

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Rating: — · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1346.

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1347.

105677G

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Rating: — · first AC: 2025-02-01 · PyPy 3-64 (first AC) · Tags: —

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1348.

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · PyPy 3-64 (first AC) · Tags: —

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1349.

105677H

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1350.

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Rating: — · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: —

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1351.

105053D

[DiviDuelo](#) · [Tutorial](#)

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1352.

105053E

[Expanding STACKS!](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: —

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1353.

105053F

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1354.

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1355.

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1356.

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1357.

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1358.

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1359.

104871C

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1360.

104871G

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[lightseba's solution](#)

1361.

104871H

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1362.

104871B

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1363.

104871E

[Equal Schedules](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · PyPy 3-64 (first AC) · Tags: —
[lightseba's solution](#)

1364.

104976A

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Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[lightseba's solution](#)

1365.

104976K

[Card Game](#) · [Tutorial](#)

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[lightseba's solution](#)

1366.

104976F

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Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —
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1367.

104976B

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1368.

104976H

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[lightseba's solution](#)

1369.

104976G

[Snake Move](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[lightseba's solution](#)

1370.

104976D

[Operator Precedence](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —
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1371.

104976J

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1372.

104976M

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1373.

104857L

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[lightseba's solution](#)

1374.

104857D

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Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[lightseba's solution](#)

1375.

104857B

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[lightseba's solution](#)

1376.

104857I

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1377.

104857C

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[lightseba's solution](#)

1378.

104857G

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[lightseba's solution](#)

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104857J

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[lightseba's solution](#)

1380.

104857E

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1381.

104857F

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Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[lightseba's solution](#)

1382.

104891G

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[lightseba's solution](#)

1383.

104891A

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Rating: — · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[lightseba's solution](#)

1384.

104891D

[Graph of Maximum Degree 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[lightseba's solution](#)

1385.

104891H

[Random Tree Parking](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[lightseba's solution](#)

1386.

104891I

[Refresher into Midas](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[lightseba's solution](#)

1387.

104891E

[Inverse Topological Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[lightseba's solution](#)

1388.

104891J

[Teleportation](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[lightseba's solution](#)

1389.

104945M

[In-order](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[lightseba's solution](#)

1390.

104945G

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Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[lightseba's solution](#)

1391.

104945H

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Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[lightseba's solution](#)

1392.

104945D

[Flag performance](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[lightseba's solution](#)

1393.

104945C

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Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[lightseba's solution](#)

1394.

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[lightseba's solution](#)

1395.

104945B

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Rating: — · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[lightseba's solution](#)

1396.

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[lightseba's solution](#)

1397.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[lightseba's solution](#)

1398.

104945K

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104945I

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104945F

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1402.

104787H

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1403.

104901L

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104901B

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1405.

104901H

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1406.

104901M

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1407.

104901G

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1408.

104901A

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1409.

104901E

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1410.

104901K

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1411.

104901I

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1412.

104901D

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1413.

104787B

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Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —
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1414.

104787I

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1415.

104787F

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1416.

104787D

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

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1417.

104787J

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1418.

104787A

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1419.

104787G

[Path](#) · [Tutorial](#)

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1420.

104768E

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1421.

104768J

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1422.

104768H

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1423.

104768K

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1424.

104768C

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1425.

104768I

[Barkley II](#) · [Tutorial](#)

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1426.

104768B

[The Game](#) · [Tutorial](#)

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1427.

104768M

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1428.

104768G

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1429.

104813H

[Energy Distribution](#) · [Tutorial](#)

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1430.

104813E

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1431.

104813D

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1432.

104813J

[Game on a Forest](#) · [Tutorial](#)

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1433.

104813G

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1434.

104813L

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104813B

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1436.

104813M

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1437.

102114A

[Always Online](#) · [Tutorial](#)

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1438.

102114C

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1439.

102114G

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1440.

102114E

[Everything Has Changed](#) · [Tutorial](#)

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1441.

102114H

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1442.

102114B

[Beautiful Now](#) · [Tutorial](#)

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1443.

104875A

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1444.

104875F

[Faster Than Light](#) · [Tutorial](#)

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1445.

104875L

[Last Guess](#) · [Tutorial](#)

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1446.

104875G

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1447.

104875K

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1448.

104875H

[High-quality Tree](#) · [Tutorial](#)

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1449.

104875D

[Delft Distance](#) · [Tutorial](#)

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1450.

104875J

[Justice Served](#) · [Tutorial](#)

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1451.

104875B

[Bottle Flip](#) · [Tutorial](#)

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1452.

104875C

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1453.

104875I

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1454.

104875E

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Rating: — · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: —
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1455.

104869I

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1456.

104869G

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1457.

104869B

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

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1458.

104869M

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1459.

104869D

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1460.

104869J

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1461.

104869K

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1462.

104869E

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1463.

104869C

[Swiss Stage](#) · [Tutorial](#)

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1464.

102012D

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1465.

102012E

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1466.

102012K

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1467.

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1468.

102012H

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1470.

102012G

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1472.

102012A

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1473.

101612J

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1474.

101612F

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1475.

101612G

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1476.

101612H

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1477.

101612E

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1478.

101612C

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1479.

101612B

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1480.

101612L

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

Rating: — · first AC: 2024-01-13 · PyPy 3-64 (first AC) · Tags: —
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1481.

101612K

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1482.

101612I

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1483.

101612A

[Auxiliary Project](#) · [Tutorial](#)

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1484.

104821D

[Red Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —
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1485.

104821A

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1486.

104821K

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Rating: — · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —
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1487.

104821M

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1488.

104821G

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1489.

104821C

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1490.

104821I

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1491.

104821F

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1492.

104160H

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1493.

104160E

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1494.

104160F

[Half Mixed](#) · [Tutorial](#)

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1495.

104160A

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

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1496.

104160C

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1497.

104160L

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1498.

104160D

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1499.

104369F

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1500.

104369J

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1501.

104369H

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1502.

104369M

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104369K

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104369I

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1510.

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103117H

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1516.

103117M

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1517.

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1518.

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1519.

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1520.

104207H

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1521.

104207I

[Inkopolis](#) · [Tutorial](#)

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1522.

104207F

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1523.

104207K

[Knightmare](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · PyPy 3-64 (first AC) · Tags: —
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1524.

104207G

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1525.

104207C

[Rich Game](#) · [Tutorial](#)

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1526.

104207A

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[lightseba's solution](#)

1527.

104207E

[Evil Forest](#) · [Tutorial](#)

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1528.

103446J

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1529.

103446C

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Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —
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1530.

103446K

[Circle of Life](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1531.

103446M

[Harmony in Harmony](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —
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1532.

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —
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1533.

103446B

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

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —
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1534.

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —
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1535.

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1536.

103446D

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

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1537.

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1538.

104196F

[Growing Some Oobleck](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1539.

104196E

[Gambling Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · PyPy 3-64 (first AC) · Tags: —
[lightseba's solution](#)

1540.

104196G

[Noonerized Spumbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · PyPy 3-64 (first AC) · Tags: —
[lightseba's solution](#)

1541.

104196B

[Abridged Reading](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1542.

104196A

[1s For All](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1543.

102769B

[Bounding Wall](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1544.

102769J

[Jewel Splitting](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1545.

102769E

[Exam Results](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1546.

102769K

[Kingdom's Power](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1547.

102769F

[Friendly Group](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1548.

102769G

[Good Number](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · PyPy 3-64 (first AC) · Tags: —
[lightseba's solution](#)

1549.

102769A

[A Greeting from Qinhuangdao](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1550.

102220I

[Temperature Survey](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1551.

102220A

[Apple Business](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —
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1552.

102220F

[Mini-game Before Contest](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1553.

102220D

[Master of Data Structure](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1554.

102220H

[Skyscraper](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1555.

102220G

[Radar Scanner](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —
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1556.

102220B

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —
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1557.

102220C

[Line-line Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —
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1558.

102220E

[Minimum Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1559.

102220J

[Time Limit](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · PyPy 3-64 (first AC) · Tags: —
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1560.

104619E

[Exponentiation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · PyPy 3-64 (first AC) · Tags: —
[lightseba's solution](#)

1561.

104619C

[Cutting into Monotone Increasing Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1562.

104619H

[Heap Structure](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1563.

104619F

[Finding Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1564.

104619B

[Better Chance](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · PyPy 3-64 (first AC) · Tags: —
[lightseba's solution](#)

1565.

104619A

[Advance to Taoyuan Regional](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · PyPy 3-64 (first AC) · Tags: —
[lightseba's solution](#)

1566.

104619L

[Location, Location, Location](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1567.

104619J

[Java Warriors](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · PyPy 3-64 (first AC) · Tags: —
[lightseba's solution](#)

1568.

104619K

[Kick](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1569.

104008D

[Alice's Dolls](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1570.

104008L

[Largest Unique Wins](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1571.

104008G

[Group Homework](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1572.

104008J

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

Rating: — · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1573.

104008E

[Draw a triangle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —
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1574.

104008C

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

Rating: — · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1575.

104008M

[Youth Finale](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1576.

104008A

[Lily](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · PyPy 3-64 (first AC) · Tags: —
[lightseba's solution](#)

1577.

104479J

[Joining Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1578.

104479H

[Highest Median Walk](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1579.

104479L

[Lying Faces](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —
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1580.

104479I

[Incomplete Information Queries](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1581.

104479E

[Erase the Primes](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —
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1582.

104479D

[DAG Probability](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —
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1583.

104479F

[Forest Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1584.

104479G

[Guessing by Divisibility](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · PyPy 3-64 (first AC) · Tags: —
[lightseba's solution](#)

1585.

104479C

[Convolution](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · PyPy 3-64 (first AC) · Tags: —
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1586.

104023B

[Recruitment](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —
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1587.

104023F

[Mooncake Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —
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1588.

104023K

[I Wanna Maker](#) · [Tutorial](#)

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1589.

104023I

[Dragon Bloodline](#) · [Tutorial](#)

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1590.

104023J

[Eat, Sleep, Repeat](#) · [Tutorial](#)

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1591.

104023D

[Sternhalma](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1592.

104023C

[Grass](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1593.

104023G

[Grade 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1594.

104023A

[Dunai](#) · [Tutorial](#)

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[lightseba's solution](#)

1595.

104023E

[Python Will be Faster than C++](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · PyPy 3-64 (first AC) · Tags: —
[lightseba's solution](#)

1596.

104508J

[Japanese Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-08 · last AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1597.

104508M

[More Japanese Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1598.

104508L

[List of Orders](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1599.

104508C

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

Rating: — · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1600.

104508H

[Harmony Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1601.

104508F

[Fake Solution](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1602.

104508I

[IMO Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1603.

104508E

[Er Wei Shu Dian](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1604.

101741F

[GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-01 · last AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1605.

104334H

[LaLa and Harvesting](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1606.

104334C

[LaLa and Lamp](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1607.

104334G

[LaLa and Divination Magic](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1608.

104334E

[LaLa and Monster Hunting \(Part 1\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · last AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1609.

103931D

[Demonstrational sequences](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1610.

101741E

[Code-Cola Plants](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —
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1611.

101741D

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1612.

101741I

[Prefix-free Queries](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —
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1613.

101741G

[Berland Post](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1614.

101741C

[Cover the Paths](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1615.

101741K

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

Rating: — · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1616.

101741J

[Subsequence Sum Queries](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1617.

101741L

[Increasing Costs](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1618.

101741A

[Three Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1619.

102056K

[Desperate ... Fire Survive](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-28 · last AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1620.

102056C

[Heretical ... Möbius](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1621.

102056J

[Philosophical ... Balance](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1622.

102056F

[Interstellar ... Fantasy](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —
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1623.

102056L

[Eventual ... Journey](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —
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1624.

102056I

[Misunderstood ... Missing](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1625.

102056D

[Deja vu of ... Go Players](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · PyPy 3-64 (first AC) · Tags: —
[lightseba's solution](#)

1626.

102192I

[Make ZYB Happy](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1627.

102192B

[Pizza Hub](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1628.

102192K

[Pop the Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1629.

102192D

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

Rating: — · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1630.

102192J

[Taotao Picks Apples](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —
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1631.

102192A

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

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1632.

102192E

[Magic Square](#) · [Tutorial](#)

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1633.

103931C

[Coffee Overdose](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: —
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1634.

103931B

[Bracket Query](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-21 · last AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: —
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1635.

103931J

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1636.

103931L

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1637.

103931I

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1638.

103931M

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1639.

103931G

[Gua!](#) · [Tutorial](#)

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1640.

103931E

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1641.

103931A

[Another A+B Problem](#) · [Tutorial](#)

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1642.

103931H

[Heirloom Painting](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —
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1643.

103931N

[Nine Is Greater Than Ten](#) · [Tutorial](#)

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1644.

104053K

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1645.

104053A

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1646.

104053C

[Customs Controls 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-14 · C++17 (GCC 9-64) (first AC) · Tags: —
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1647.

104053M

[XOR Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —
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1648.

104053I

[Infection](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —
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1649.

104053L

[Station of Fate](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —
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1650.

104053E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1651.

104053H

[GameX](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1652.

100365J

[The Wall](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1653.

100365I

[Tour](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —
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1654.

100365E

[Chipmunks](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —
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1655.

100365B

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

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1656.

104064F

[Flatland Olympics](#) · [Tutorial](#)

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1657.

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: —
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1658.

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: —
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1659.

104064G

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

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1660.

104064H

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1661.

104064J

[Jet Set](#) · [Tutorial](#)

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1662.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-28 · C++17 (GCC 9-64) (first AC) · Tags: —
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1663.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-28 · PyPy 3-64 (first AC) · Tags: —
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1664.

103957J

[Dome and Steles](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —
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1665.

103957F

[Hungry Game of Ants](#) · [Tutorial](#)

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1666.

103957L

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1667.

103957D

[Change](#) · [Tutorial](#)

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1668.

103957B

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Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —
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1669.

103957M

[November 11th](#) · [Tutorial](#)

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1670.

103957A

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1671.

104373B

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1672.

104373H

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1673.

104373E

[Pass the Ball!](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: —
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1674.

104373F

[Sandpile on Clique](#) · [Tutorial](#)

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1675.

104373I

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1676.

104373G

[Cyclic Buffer](#) · [Tutorial](#)

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1677.

104373C

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1678.

104373A

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1679.

104373K

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1680.

104234H

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1681.

104234J

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1682.

104234I

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1683.

104234G

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1684.

104234M

[Siteswap](#) · [Tutorial](#)

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1685.

104234K

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1686.

104234E

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1687.

103688B

[Lovely Fish](#) · [Tutorial](#)

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1688.

103688J

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1689.

103688K

[Monkey Joe](#) · [Tutorial](#)

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1690.

103688D

[Collision Detector](#) · [Tutorial](#)

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1691.

103688E

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

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1692.

103688G

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1693.

103688C

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1694.

103688L

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1695.

103688H

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1696.

103688A

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1697.

103688F

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1698.

103688I

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1699.

104065L

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1700.

104065K

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1701.

104065J

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1702.

104065D

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1703.

104065E

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1704.

104065A

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1705.

104065H

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1706.

104065M

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1707.

104065G

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1708.

104065C

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1709.

104076G

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1710.

104076B

[Torch](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: —
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1711.

104076J

[Skills](#) · [Tutorial](#)

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1712.

104076C

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1713.

104076D

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1714.

104076E

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1715.

104076A

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1716.

104076K

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1717.

104076M

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1718.

104385E

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1719.

104385G

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1720.

104385H

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1721.

104385B

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1722.

104385D

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1723.

104385F

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1724.

104385C

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1725.

104385J

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1726.

104385K

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1727.

104385I

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1728.

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1729.

104385L

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1730.

103145B

[Cypher](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-18 · PyPy 3-64 (first AC) · Tags: —
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1731.

103145L

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1732.

103145H

[Loneliness](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-18 · PyPy 3-64 (first AC) · Tags: —
[lightseba's solution](#)

1733.

103145D

[Lowbit](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —
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1734.

103145A

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —
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1735.

103145J

[Transform](#) · [Tutorial](#)

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1736.

103145M

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1737.

103145K

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1738.

103145C

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1739.

103145I

[Takeaway](#) · [Tutorial](#)

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1740.

103145E

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1741.

104114C

[COVID](#) · [Tutorial](#)

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1742.

104114B

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104114I

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1744.

104114M

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1745.

104114E

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1746.

104114G

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1747.

104114H

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1749.

104114N

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1750.

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1751.

100417B

[Blackjack](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1752.

100417H

[Robots' Art](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1753.

100417J

[RSA](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-09 · PyPy 3-64 (first AC) · Tags: —
[lightseba's solution](#)

1754.

100417F

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

Rating: — · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1755.

100417A

[12:30PM](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1756.

100417C

[Spending Budget](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1757.

100417G

[Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-09 · PyPy 3-64 (first AC) · Tags: —
[lightseba's solution](#)

1758.

100417E

[Strange Digits](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-09 · PyPy 3-64 (first AC) · Tags: —
[lightseba's solution](#)

1759.

1662C

[European Trip](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: — · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, matrices
[lightseba's solution](#)

1760.

104017K

[Gastronomic Event](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1761.

104337D

[Darkness II](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1762.

104337B

[Mode](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1763.

104337E

[Inverse Counting Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1764.

104337I

[Step](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1765.

104337H

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

Rating: — · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1766.

104337J

[Expansion](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1767.

104337K

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1768.

104337C

[Darkness I](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-25 · PyPy 3-64 (first AC) · Tags: —
[lightseba's solution](#)

1769.

104337F

[Inverse Manacher](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1770.

104337M

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

Rating: — · first AC: 2023-05-25 · PyPy 3-64 (first AC) · Tags: —
[lightseba's solution](#)

1771.

103427H

[Line Graph Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1772.

103427G

[Encoded Strings II](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1773.

103427M

[String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1774.

103427D

[Cross the Maze](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1775.

103427B

[Bitwise Exclusive-OR Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1776.

103427I

[Linear Fractional Transformation](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1777.

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1778.

103427F

[Encoded Strings I](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · PyPy 3-64 (first AC) · Tags: —

[lightseba's solution](#)

1779.

103427E

[Edward Gaming, the Champion](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · PyPy 3 (first AC) · Tags: —

[lightseba's solution](#)

1780.

104020G

[Grinding Gravel](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[lightseba's solution](#)

1781.

104020J

[Jagged Skyline](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[lightseba's solution](#)

1782.

104020H

[House Numbering](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[lightseba's solution](#)

1783.

104020K

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

Rating: — · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[lightseba's solution](#)

1784.

104020C

[Crashing Competition Computer](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[lightseba's solution](#)

1785.

104020F

[Failing Flagship](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[lightseba's solution](#)

1786.

104020D

[Dividing DNA](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[lightseba's solution](#)

1787.

104020B

[Bellevue](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[lightseba's solution](#)

1788.

104020A

[Adjusted Average](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[lightseba's solution](#)

1789.

104020L

[Lowest Latency](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1790.

104020E

[Equalising Audio](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1791.

104020I

[Imperfect Imperial Units](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1792.

102984A

[Mango](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1793.

102984D

[Non-Decreasing Subarray Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1794.

102984E

[Observer Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1795.

102984G

[Solo Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1796.

104022D

[Farm](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1797.

104022G

[Photograph](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1798.

104022B

[The Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1799.

104022J

[Let's Play Jigsaw Puzzles!](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1800.

104022E

[Isomerism](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · PyPy 3-64 (first AC) · Tags: —

[lightseba's solution](#)

1801.

104022K

[Browser Games](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[lightseba's solution](#)

1802.

104022A

[Best Player](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[lightseba's solution](#)

1803.

100608C

[Catalan Combinatorial Objects](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[lightseba's solution](#)

1804.

100608B

[Borderless Words](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[lightseba's solution](#)

1805.

100608G

[Greater Number Wins](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[lightseba's solution](#)

1806.

100608F

[Four Colors](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[lightseba's solution](#)

1807.

100608E

[Elegant Square](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[lightseba's solution](#)

1808.

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-04 · PyPy 3-64 (first AC) · Tags: *special, constructive algorithms, geometry, math

[lightseba's solution](#)

1809.

1812J

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

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-04 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[lightseba's solution](#)

1810.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · PyPy 3-64 (first AC) · Tags: *special, brute force, implementation

[lightseba's solution](#)

1811.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · PyPy 3-64 (first AC) · Tags: *special, expression parsing, strings
[lightseba's solution](#)

1812.

103119K

[Candy Ads](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-24 · last AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1813.

103119I

[Nim Cheater](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1814.

103119J

[Jewel Grab](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1815.

103119E

[Mountain](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1816.

103119C

[Club Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1817.

103119G

[Game on Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1818.

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1819.

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1820.

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-22 · PyPy 3-64 (first AC) · Tags: —
[lightseba's solution](#)

1821.

103119L

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

Rating: — · first AC: 2023-02-22 · PyPy 3-64 (first AC) · Tags: —
[lightseba's solution](#)

1822.

100524H

[Heavy-Light Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1823.

100524D

[Dichromatic Trees](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1824.

100524B

[Bipartite Bicolored Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1825.

100524E

[Ebola Virus](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1826.

100524I

[Interactive Memory Management](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1827.

100524F

[Figure Skating](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1828.

100524G

[Game of Col on Bamboo Forests](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1829.

100524J

[Jingles of a String](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1830.

100524A

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

Rating: — · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1831.

100517C

[Comb Avoiding Trees](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1832.

100517F

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

Rating: — · first AC: 2023-02-13 · PyPy 3-64 (first AC) · Tags: —
[lightseba's solution](#)

1833.

100517G

[Grid Wire Layout](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1834.

100517D

[Defend the Tower](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1835.

100517E

[Exam Scoring](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1836.

100517J

[Jubilee Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1837.

100517I

[IQ Test](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1838.

100517K

[Kingdom Division 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1839.

100517H

[Hentium Scheduling](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1840.

100517L

[Least Common Ancestor](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1841.

100517B

[Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1842.

102431J

[Wire-compatible Protocol buffer](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1843.

100491I

[Intercity Express](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1844.

100491G

[Great Minds](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1845.

100491C

[Circles](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1846.

100491A

[Arbitrage](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1847.

100491D

[Diamonds and Golden Strings](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-06 · PyPy 3-64 (first AC) · Tags: —
[lightseba's solution](#)

1848.

100491J

[Jungle Speed](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1849.

100491E

[Expedition to Mars](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1850.

102452J

[Junior Mathematician](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-24 · last AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1851.

100492A

[Average Convex Hull](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1852.

100492J

[Jumbo World](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1853.

100492E

[Elections](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1854.

100492F

[Free of Squares](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1855.

100492G

[Gas Transportation](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1856.

100492B

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

Rating: — · first AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1857.

100492H

[Handsome Division](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-01 · PyPy 3-64 (first AC) · Tags: —
[lightseba's solution](#)

1858.

100492I

[In Touch](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1859.

100253A

[TV](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1860.

100253M

[Winnie-the-Pooh Needs Help](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1861.

100253J

[Contest, Another Contest and Train](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1862.

100253G

[Expression Evaluation](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1863.

102431E

[Non-Maximum Suppression](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · last AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1864.

102431B

[Infimum of Paths](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1865.

102431L

[Spiral Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · PyPy 3-64 (first AC) · Tags: —
[lightseba's solution](#)

1866.

102431K

[Russian Dolls on the Christmas Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

1867.

102431I

[Mr. Panda and Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · PyPy 3-64 (first AC) · Tags: —

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1868.

102431A

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1869.

104090B

[Useful Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-26 · last AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

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1870.

104128C

[Fabulous Fungus Frenzy](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

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1871.

104090J

[Painting](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —

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1872.

104090M

[Please Save Pigeland](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —

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1873.

104090L

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1874.

104090I

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Rating: — · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —

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1875.

104090A

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1876.

104090C

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Rating: — · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —

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1877.

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —
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1878.

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —
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1879.

104090G

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Rating: — · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —
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1880.

104090F

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Rating: — · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —
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1881.

102452K

[Key Project](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-25 · last AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1882.

102452H

[Hold the Line](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1883.

104128K

[NaN in a Heap](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-21 · last AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —
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1884.

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —
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1885.

104128A

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Rating: — · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —
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1886.

104128E

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —
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1887.

104128M

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Rating: — · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1888.

104128G

[Inscryption](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —
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1889.

104128J

[Perfect Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[lightseba's solution](#)

1890.

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —
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1891.

104128I

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

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1892.

104118D

[Domination Devil](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —
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1893.

104118E

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Rating: — · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —
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1894.

104118B

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Rating: — · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —
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1895.

104118H

[HIIT](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —
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1896.

104118I

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Rating: — · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —
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1897.

104118C

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Rating: — · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —
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1898.

104118J

[Junior Steiner Three](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —
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1899.

104118F

[Factions vs The Hegemon](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —
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1900.

104118G

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Rating: — · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —
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1901.

104118L

[LCG Manipulation](#) · [Tutorial](#)

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1902.

104118K

[Kapitan Amazing](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-13 · PyPy 3-64 (first AC) · Tags: —
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1903.

104118A

[An Easy Calculus Problem](#) · [Tutorial](#)

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1904.

102253C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-29 · C++17 (GCC 9-64) (first AC) · Tags: —
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1905.

102253I

[I Curse Myself](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-29 · C++17 (GCC 9-64) (first AC) · Tags: —
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1906.

102253B

[Balala Power!](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-29 · C++17 (GCC 9-64) (first AC) · Tags: —
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1907.

102253L

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

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1908.

102253F

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: —
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1909.

102253A

[Add More Zero](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[lightseba's solution](#)

1910.

102253K

[KazaQ's Socks](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-29 · PyPy 3-64 (first AC) · Tags: —

[lightseba's solution](#)**1911.**

104077D

[Contests](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: —

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104077A

[Bridge](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)**1913.**

104077B

[Cells Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)**1914.**

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: —

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104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)**1916.**

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-17 · PyPy 3-64 (first AC) · Tags: —

[lightseba's solution](#)**1917.**

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[lightseba's solution](#)**1918.**

104077J

[Strange Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)**1919.**

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)**1920.**

103443L

[Leadfoot](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

1921.

103443C

[Community Service](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1922.

103443I

[Seesaw](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1923.

103443J

[Transportation Network](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1924.

103443G

[The Treasure of the Sierra Jade](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1925.

103443F

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Rating: — · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —
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1926.

103443B

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Rating: — · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1927.

103443D

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

Rating: — · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —
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1928.

103443M

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Rating: — · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1929.

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · PyPy 3-64 (first AC) · Tags: —
[lightseba's solution](#)

1930.

102354B

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

Rating: — · first AC: 2022-10-28 · last AC: 2022-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1931.

103860J

[jwfw.harie.edu](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · last AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1932.

103860E

[Elegant Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1933.

103860K

[Security Plan](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · PyPy 3-64 (first AC) · Tags: —
[lightseba's solution](#)

1934.

103860G

[Integer Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1935.

103860L

[Paid Leave](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1936.

103860C

[Selection Sort Count](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1937.

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1938.

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1939.

103861H

[Check Pattern is Good](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · last AC: 2022-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1940.

103861J

[Elden Ring](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · last AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1941.

103861B

[Beautiful String](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —
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1942.

103861D

[Two Walls](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1943.

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1944.

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1945.

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1946.

102822H

[Hide and Seek](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1947.

102822C

[Code a Trie](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —
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1948.

102822B

[Building Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —
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1949.

102822K

[Knowledge is Power](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-12 · PyPy 3-64 (first AC) · Tags: —
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1950.

102822G

[Game of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1951.

102822L

[Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1952.

102822J

[Joy of Handcraft](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1953.

102822D

[Defuse the Bombs](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1954.

101208J

[Pollution Solution](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1955.

101239B

[Asteroids](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1956.

101239H

[Qanat](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1957.

101239L

[Weather Report](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1958.

102780J

[Something that resembles Waring's problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · PyPy 3-64 (first AC) · Tags: —
[lightseba's solution](#)

1959.

102780E

[Printed circuit board](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1960.

102780G

[Hourglass](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1961.

102780I

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

Rating: — · first AC: 2022-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1962.

102780D

[Power play](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · PyPy 3-64 (first AC) · Tags: —
[lightseba's solution](#)

1963.

102780F

[A word game](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1964.

102780C

[Emoticons](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · PyPy 3-64 (first AC) · Tags: —
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1965.

102780B

[Mysterious Resistors](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1966.

102780A

[Green tea](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1967.

102780K

[Parabolic sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1968.

102780H

[Men's showdown](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · PyPy 3-64 (first AC) · Tags: —
[lightseba's solution](#)

1969.

103637D

[Dull game](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1970.

103637A

[Agile permutation](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1971.

103202J

[Descent of Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1972.

101398H

[Hip To Be Square](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1973.

101398F

[Foul Play](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1974.

101398G

[Guards](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1975.

101398A

[Admiral](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1976.

101398B

[Beer Pressure](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1977.

101398K

[Key Insight](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1978.

101398D

[Digital Clock](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1979.

101398I

[Idol](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1980.

101398J

[Joint Venture](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1981.

101398E

[Edge Case](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

1982.

103202M

[United in Stormwind](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1983.

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · PyPy 3-64 (first AC) · Tags: —
[lightseba's solution](#)

1984.

103202C

[Mean Streets of Gadgetzan](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1985.

103202A

[The Grand Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

1986.

103202E

[Knights of the Frozen Throne](#) · [Tutorial](#)

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1987.

103202B

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1988.

103202H

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1989.

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1990.

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1991.

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1992.

103202G

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1993.

103428H

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1994.

103428I

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1995.

103428K

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1996.

103428F

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1997.

103428E

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1998.

103428D

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1999.

103428M

[810975](#) · [Tutorial](#)

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2000.

103428J

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2001.

103428G

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2002.

103428A

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2003.

103439H

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2004.

103439L

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2005.

103439C

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2006.

103439E

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2007.

103439J

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2008.

103439K

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2009.

103439A

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2010.

103439F

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2011.

103439N

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2012.

102391J

[Parklife](#) · [Tutorial](#)

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2013.

102391F

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2014.

102391H

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2015.

102391G

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2016.

102391A

[6789](#) · [Tutorial](#)

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2017.

100112G

[Galactic Warlords](#) · [Tutorial](#)

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2018.

100112F

[Food Review](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —
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2019.

100112I

[Infiltration](#) · [Tutorial](#)

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2020.

100112E

[Eco-driving](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —
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2021.

100112L

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2022.

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[Kindergarten](#) · [Tutorial](#)

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2023.

100112J

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2024.

100112C

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2025.

100112B

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2026.

100112D

[Doorman](#) · [Tutorial](#)

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2027.

100112H

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2028.

100112A

[Aaah!](#) · [Tutorial](#)

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2029.

101557H

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2030.

101557J

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2031.

101557E

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2032.

101557G

[Flight Planningc](#) · [Tutorial](#)

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2033.

101557D

[Rain Fall](#) · [Tutorial](#)

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2034.

101557C

[Allergy Test](#) · [Tutorial](#)

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2035.

101557F

[Gokigen Naname](#) · [Tutorial](#)

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2036.

101557I

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2037.

101557B

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2038.

101557A

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2039.

100739G

[Old town](#) · [Tutorial](#)

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2040.

100739D

[Board](#) · [Tutorial](#)

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2041.

100739A

[Queries](#) · [Tutorial](#)

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2042.

100739K

[Easy vector](#) · [Tutorial](#)

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2043.

100739B

[Yet another vector problem](#) · [Tutorial](#)

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2044.

100739J

[Longest cheap palindrome](#) · [Tutorial](#)

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2045.

100739F

[What were those numbers?](#) · [Tutorial](#)

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2046.

100739I

[Red and yellow](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: —
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2047.

100739C

[Broken robot](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: —
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2048.

100739L

[Many recursions](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · PyPy 3-64 (first AC) · Tags: —
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2049.

103577G

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

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2050.

103577E

[Molecules](#) · [Tutorial](#)

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2051.

103577F

[Flow of binary matrix](#) · [Tutorial](#)

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2052.

103577D

[Derivative of polynomial](#) · [Tutorial](#)

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2053.

103577A

[Artistic Swimming](#) · [Tutorial](#)

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2054.

103577C

[Corona](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-20 · Java 8 (first AC) · Tags: —
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2055.

103577M

[Classroom Reordering](#) · [Tutorial](#)

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2056.

103577B

[Blockchain](#) · [Tutorial](#)

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2057.

103577L

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2058.

103652H

[Quicksort](#) · [Tutorial](#)

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2059.

103652G

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2060.

103652E

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2061.

103652K

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2062.

103466F

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2063.

103466B

[Chessboard](#) · [Tutorial](#)

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2064.

103466H

[Prince and Princess](#) · [Tutorial](#)

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2065.

103466C

[Digital Path](#) · [Tutorial](#)

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2066.

103466J

[Spy](#) · [Tutorial](#)

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2067.

103466K

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2068.

103466A

[A Hard Problem](#) · [Tutorial](#)

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2069.

102082H

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2070.

103118G

[Grade Point Average](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-11 · last AC: 2022-06-12 · PyPy 3-64 (first AC) · Tags: —
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2071.

103118B

[Build Roads](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —
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2072.

103118M

[Matrix Problem](#) · [Tutorial](#)

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2073.

103118F

[Birthday Cake](#) · [Tutorial](#)

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2074.

103118C

[Cat Virus](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —
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2075.

103118D

[Dyson Box](#) · [Tutorial](#)

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2076.

103118H

[Adventurer's Guild](#) · [Tutorial](#)

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2077.

103640L

[Leaving Yarnam](#) · [Tutorial](#)

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2078.

103640B

[Because, Art!](#) · [Tutorial](#)

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2079.

103640J

[Joining Pairs](#) · [Tutorial](#)

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2080.

103640H

[Hamilton - The Musical](#) · [Tutorial](#)

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2081.

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · Java 8 (first AC) · Tags: —
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2082.

103640M

[Most Ordered Way](#) · [Tutorial](#)

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2083.

103640F

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2084.

103640K

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2085.

101190A

[Abbreviation](#) · [Tutorial](#)

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2086.

100134J

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2087.

100134L

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2088.

100134E

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100134G

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2091.

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2092.

100134H

[Hyperdrome](#) · [Tutorial](#)

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2093.

100134A

[Addictive Bubbles](#) · [Tutorial](#)

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2094.

100863G

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2095.

100863E

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100863F

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2097.

100863H

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2099.

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2100.

100863I

[I, V, X, L, C, D, M Problem](#) · [Tutorial](#)

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2101.

100863C

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2102.

102040G

[Techland](#) · [Tutorial](#)

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2103.

102040H

[Tile Game](#) · [Tutorial](#)

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2104.

102040F

[Path Intersection](#) · [Tutorial](#)

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2105.

102040C

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Rating: — · first AC: 2022-04-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2106.

102040E

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Rating: — · first AC: 2022-04-15 · Java 8 (first AC) · Tags: —
[lightseba's solution](#)

2107.

102040J

[VAT Man](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-15 · C++17 (GCC 9-64) (first AC) · Tags: —
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2108.

100685D

[Darkwing Duck](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-14 · C++17 (GCC 9-64) (first AC) · Tags: —
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2109.

100685H

[Hunt for Treasure!](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-14 · C++17 (GCC 9-64) (first AC) · Tags: —
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2110.

102920K

[Tiling Polyomino](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++17 (GCC 9-64) (first AC) · Tags: —
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2111.

102920F

[Ink Mix](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++17 (GCC 9-64) (first AC) · Tags: —
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2112.

102920D

[Electric Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · last AC: 2022-04-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2113.

102920H

[Needle](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-17 · last AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2114.

103469D

[Deleting](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · last AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2115.

103469B

[Bruteforce](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2116.

103469F

[Fancy Formulas](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2117.

103469E

[Eulerian?](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2118.

103469A

[AND](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2119.

103469M

[Math](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2120.

101630I

[Interactive Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2121.

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · last AC: 2022-04-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2122.

101630K

[Knapsack Cryptosystem](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2123.

100685J

[Just Another Disney Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · Java 8 (first AC) · Tags: —
[lightseba's solution](#)

2124.

100685K

[Key to Magica's diary](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2125.

100685F

[Flood](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · Java 8 (first AC) · Tags: —
[lightseba's solution](#)

2126.

100685E

[Epic Fail of a Genie](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2127.

100685A

[Ariel](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2128.

100685G

[Gadget Hackwrench](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2129.

100685I

[Innovative Business](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · PyPy 3-64 (first AC) · Tags: —
[lightseba's solution](#)

2130.

100685C

[Cinderella](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · PyPy 3-64 (first AC) · Tags: —

[lightseba's solution](#)

2131.

1663D

[Is it rated - 3](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: — · first AC: 2022-04-01 · PyPy 3-64 (first AC) · Tags: *special, combinatorics, dp, math

[lightseba's solution](#)

2132.

1663C

[P Ö! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · PyPy 3-64 (first AC) · Tags: *special, implementation, math

[lightseba's solution](#)

2133.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · Text (first AC) · Tags: *special, expression parsing, trees

[lightseba's solution](#)

2134.

100553C

[Cactus Generator](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2135.

101620G

[Gambling Guide](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2136.

101620H

[Hidden Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · Java 8 (first AC) · Tags: —

[lightseba's solution](#)

2137.

101620J

[Justified Jungle](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2138.

101620A

[Assignment Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2139.

101620F

[Faulty Factorial](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: —

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2140.

100851B

[Binary vs Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · PyPy 3-64 (first AC) · Tags: —

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2141.

100851C

[Cactus Jubilee](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++17 (GCC 9-64) (first AC) · Tags: —
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2142.

100851D

[Distance on Triangulation](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2143.

100851J

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · Java 8 (first AC) · Tags: —
[lightseba's solution](#)

2144.

100851F

[Froggy Ford](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++17 (GCC 9-64) (first AC) · Tags: —
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2145.

100851L

[Landscape Improved](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2146.

100851A

[Adjustment Office](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++17 (GCC 9-64) (first AC) · Tags: —
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2147.

100851G

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Rating: — · first AC: 2022-03-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2148.

100851E

[Easy Problemset](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · Java 8 (first AC) · Tags: —
[lightseba's solution](#)

2149.

102423C

[Elven Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-04 · last AC: 2022-02-05 · C++17 (GCC 9-64) (first AC) · Tags: —
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2150.

1028610

[Venusian Shuttle](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-29 · last AC: 2022-01-29 · C++17 (GCC 9-64) (first AC) · Tags: —
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2151.

102861I

[Interactivity](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2152.

102861E

[Party Company](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2153.

102861K

[Between Us](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2154.

102861A

[Sticker Album](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2155.

102861M

[Machine Gun](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2156.

102861L

[Lavaspar](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-28 · Java 8 (first AC) · Tags: —
[lightseba's solution](#)

2157.

102861H

[SBC's Hangar](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2158.

102861N

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

Rating: — · first AC: 2022-01-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2159.

102861F

[Fastminton](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-28 · Java 8 (first AC) · Tags: —
[lightseba's solution](#)

2160.

102861G

[Game Show!](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-28 · Java 8 (first AC) · Tags: —
[lightseba's solution](#)

2161.

102861B

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-28 · Java 8 (first AC) · Tags: —
[lightseba's solution](#)

2162.

103495E

[Stone Ocean](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-25 · C++17 (GCC 9-64) (first AC) · Tags: —
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2163.

103495G

[Five Phases](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2164.

103495L

[Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2165.

103495D

[Pattern Lock](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2166.

103495B

[Among Us](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2167.

103495H

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

Rating: — · first AC: 2022-01-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2168.

103495J

[Anti-merge](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++17 (GCC 9-64) (first AC) · Tags: —
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2169.

103495K

[Longest Continuous 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2170.

103495C

[Magical Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2171.

103495I

[Fake Walsh Transform](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++17 (GCC 9-64) (first AC) · Tags: —
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2172.

103495A

[Spring Couplets](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++17 (GCC 9-64) (first AC) · Tags: —
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2173.

103069C

[Random Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: —
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2174.

103069I

[Plants vs Zombies](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: —
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2175.

103069D

[City Brain](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2176.

103069A

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

Rating: — · first AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2177.

103069G

[Prof. Pang's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: —
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2178.

103069B

[Rectangle Flip 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2179.

103069L

[Square](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: —
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2180.

103069F

[Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2181.

103388L

[Listing Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2182.

101955I

[Distance Between Sweethearts](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2183.

101955C

[Insertion Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2184.

101955J

[How Much Memory Your Code Is Using?](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · PyPy 3-64 (first AC) · Tags: —
[lightseba's solution](#)

2185.

100513A

[Nasta Rabbara](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2186.

100513L

[Useful Roads](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2187.

100513B

[Colored Blankets](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2188.

100513C

[Component Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2189.

100513K

[Treeland](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2190.

100513G

[FacePalm Accounting](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2191.

100513M

[Variable Shadowing](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-20 · PyPy 3-64 (first AC) · Tags: —
[lightseba's solution](#)

2192.

100513F

[Ilya Muromets](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-20 · Java 8 (first AC) · Tags: —
[lightseba's solution](#)

2193.

100513E

[Election of a Mayor](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2194.

100513D

[Data Center](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-20 · Java 8 (first AC) · Tags: —
[lightseba's solution](#)

2195.

100513I

[Sale in GameStore](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: —
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2196.

103470I

[Cloud Retainer's Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: —
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2197.

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2198.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: —
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2199.

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2200.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: —
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2201.

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2202.

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · Java 8 (first AC) · Tags: —
[lightseba's solution](#)

2203.

103371C

[Equivalent Pipelines](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2204.

103371K

[Three Competitions](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2205.

103371J

[Periodic Ruler](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2206.

103371H

[Or Machine](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · Java 8 (first AC) · Tags: —
[lightseba's solution](#)

2207.

103388D

[Dividing the Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2208.

103388B

[Beautiful Words](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2209.

103388G

[Getting in Shape](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · Java 8 (first AC) · Tags: —
[lightseba's solution](#)

2210.

103388M

[Monarchy in Vertigo](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2211.

103388C

[Creating Multiples](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2212.

103388E

[Escalator](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —
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2213.

103388N

[No Luck](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2214.

103388H

[Handling the Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · Java 8 (first AC) · Tags: —
[lightseba's solution](#)

2215.

103388K

[Kathmandu](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2216.

103185M

[May I Add a Letter?](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2217.

101519C

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

Rating: — · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2218.

101519I

[Parking Ships](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —
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2219.

101519A

[Popping Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —
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2220.

101519F

[Ultimate Finishing Strike](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —
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2221.

101519H

[Walking the Plank](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2222.

101519G

[Doubloon Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · PyPy 3-64 (first AC) · Tags: —
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2223.

101519D

[Bad Wiring](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —
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2224.

101519J

[Treasure Map](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2225.

101519B

[Quick out of the Harbour](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2226.

101889I

[Imperial roads](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-21 · last AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2227.

101889K

[Keep it covered](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-21 · last AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2228.

101889A

[Arranging tiles](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2229.

101889D

[Daunting device](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2230.

101889B

[Buggy ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2231.

101889G

[Gates of uncertainty](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2232.

101889F

[Fundraising](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2233.

101889E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2234.

101889J

[Jumping frog](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2235.

101889C

[Complete Naebbirac's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2236.

101889H

[Hard choice](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2237.

100519I

[Interactive Primes Guessing](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2238.

100519J

[JPEG is Awesome!](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2239.

100519B

[Bring Your Own Bombs](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · last AC: 2021-10-15 · Java 8 (first AC) · Tags: —
[lightseba's solution](#)

2240.

100519H

[Holes](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2241.

100519A

[Advanced 2048](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2242.

100519C

[CIA Datacenter](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2243.

100519G

[Genealogy](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · Java 8 (first AC) · Tags: —
[lightseba's solution](#)

2244.

100519E

[Equal Digits](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2245.

100519F

[Friends](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · Java 8 (first AC) · Tags: —
[lightseba's solution](#)

2246.

100519D

[Do it Right!](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2247.

103295L

[Space Tourism](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-12 · last AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2248.

103295M

[Ominous Chess](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2249.

103295J

[The Culk's Incredible Buffet](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-12 · last AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2250.

101382C

[Progressing Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-08 · Python 3 (first AC) · Tags: —
[lightseba's solution](#)

2251.

101382D

[4-Character Percentage](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2252.

101382G

[Possible Shifts](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2253.

101382E

[Random Strings](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2254.

101382B

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

Rating: — · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2255.

101382A

[Complexity](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2256.

101382H

[Small Graph](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2257.

101382I

[High Speed](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2258.

1570H

[Chainword](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-06 · Kotlin 1.5 (first AC) · Tags: *special, data structures, strings
[lightseba's solution](#)

2259.

1570G

[XOR Guessing](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-06 · Kotlin 1.4 (first AC) · Tags: *special, interactive
[lightseba's solution](#)

2260.

1570F

[Square Filling](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-06 · Kotlin 1.4 (first AC) · Tags: *special
[lightseba's solution](#)

2261.

1570E

[Erasing Zeroes](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-06 · Kotlin 1.4 (first AC) · Tags: *special, strings
[lightseba's solution](#)

2262.

1570D

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

Rating: — · first AC: 2021-10-06 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[lightseba's solution](#)

2263.

1570C

[Shooting](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-06 · Kotlin 1.4 (first AC) · Tags: *special, greedy, implementation

[lightseba's solution](#)

2264.

1570B

[Yellow Cards](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-06 · Kotlin 1.4 (first AC) · Tags: *special, math

[lightseba's solution](#)

2265.

1570A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-06 · Kotlin 1.4 (first AC) · Tags: *special

[lightseba's solution](#)

2266.

101409L

[Lacking Spaces](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2267.

101409F

[Filter-Art](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2268.

101409K

[Kth P-Partition](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2269.

101409G

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2270.

101409C

[Canonical Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2271.

101409D

[Domino](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2272.

101409I

["Injurious" Triples](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · Java 8 (first AC) · Tags: —

[lightseba's solution](#)

2273.

101409B

[Brothers](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2274.

101409E

[Express Lines](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · Java 8 (first AC) · Tags: —
[lightseba's solution](#)

2275.

101409M

[Munich](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2276.

101409A

[Area and Circumference](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2277.

100285A

[Podracing](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2278.

100285E

[The Emperor's plan](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2279.

100285C

[CVS](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2280.

100285F

[Illegal spices](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · Java 8 (first AC) · Tags: —
[lightseba's solution](#)

2281.

100285H

[Those are not the droids you're looking for](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2282.

100285I

[The old Padawan](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2283.

100285D

[This cheeseburger you don't need](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · Java 8 (first AC) · Tags: —
[lightseba's solution](#)

2284.

100285B

[The battle near the swamp](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2285.

101411A

[Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · last AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2286.

101411I

[Illumination of Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2287.

101411J

[Journal](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2288.

101411G

[Game for Little Johnny](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2289.

101411C

[Courier's Route](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · Java 8 (first AC) · Tags: —
[lightseba's solution](#)

2290.

101411E

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

Rating: — · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2291.

101411H

[Hotel in Ves Lagos](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2292.

101411K

[Kids and Prizes](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2293.

101411D

[Dales and Hills](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2294.

101411F

[Figure ans Spots](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2295.

101411L

[L-Shapes](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2296.

101411B

["Bulls and Cows"](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · Java 8 (first AC) · Tags: —
[lightseba's solution](#)

2297.

103256F

[Moss Growing](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2298.

103256E2

[Coins Game \(hard version\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2299.

103256E1

[Coins Game \(easy version\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2300.

103256D

[Sightseeing with Friends](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2301.

103256C

[Ultimate Huron Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2302.

103256B

[Huron Jam](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2303.

103256A

[Coffee Bar](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2304.

103270L

[Squeaky Toy War](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2305.

102978B

[Bit Operation](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2306.

102978G

[Games](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2307.

102978I

[Inverse Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2308.

1533F

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

Quality: 224 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy

[lightseba's solution](#)

2309.

1533E

[Chess Team Forming](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, binary search, data structures, greedy

[lightseba's solution](#)

2310.

1533D

[String Searching](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, hashing

[lightseba's solution](#)

2311.

1533C

[Sweets](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, data structures, implementation

[lightseba's solution](#)

2312.

1533B

[Nearest Point Function](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[lightseba's solution](#)

2313.

1533A

[Travel to Bertown](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, implementation, math

[lightseba's solution](#)

2314.

102832K

[Ragdoll](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2315.

102832F

[Strange Memory](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · Java 8 (first AC) · Tags: —

[lightseba's solution](#)

2316.

102832J

[Abstract Painting](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2317.

102832D

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

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2318.

102832A

[Krypton](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2319.

102994F

[Girlfriend](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2320.

102994E

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

Rating: — · first AC: 2021-06-12 · Java 8 (first AC) · Tags: —
[lightseba's solution](#)

2321.

102994A

[Everyone Loves Playing Games](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2322.

102994L

[Landlord](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2323.

102994J

[Gaokao](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · Java 8 (first AC) · Tags: —
[lightseba's solution](#)

2324.

102870A

[Accordion Artist And Orz Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-29 · last AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2325.

102870F

[Flow of Orz Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2326.

102870E

[Encryption of Orz Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2327.

102870D

[Data Structure Master and Orz Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2328.

102870H

[Hamming Code and Orz Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2329.

102870C

[Closestools of Orz Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2330.

102870I

[Irregular Shape of Orz Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2331.

102465G

[Strings](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2332.

102835E

[A Color Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2333.

102835C

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2334.

102835D

[Quality Monitoring](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2335.

102835G

[Graph Cards](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2336.

102835F

[Cable Protection](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2337.

102835H

[Optimization for UltraNet](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2338.

102835B

[Make Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-15 · PyPy 3 (first AC) · Tags: —
[lightseba's solution](#)

2339.

102835I

[Critical Structures](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2340.

102835A

[Right-Coupled Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2341.

102835M

[Keystroke](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2342.

101611J

[Judging the Trick](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2343.

101611B

[Byteland Trip](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: —
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2344.

101611I

[Infinite Gift](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-01 · C++17 (GCC 9-64) (first AC) · Tags: —
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2345.

101611F

[Fake or Leak?](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-01 · Java 11 (first AC) · Tags: —
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2346.

101611H

[Hilarious Cooking](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-01 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

2347.

101611C

[Carpet](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2348.

101611G

[God of Winds](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2349.

101611D

[Decoding of Varints](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-01 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

2350.

101611A

[Advertising Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-01 · C++17 (GCC 9-64) (first AC) · Tags: —

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2351.

101755D

[Transfer Window](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: —

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2352.

102141I

[Fibonacci Power Sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-11 · last AC: 2021-04-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2353.

102992J

[Just Another Game of Stones](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-12 · last AC: 2021-03-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2354.

102992A

[Ah, It's Yesterday Once More](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-12 · Java 11 (first AC) · Tags: —

[lightseba's solution](#)

2355.

102992H

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

Rating: — · first AC: 2021-03-12 · Java 11 (first AC) · Tags: —

[lightseba's solution](#)

2356.

102992M

[Monster Hunter](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-12 · Java 11 (first AC) · Tags: —

[lightseba's solution](#)

2357.

102992F

[Fireworks](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2358.

102992E

[Evil Coordinate](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-12 · Java 8 (first AC) · Tags: —

[lightseba's solution](#)

2359.

102992L

[Let's Play Curling](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-12 · Java 8 (first AC) · Tags: —

[lightseba's solution](#)

2360.

102992K

[K Co-prime Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-12 · C++17 (GCC 9-64) (first AC) · Tags: —

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2361.

1489G

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

Rating: — · first AC: 2021-03-05 · Kotlin 1.4 (first AC) · Tags: *special, graphs

[lightseba's solution](#)

2362.

1489F

[Boxes Packing](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-05 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[lightseba's solution](#)

2363.

1489E

[Books Queries](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-05 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[lightseba's solution](#)

2364.

1489D

[Substrings Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-05 · Kotlin 1.4 (first AC) · Tags: *special, sortings

[lightseba's solution](#)

2365.

1489C

[File Name](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-05 · Kotlin 1.4 (first AC) · Tags: *special, strings

[lightseba's solution](#)

2366.

1489B

[Water Buying](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-05 · Kotlin 1.4 (first AC) · Tags: *special, math

[lightseba's solution](#)

2367.

1489A

[Remove Duplicates](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-05 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[lightseba's solution](#)

2368.

100792G

[Garden Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-20 · last AC: 2021-02-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2369.

100792H

[Hashing](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-20 · Java 8 (first AC) · Tags: —

[lightseba's solution](#)

2370.

100792K

[King's Rout](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2371.

100792C

[Colder-Hotter](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2372.

100792D

[Delay Time](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-20 · Java 8 (first AC) · Tags: —

[lightseba's solution](#)

2373.

100792A

[Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-20 · Java 11 (first AC) · Tags: —

[lightseba's solution](#)

2374.

100792I

[Illegal or Not?](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-20 · Java 8 (first AC) · Tags: —

[lightseba's solution](#)

2375.

102920I

[Stock Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-18 · last AC: 2021-02-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2376.

102920L

[Two Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-18 · Java 8 (first AC) · Tags: —

[lightseba's solution](#)

2377.

102920G

[Mobile Robot](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-17 · Java 8 (first AC) · Tags: —

[lightseba's solution](#)

2378.

102920A

[Autonomous Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-17 · Java 11 (first AC) · Tags: —

[lightseba's solution](#)

2379.

102920E

[Imprecise Computer](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2380.

102920J

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2381.

102920C

[Dessert Café](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-17 · Java 11 (first AC) · Tags: —

[lightseba's solution](#)

2382.

102920B

[Commemorative Dice](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-17 · Java 8 (first AC) · Tags: —

[lightseba's solution](#)

2383.

102141H

[Triangle Inside Rectangle Inside Pentagon](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2384.

102141D

[DarkCity, CrimsonCity of FlightLand](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2385.

102141C

[Swipe Your Time Away](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2386.

102141B

[Mysterious LCM](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2387.

102141E

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

Rating: — · first AC: 2021-02-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2388.

102141G

[Decode The Alien Message](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2389.

100342A

[Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2390.

100342G

[TV Show](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-30 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

2391.

100342F

[Move to Front](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2392.

100342I

[Travel Agency](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2393.

100342C

[Painting Cottages](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-30 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

2394.

100342E

[Minima](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-30 · Java 11 (first AC) · Tags: —

[lightseba's solution](#)

2395.

100342H

[Hard Test](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-30 · Java 8 (first AC) · Tags: —

[lightseba's solution](#)

2396.

100342J

[Triatrip](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-30 · Java 8 (first AC) · Tags: —

[lightseba's solution](#)

2397.

100342D

[Dinner Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-30 · Java 11 (first AC) · Tags: —

[lightseba's solution](#)

2398.

102916N

[Premove Checkmate](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2399.

102916J

[Lost Island](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-27 · Java 8 (first AC) · Tags: —

[lightseba's solution](#)

2400.

102916K

[Bloodseeker](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-27 · Java 8 (first AC) · Tags: —

[lightseba's solution](#)

2401.

102916M

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

Rating: — · first AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2402.

102916D

[Two Pirates - 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-27 · Java 11 (first AC) · Tags: —

[lightseba's solution](#)

2403.

102916F

[Exactly One Point](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-27 · Java 11 (first AC) · Tags: —

[lightseba's solution](#)

2404.

102916B

[Fakes and Shidget](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2405.

102916G

[Lexicographically Minimal Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-27 · Java 11 (first AC) · Tags: —

[lightseba's solution](#)

2406.

101194G

[Pandaria](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-15 · last AC: 2021-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2407.

101194F

[Mr. Panda and Fantastic Beasts](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2408.

101194E

[Bet](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-15 · Kotlin 1.4 (first AC) · Tags: —

[lightseba's solution](#)

2409.

101194D

[Great Cells](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2410.

101194H

[Ice Cream Tower](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-15 · Java 11 (first AC) · Tags: —

[lightseba's solution](#)

2411.

101194C

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2412.

101194L

[Number Theory Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-15 · Java 11 (first AC) · Tags: —

[lightseba's solution](#)

2413.

102881F

[Geometry?](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-05 · Java 11 (first AC) · Tags: —

[lightseba's solution](#)

2414.

102881J

[ABC](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-05 · Java 11 (first AC) · Tags: —

[lightseba's solution](#)

2415.

102881D

[YSYS](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2416.

102881E

[Baby Ehab's X\(OR\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2417.

102881L

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

Rating: — · first AC: 2021-01-05 · Java 8 (first AC) · Tags: —
[lightseba's solution](#)

2418.

102881M

[Baby Ehab's Whining Chance](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-05 · Java 8 (first AC) · Tags: —
[lightseba's solution](#)

2419.

102881B

[Anany in the Army](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-05 · Java 8 (first AC) · Tags: —
[lightseba's solution](#)

2420.

102881K

[Plants Watering](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2421.

102881A

[Officer Anany Collecting String Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-05 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

2422.

102881G

[Baby Ehab and a GCD Problem, Of Course](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-05 · Java 8 (first AC) · Tags: —
[lightseba's solution](#)

2423.

102881N

[Baby !Ehab](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2424.

100340F

[Decoding Prefix Codes](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2425.

100340E

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

Rating: — · first AC: 2020-12-26 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

2426.

100340C

[ePig](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2427.

100340H

[Boat Race](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2428.

100340I

[Longest Common Subpair](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-26 · Java 8 (first AC) · Tags: —
[lightseba's solution](#)

2429.

100340A

[Cookies](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-26 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

2430.

100340D

[Irreducible Young Diagrams](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-26 · Java 8 (first AC) · Tags: —
[lightseba's solution](#)

2431.

100340J

[New Year Tree Transportation](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-26 · Java 8 (first AC) · Tags: —
[lightseba's solution](#)

2432.

100339A

[Bike Roads](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2433.

100339J

[Superposition](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · Kotlin 1.4 (first AC) · Tags: —
[lightseba's solution](#)

2434.

100339F

[Integer Packing](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · Kotlin 1.4 (first AC) · Tags: —
[lightseba's solution](#)

2435.

100339B

[Diversion](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · Java 8 (first AC) · Tags: —
[lightseba's solution](#)

2436.

100339H

[SETI](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2437.

100339I

[Sum vs Product](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2438.

100339G

[Rectangular Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · Java 11 (first AC) · Tags: —

[lightseba's solution](#)

2439.

100339E

[Nice Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2440.

100956K

[Two Strings](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-16 · Kotlin 1.4 (first AC) · Tags: —

[lightseba's solution](#)

2441.

101173E

[Easy Equation](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-16 · last AC: 2020-12-16 · Kotlin 1.4 (first AC) · Tags: —

[lightseba's solution](#)

2442.

101173H

[Hangar Hurdles](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-16 · last AC: 2020-12-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2443.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2020-11-08 · last AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

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2444.

100541G

[Production Planning](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2445.

100541C

[ATM withdrawal](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-10 · Java 8 (first AC) · Tags: —

[lightseba's solution](#)

2446.

100541H

[Pencil Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2447.

100541E

[ACM](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-10 · Java 8 (first AC) · Tags: —

[lightseba's solution](#)

2448.

100541I

[Space Tour](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-10 · Java 8 (first AC) · Tags: —

[lightseba's solution](#)

2449.

100541D

[Treasure Box](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-10 · Java 8 (first AC) · Tags: —

[lightseba's solution](#)

2450.

100541A

[Stock Market](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-10 · Java 11 (first AC) · Tags: —

[lightseba's solution](#)

2451.

100541B

[Sum](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-10 · Java 8 (first AC) · Tags: —

[lightseba's solution](#)

2452.

100829D

[Feeding the Herrings](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2453.

100829C

[The Fox and the Owl](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2454.

100829I

[Hacking the Screen](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-03 · Java 11 (first AC) · Tags: —

[lightseba's solution](#)

2455.

100829B

[Falcon Dive](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2456.

100829E

[Jumping Yoshi](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-03 · Java 8 (first AC) · Tags: —

[lightseba's solution](#)

2457.

100829F

[Lunch Menu](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-03 · Java 11 (first AC) · Tags: —

[lightseba's solution](#)

2458.

100829H

[Plankton Food](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2459.

100829A

[Chasing the Cheetahs](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-03 · Java 11 (first AC) · Tags: —

[lightseba's solution](#)

2460.

100829G

[The Owl and the Fox](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-03 · Java 8 (first AC) · Tags: —

[lightseba's solution](#)

2461.

100551A

[Connect and Disconnect](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2462.

100199B

[Reactor Cooling](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · last AC: 2020-11-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2463.

100253E

[Scientific Battalion](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2464.

100253D

[Grumpy Cat](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · Java 8 (first AC) · Tags: —

[lightseba's solution](#)

2465.

100253C

[Equivalent Cards](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2466.

100253F

[Judging Time Prediction](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · Java 11 (first AC) · Tags: —

[lightseba's solution](#)

2467.

100253K

[Road Work](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

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2468.

100253B

[Travelling Camera Problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · Java 11 (first AC) · Tags: —

[lightseba's solution](#)

2469.

100253I

[Plugs and Sockets](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · Java 8 (first AC) · Tags: —

[lightseba's solution](#)

2470.

100253H

[Password Service](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · Java 8 (first AC) · Tags: —

[lightseba's solution](#)

2471.

100253L

[Stock Trading Robot](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2472.

102798B

[Labyrinth](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2473.

102798C

[Rencontre](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2474.

102798G

[Caesar Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2475.

102798L

[Clock Master](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2476.

102798H

[Message Bomb](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-11 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

2477.

102798D

[ABC Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-11 · Java 8 (first AC) · Tags: —
[lightseba's solution](#)

2478.

102798A

[Golden Spirit](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-11 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

2479.

102191H

[Convex Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-07 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

2480.

102191F

[Sum then Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2481.

102191G

[Next Number](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-07 · Java 8 (first AC) · Tags: —
[lightseba's solution](#)

2482.

102191I

[Project Presentation](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[lightseba's solution](#)

2483.

102191D

[Picture Day](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-06 · Java 11 (first AC) · Tags: —

[lightseba's solution](#)

2484.

102191E

[Snake Moves](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-06 · Java 11 (first AC) · Tags: —

[lightseba's solution](#)

2485.

102191C

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

Rating: — · first AC: 2020-11-06 · Java 8 (first AC) · Tags: —

[lightseba's solution](#)

2486.

102191B

[Final Problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-06 · Java 11 (first AC) · Tags: —

[lightseba's solution](#)

2487.

102191A

[Generous Eater](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-06 · Java 8 (first AC) · Tags: —

[lightseba's solution](#)

2488.

1432F

[Platforms Jumping](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-06 · Kotlin 1.4 (first AC) · Tags: *special, greedy, implementation

[lightseba's solution](#)

2489.

1432E

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

Rating: — · first AC: 2020-11-06 · Kotlin 1.4 (first AC) · Tags: *special, greedy

[lightseba's solution](#)

2490.

1432D

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

Rating: — · first AC: 2020-11-06 · Kotlin 1.4 (first AC) · Tags: *special, constructive algorithms

[lightseba's solution](#)

2491.

1432C

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

Rating: — · first AC: 2020-11-06 · Kotlin 1.4 (first AC) · Tags: *special, math

[lightseba's solution](#)

2492.

1432B

[Candies and Two Sisters](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-06 · Kotlin 1.4 (first AC) · Tags: *special, math

[lightseba's solution](#)

2493.

1432A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-06 · Kotlin 1.4 (first AC) · Tags: *special

[lightseba's solution](#)

2494.

102785I

[Noughts and crosses](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-29 · last AC: 2020-10-30 · Java 11 (first AC) · Tags: —

[lightseba's solution](#)

2495.

102785K

[Meson Collider](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · last AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2496.

102785F

[Pebbles](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-29 · last AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2497.

102785B

[Gremlins attack!](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-29 · last AC: 2020-10-29 · Java 11 (first AC) · Tags: —

[lightseba's solution](#)

2498.

102785D

[We were trying to share an orange ...](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-29 · last AC: 2020-10-29 · Java 11 (first AC) · Tags: —

[lightseba's solution](#)

2499.

102785E

[Hanoi Tower](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-29 · Java 8 (first AC) · Tags: —

[lightseba's solution](#)

2500.

102785G

[Non-random numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2501.

102785H

[A self-describing sequence](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2502.

102785J

[R u really ready?](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2503.

102785C

[Dimensions](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-29 · Java 8 (first AC) · Tags: —

[lightseba's solution](#)

2504.

102785A

[A lazy controller](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-29 · Java 11 (first AC) · Tags: —

[lightseba's solution](#)

2505.

100803I

[Sweet War](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2506.

102787C

[Sneetches and Speeches 3](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2507.

102787A

[Shandom Ruffle](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-24 · last AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2508.

102787B

[Pear TreaP](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2509.

102623J

[JXC!!](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2510.

102623K

[K-Shift Array](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2511.

102623F

[Fake Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2512.

102623M

[MITE](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · Java 11 (first AC) · Tags: —

[lightseba's solution](#)

2513.

102623G

[Gentle Jena](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2514.

102623A

[Archmage](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2515.

102623H

[Hay Mower](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · Java 11 (first AC) · Tags: —

[lightseba's solution](#)

2516.

102623L

[Lottery Tickets](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[lightseba's solution](#)

2517.

102623D

[Disaster Recovery](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · Java 11 (first AC) · Tags: —

[lightseba's solution](#)

2518.

102623B

[Bamboo Leaf Rhapsody](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · Java 11 (first AC) · Tags: —

[lightseba's solution](#)

2519.

102623C

[Cheat Sheet](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-21 · Java 8 (first AC) · Tags: —

[lightseba's solution](#)

2520.

100803D

[Space Golf](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2521.

100803E

[Automotive Navigation](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · Java 11 (first AC) · Tags: —

[lightseba's solution](#)

2522.

100803F

[There is No Alternative](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · Java 8 (first AC) · Tags: —

[lightseba's solution](#)

2523.

100803G

[Flipping Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2524.

100803C

[Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · Java 8 (first AC) · Tags: —

[lightseba's solution](#)

2525.

100803A

[Bit String Reordering](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · Java 11 (first AC) · Tags: —

[lightseba's solution](#)

2526.

100803B

[Miscalculation](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · Java 8 (first AC) · Tags: —

[lightseba's solution](#)

2527.

100827K

[Towers](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-12 · Java 11 (first AC) · Tags: —

[lightseba's solution](#)

2528.

100827D

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2529.

100827G

[Number Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2530.

100827F

[Knights](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-12 · Java 8 (first AC) · Tags: —

[lightseba's solution](#)

2531.

100827C

[Containment](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2532.

100827E

[Hill Number](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-12 · Java 11 (first AC) · Tags: —

[lightseba's solution](#)

2533.

100827I

[Salary Inequity](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-11 · Java 8 (first AC) · Tags: —

[lightseba's solution](#)

2534.

100827H

[Pushups](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2535.

100827A

[Runes](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-11 · Java 11 (first AC) · Tags: —

[lightseba's solution](#)

2536.

100827L

[Wormhole](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2537.

102014G

[Longest Chain](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2538.

102014C

[Count the Regions](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2539.

102014E

[Dragon's Cruller](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-05 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

2540.

102014B

[The Last Ant](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-05 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

2541.

102014A

[Equal Sum Sets](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-05 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

2542.

101606G

[Gentlebots](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2543.

101606K

[Knightsbridge Rises](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-28 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

2544.

101606B

[Breaking Biscuits](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-28 · Java 8 (first AC) · Tags: —
[lightseba's solution](#)

2545.

101606E

[Education](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-28 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

2546.

101606L

[Lizard Lounge](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2547.

101606A

[Alien Sunset](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2548.

101606D

[Deranging Hat](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2549.

101606F

[Flipping Coins](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-28 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

2550.

101606C

[Cued In](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-28 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

2551.

101606I

[I Work All Day](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-28 · Java 8 (first AC) · Tags: —
[lightseba's solution](#)

2552.

101606J

[Just A Minim](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2553.

102318G

[Videogame Probability](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2554.

100741G

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

Rating: — · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[lightseba's solution](#)

2555.

100741B

[Personal programming language](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[lightseba's solution](#)

2556.

100741F

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[lightseba's solution](#)

2557.

100741K

[\\$n\\$-Way Tie](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[lightseba's solution](#)

2558.

100741A

[Queries](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[lightseba's solution](#)

2559.

100741L

[Basketball](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[lightseba's solution](#)

2560.

100741D

[Xor Sum](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[lightseba's solution](#)

2561.

102318I

[Rotating Cards](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2562.

102318H

[Maximum NOI Subseq](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2563.

102318D

[Editor Navigation](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2564.

102318E

[Simple Darts](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2565.

102318C

[Singin' in the Rain](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2566.

102318B

[Simplified Keyboard](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2567.

102318A

[Electric Bill](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2568.

102441I

[Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2569.

102441A

[Template for Search](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2570.

102441H

[Not A + B](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2571.

1357A7

[Distinguish Y, XZ, -Y and -XZ](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special

[lightseba's solution](#)

2572.

1357A5

[Distinguish Rz\(·, ·\) g om Ry\(·, ·\)](#) · [Tutorial](#)

Quality: 243 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special

[lightseba's solution](#)

2573.

1357B2

["Is the number divisible by 3?" oracle](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special

[lightseba's solution](#)

2574.

1357B1

["Is the bit string balanced?" oracle](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special

[lightseba's solution](#)

2575.

1357A4

[Distinguish Rz from R1](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special

[lightseba's solution](#)

2576.

1357A3

[Distinguish H from X](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special

[lightseba's solution](#)

2577.

1357C2

[Prepare superposition of basis states with the same parity](#) · [Tutorial](#)

Quality: 307 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special

[lightseba's solution](#)

2578.

1357C1

[Prepare superposition of basis states with 0s](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special

[lightseba's solution](#)

2579.

1357A2

[Distinguish I, CNOTs and SWAP](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special

[lightseba's solution](#)

2580.

1357A1

[Figure out direction of CNOT](#) · [Tutorial](#)

Quality: 634 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special

[lightseba's solution](#)

2581.

1356A5

[Distinguish Z from -Z](#) · [Tutorial](#)

Quality: 334 global accepts · Rating: — · first AC: 2020-06-16 · Q# (first AC) · Tags: *special
[lightseba's solution](#)

2582.

1356A4

[Distinguish I "— X from CNOT](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: — · first AC: 2020-06-16 · Q# (first AC) · Tags: *special
[lightseba's solution](#)

2583.

1356A3

[Distinguish Z from S](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: — · first AC: 2020-06-16 · Q# (first AC) · Tags: *special
[lightseba's solution](#)

2584.

1356A2

[Distinguish I from Z](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: — · first AC: 2020-06-16 · Q# (first AC) · Tags: *special
[lightseba's solution](#)

2585.

1356A1

[Distinguish I from X](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: — · first AC: 2020-06-16 · Q# (first AC) · Tags: *special
[lightseba's solution](#)

2586.

102331B

[Bitwise Xor](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2587.

102536C

[Senpai](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-30 · last AC: 2020-05-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2588.

102536L

[Break the Pattern!](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[lightseba's solution](#)

2589.

102536E

[A Floor of Many Doors](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2590.

102536K

[I Brook the Code!](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[lightseba's solution](#)

2591.

102536D

[Move to Remove Confidential Blunders](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[lightseba's solution](#)

2592.

102536A

[The Slowden Files](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[lightseba's solution](#)

2593.

100952I

[Mancala](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2594.

100952D

[Time to go back](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2595.

100952G

[The jar of divisors](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2596.

100952E

[Arrange Teams](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2597.

100952J

[Polygons Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2598.

100952F

[Contestants Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2599.

100952H

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

Rating: — · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2600.

100952C

[Palindrome Again !!](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2601.

100952B

[New Job](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2602.

100952A

[Who is the winner?](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2603.

100343F

[Substring Search](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2604.

100343I

[Video on Demand](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2605.

100343C

[Late Again](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2606.

100343B

[Financial Software](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2607.

100325D

[False RSA](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2608.

102317K

[Bouncing Bunnies](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2609.

102317J

[Rising Tides](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2610.

102317H

[Count the Dividing Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2611.

102317I

[Lineup the Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2612.

102317G

[Jedi and the Galactic Empire](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2613.

102317F

[Dot the i's and Cross the T's](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2614.

102317E

[Loopy Word Search](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2615.

102317D

[Wildest Dreams](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2616.

102317C

[Don't Break the Ice](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2617.

102317B

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

Rating: — · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2618.

102317A

[Majestic 10](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2619.

102007K

[Kingpin Escape](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2620.

102007J

[Janitor Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2621.

102007G

[Game Night](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2622.

102007B

[Birthday Boy](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2623.

102007F

[Financial Planning](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2624.

102007C

[Cardboard Container](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[lightseba's solution](#)

2625.

102007A

[A Prize No One Can Win](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[lightseba's solution](#)

2626.

101666C

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

Rating: — · first AC: 2020-04-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[lightseba's solution](#)

2627.

1331H

[It's showtime](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: — · first AC: 2020-04-01 · UnknownX (first AC) · Tags: *special

[lightseba's solution](#)

2628.

1331G

[Lingua Romana](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[lightseba's solution](#)

2629.

1331E

[Jordan Smiley](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: — · first AC: 2020-04-01 · Java 11 (first AC) · Tags: *special, dfs and similar, geometry, implementation

[lightseba's solution](#)

2630.

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, bitmasks

[lightseba's solution](#)

2631.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, math, number theory

[lightseba's solution](#)

2632.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[lightseba's solution](#)

2633.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,506 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special

[lightseba's solution](#)

2634.

102428G

[Gluing Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-20 · Java 8 (first AC) · Tags: —

[lightseba's solution](#)

2635.

102428L

[Leverage MDT](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-20 · Java 8 (first AC) · Tags: —

[lightseba's solution](#)

2636.

102428I

[Improve SPAM](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-19 · Java 8 (first AC) · Tags: —

[lightseba's solution](#)

2637.

102428E

[Eggfruit Cake](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-19 · Java 8 (first AC) · Tags: —

[lightseba's solution](#)

2638.

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-19 · Java 8 (first AC) · Tags: —

[lightseba's solution](#)

2639.

101666K

[King of the Waves](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-19 · Java 11 (first AC) · Tags: —

[lightseba's solution](#)

2640.

101666E

[Easter Eggs](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-19 · Java 11 (first AC) · Tags: —

[lightseba's solution](#)

2641.

101666I

[Irrational Division](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-19 · Java 11 (first AC) · Tags: —

[lightseba's solution](#)

2642.

101666M

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

Rating: — · first AC: 2020-02-19 · Java 11 (first AC) · Tags: —

[lightseba's solution](#)

2643.

101666L

[Lemonade Trade](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-19 · Java 11 (first AC) · Tags: —

[lightseba's solution](#)

2644.

101666D

[Detour](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-19 · Java 11 (first AC) · Tags: —

[lightseba's solution](#)

2645.

101666A

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

Rating: — · first AC: 2020-02-19 · Java 11 (first AC) · Tags: —

[lightseba's solution](#)

2646.

101666F

[Falling Apart](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-19 · Java 11 (first AC) · Tags: —

[lightseba's solution](#)

2647.

101431A

[Vera and ABCDE](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

2648.

102411E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-10 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

2649.

100875C

[Yachtzee](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-06 · Java 8 (first AC) · Tags: —
[lightseba's solution](#)

2650.

100875B

[Laundro, Matt](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-06 · Java 8 (first AC) · Tags: —
[lightseba's solution](#)

2651.

100875A

[Coding Contest Creation](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-06 · Java 8 (first AC) · Tags: —
[lightseba's solution](#)

2652.

102341A

[Alakazam](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

2653.

102348K

[Moonbound](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-31 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

2654.

102348B

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

Rating: — · first AC: 2020-01-31 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

2655.

102348L

[Printer](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-31 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

2656.

102348A

[Yellow Cards](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-31 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

2657.

100004C

[Party Location](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-23 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

2658.

100004E

[Class Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-22 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

2659.

100004A

[Paper Route](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-22 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

2660.

100004D

[Numbersrebmun](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-22 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

2661.

100676G

[G. Training Camp](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-18 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

2662.

100676F

[F. Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-17 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

2663.

100676C

[C. Memory is Full](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-17 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

2664.

100676E

[E. Time Limit Exceeded?](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-17 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

2665.

100676D

[D. Sudoku](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-17 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

2666.

100676B

[B. Three Angles](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-17 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

2667.

100676A

[A. Relational Operator](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-17 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

2668.

100009D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-15 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

2669.

100009C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-14 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

2670.

100169B

[Secret Polynomial](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-10 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

2671.

100169A

[Bridges and Tunnels](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-10 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

2672.

100169D

[Course Scheduling](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-10 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

2673.

100169C

[Room Painting](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-10 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

2674.

102448A

[Accept or Reject](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-09 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

2675.

102448F

[Finally, christmas!](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-09 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

2676.

102448I

[Ivan and the swimming pool](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-09 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

2677.

102448B

[Beza's Hangover](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-08 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

2678.

102448D

[Drinking to turn red](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-08 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

2679.

102448K

[Kongey Donk](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-08 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

2680.

102448H

[Hellcife is on fire](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-08 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

2681.

102448E

[Everybody loves acai](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-08 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

2682.

102448G

[Gorgeous Peter's Great Friend](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-08 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

2683.

102062G

[Ainum's Delusion](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-06 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

2684.

102062F

[Special Birthday Card](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-06 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

2685.

102062E

[Jumpy Robot](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-06 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

2686.

102062D

[Palindrome and Chocolate](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-06 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

2687.

102062C

[The Blood Moon](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-05 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

2688.

102062B

[Vibranium Gift](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-05 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

2689.

102062A

[Bob and BoB](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-05 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

2690.

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-24 · Java 11 (first AC) · Tags: —
[lightseba's solution](#)

2691.

101992B

[The first task](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-15 · Java 11 (first AC) · Tags: —

[lightseba's solution](#)

2692.

101992H

[Find the path](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-15 · Java 11 (first AC) · Tags: —

[lightseba's solution](#)

2693.

101992F

[MO Salah running down the wing](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-15 · Java 11 (first AC) · Tags: —

[lightseba's solution](#)

2694.

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,265 global accepts · Rating: — · first AC: 2019-09-29 · Java 8 (first AC) · Tags: *special, implementation

[lightseba's solution](#)