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Unique solved — longago 06

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

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

Filters: none

Count: 823

1.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,105 global accepts · Rating: 800 · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[longago_06's solution](#)

2.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,332 global accepts · Rating: 800 · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[longago_06's solution](#)

3.

2218B

[The 67th 6-7 Integer Problem](#) · [Tutorial](#)

Quality: 33,736 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[longago_06's solution](#)

4.

2218C

[The 67th Permutation Problem](#) · [Tutorial](#)

Quality: 26,488 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[longago_06's solution](#)

5.

2218A

[The 67th Integer Problem](#) · [Tutorial](#)

Quality: 34,979 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, implementation, math

[longago_06's solution](#)

6.

2204B

[Right Maximum](#) · [Tutorial](#)

Quality: 19,559 global accepts · Rating: 800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[longago_06's solution](#)

7.

2204A

[Passing the Ball](#) · [Tutorial](#)

Quality: 21,761 global accepts · Rating: 800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[longago_06's solution](#)

8.

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,256 global accepts · Rating: 800 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[longago_06's solution](#)

9.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[longago_06's solution](#)

10.

2120A

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

Quality: 20,331 global accepts · Rating: 800 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math
[longago_06's solution](#)

11.

2200B

[Deletion Sort](#) · [Tutorial](#)

Quality: 25,493 global accepts · Rating: 800 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, sortings
[longago_06's solution](#)

12.

2200A

[Eating Game](#) · [Tutorial](#)

Quality: 28,154 global accepts · Rating: 800 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[longago_06's solution](#)

13.

2205B

[Simons and Cakes for Success](#) · [Tutorial](#)

Quality: 16,188 global accepts · Rating: 800 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[longago_06's solution](#)

14.

2205A

[Simons and Making It Beautiful](#) · [Tutorial](#)

Quality: 17,315 global accepts · Rating: 800 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms
[longago_06's solution](#)

15.

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 18,007 global accepts · Rating: 800 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: math
[longago_06's solution](#)

16.

2202A

[Parkour Design](#) · [Tutorial](#)

Quality: 16,383 global accepts · Rating: 800 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: math
[longago_06's solution](#)

17.

2192A

[String Rotation Game](#) · [Tutorial](#)

Quality: 17,922 global accepts · Rating: 800 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings
[longago_06's solution](#)

18.

2195A

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

Quality: 35,471 global accepts · Rating: 800 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[longago_06's solution](#)

19.

2197A

[Friendly Numbers](#) · [Tutorial](#)

Quality: 22,870 global accepts · Rating: 800 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, expression parsing, math, schedules
[longago_06's solution](#)

20.

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,845 global accepts · Rating: 800 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[longago_06's solution](#)

21.

1541A

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

Quality: 30,717 global accepts · Rating: 800 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[longago_06's solution](#)

22.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[longago_06's solution](#)

23.

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,437 global accepts · Rating: 800 · first AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[longago_06's solution](#)

24.

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,101 global accepts · Rating: 800 · first AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[longago_06's solution](#)

25.

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,209 global accepts · Rating: 800 · first AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[longago_06's solution](#)

26.

2074B

[The Third Side](#) · [Tutorial](#)

Quality: 34,762 global accepts · Rating: 800 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[longago_06's solution](#)

27.

2074A

[Draw a Square](#) · [Tutorial](#)

Quality: 44,324 global accepts · Rating: 800 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation

[longago_06's solution](#)

28.

2188A

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

Quality: 25,917 global accepts · Rating: 800 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[longago_06's solution](#)

29.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,314 global accepts · Rating: 800 · first AC: 2026-01-27 · last AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[longago_06's solution](#)

30.

2193B

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

Quality: 30,124 global accepts · Rating: 800 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[longago_06's solution](#)

31.

2193A

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

Quality: 42,669 global accepts · Rating: 800 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[longago_06's solution](#)

32.

2189A

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

Quality: 24,372 global accepts · Rating: 800 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[longago_06's solution](#)

33.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 800 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[longago_06's solution](#)

34.

2185B

[Prefix Max](#) · [Tutorial](#)

Quality: 40,720 global accepts · Rating: 800 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[longago_06's solution](#)

35.

2185A

[Perfect Root](#) · [Tutorial](#)

Quality: 43,108 global accepts · Rating: 800 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[longago_06's solution](#)

36.

2191A

[Array Coloring](#) · [Tutorial](#)

Quality: 27,790 global accepts · Rating: 800 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[longago_06's solution](#)

37.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,261 global accepts · Rating: 800 · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[longago_06's solution](#)

38.

2184A

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

Quality: 38,095 global accepts · Rating: 800 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: math

[longago_06's solution](#)

39.

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[longago_06's solution](#)

40.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2026-01-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings

[longago_06's solution](#)

41.

2183A

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

Quality: 23,675 global accepts · Rating: 800 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: games

[longago_06's solution](#)

42.

1777A

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

Quality: 44,034 global accepts · Rating: 800 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[longago_06's solution](#)

43.

2182A

[New Year String · Tutorial](#)

Quality: 25,341 global accepts · Rating: 800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[longago_06's solution](#)

44.

2182B

[New Year Cake · Tutorial](#)

Quality: 23,448 global accepts · Rating: 800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force
[longago_06's solution](#)

45.

2164A

[Sequence Game · Tutorial](#)

Quality: 20,840 global accepts · Rating: 800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings
[longago_06's solution](#)

46.

2178A

[Yes or Yes · Tutorial](#)

Quality: 25,744 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[longago_06's solution](#)

47.

2179A

[Blackslex and Password · Tutorial](#)

Quality: 34,432 global accepts · Rating: 800 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: math, strings
[longago_06's solution](#)

48.

2179B

[Blackslex and Showering · Tutorial](#)

Quality: 28,345 global accepts · Rating: 800 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[longago_06's solution](#)

49.

1391B

[Fix You · Tutorial](#)

Quality: 29,786 global accepts · Rating: 800 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
[longago_06's solution](#)

50.

1391A

[Subarrays · Tutorial](#)

Quality: 25,064 global accepts · Rating: 800 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[longago_06's solution](#)

51.

2180B

[Ashmal · Tutorial](#)

Quality: 24,580 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[longago_06's solution](#)

52.

2180A

[Carnival Wheel · Tutorial](#)

Quality: 25,876 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory
[longago_06's solution](#)

- 53.**
2176A
[Operations with Inversions](#) · [Tutorial](#)
Quality: 29,082 global accepts · Rating: 800 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[longago_06's solution](#)
- 54.**
1789A
[Serval and Mocha's Array](#) · [Tutorial](#)
Quality: 33,011 global accepts · Rating: 800 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[longago_06's solution](#)
- 55.**
361A
[Levko and Table](#) · [Tutorial](#)
Quality: 17,821 global accepts · Rating: 800 · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[longago_06's solution](#)
- 56.**
2175A
[Little Fairy's Painting](#) · [Tutorial](#)
Quality: 18,735 global accepts · Rating: 800 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[longago_06's solution](#)
- 57.**
2173A
[Sleeping Through Classes](#) · [Tutorial](#)
Quality: 23,787 global accepts · Rating: 800 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[longago_06's solution](#)
- 58.**
2158A
[Suspension](#) · [Tutorial](#)
Quality: 23,399 global accepts · Rating: 800 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[longago_06's solution](#)
- 59.**
2170A
[Maximum Neighborhood](#) · [Tutorial](#)
Quality: 19,952 global accepts · Rating: 800 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math
[longago_06's solution](#)
- 60.**
2171A
[Shizuku Hoshikawa and Farm Legs](#) · [Tutorial](#)
Quality: 37,254 global accepts · Rating: 800 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[longago_06's solution](#)
- 61.**
2166A
[Same Difference](#) · [Tutorial](#)
Quality: 22,905 global accepts · Rating: 800 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings
[longago_06's solution](#)
- 62.**
1421A
[XORwice](#) · [Tutorial](#)
Quality: 35,481 global accepts · Rating: 800 · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math
[longago_06's solution](#)
- 63.**
2163A
[Souvlaki VS. Kalamaki](#) · [Tutorial](#)
Quality: 19,597 global accepts · Rating: 800 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[longago_06's solution](#)

64.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,720 global accepts · Rating: 800 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, implementation, math
[longago_06's solution](#)

65.

2167B

[Your Name](#) · [Tutorial](#)

Quality: 51,837 global accepts · Rating: 800 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: sortings, strings
[longago_06's solution](#)

66.

2167C

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

Quality: 36,067 global accepts · Rating: 800 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[longago_06's solution](#)

67.

2167A

[Square?](#) · [Tutorial](#)

Quality: 58,491 global accepts · Rating: 800 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings
[longago_06's solution](#)

68.

2156A

[Pizza Time](#) · [Tutorial](#)

Quality: 26,874 global accepts · Rating: 800 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[longago_06's solution](#)

69.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,172 global accepts · Rating: 800 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers
[longago_06's solution](#)

70.

2162A

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

Quality: 41,600 global accepts · Rating: 800 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[longago_06's solution](#)

71.

2160A

[MEX Partition](#) · [Tutorial](#)

Quality: 22,459 global accepts · Rating: 800 · first AC: 2025-10-12 · last AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: math
[longago_06's solution](#)

72.

2153B

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

Quality: 22,592 global accepts · Rating: 800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy
[longago_06's solution](#)

73.

2153A

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

Quality: 26,371 global accepts · Rating: 800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[longago_06's solution](#)

74.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,884 global accepts · Rating: 800 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[longago_06's solution](#)

75.

2145A

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

Quality: 30,768 global accepts · Rating: 800 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: math

[longago_06's solution](#)

76.

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,190 global accepts · Rating: 800 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[longago_06's solution](#)

77.

2152A

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

Quality: 22,320 global accepts · Rating: 800 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[longago_06's solution](#)

78.

1560A

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

Quality: 73,518 global accepts · Rating: 800 · first AC: 2025-10-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[longago_06's solution](#)

79.

2149B

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

Quality: 33,064 global accepts · Rating: 800 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[longago_06's solution](#)

80.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,210 global accepts · Rating: 800 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[longago_06's solution](#)

81.

2146A

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

Quality: 21,841 global accepts · Rating: 800 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[longago_06's solution](#)

82.

2147A

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

Quality: 18,639 global accepts · Rating: 800 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[longago_06's solution](#)

83.

2143A

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

Quality: 20,702 global accepts · Rating: 800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, two pointers

[longago_06's solution](#)

84.

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,683 global accepts · Rating: 800 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[longago_06's solution](#)

85.

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,056 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: geometry
[longago_06's solution](#)

86.

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,439 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, math
[longago_06's solution](#)

87.

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,264 global accepts · Rating: 800 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[longago_06's solution](#)

88.

2139B

[Cake Collection](#) · [Tutorial](#)

Quality: 20,831 global accepts · Rating: 800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[longago_06's solution](#)

89.

2139A

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

Quality: 25,828 global accepts · Rating: 800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[longago_06's solution](#)

90.

2137A

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

Quality: 35,321 global accepts · Rating: 800 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[longago_06's solution](#)

91.

2136A

[In the Dream](#) · [Tutorial](#)

Quality: 26,123 global accepts · Rating: 800 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[longago_06's solution](#)

92.

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,546 global accepts · Rating: 800 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[longago_06's solution](#)

93.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,974 global accepts · Rating: 800 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math
[longago_06's solution](#)

94.

2131B

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

Quality: 30,963 global accepts · Rating: 800 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[longago_06's solution](#)

95.

2131A

[Lever](#) · [Tutorial](#)

Quality: 38,872 global accepts · Rating: 800 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: math
[longago_06's solution](#)

96.

2024A

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

Quality: 23,017 global accepts · Rating: 800 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[longago_06's solution](#)

97.

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,380 global accepts · Rating: 800 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: math
[longago_06's solution](#)

98.

1979A

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

Quality: 31,793 global accepts · Rating: 800 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
[longago_06's solution](#)

99.

2030A

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

Quality: 27,584 global accepts · Rating: 800 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[longago_06's solution](#)

100.

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,791 global accepts · Rating: 800 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math
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101.

2130A

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102.

2020A

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103.

2128A

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104.

1986A

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105.

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106.

2125A

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2122A

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Quality: 19,212 global accepts · Rating: 800 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

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108.

2126B

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109.

2126A

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110.

1843C

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112.

1955A

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113.

2124A

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114.

2119A

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Quality: 34,929 global accepts · Rating: 800 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy

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116.

2123A

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2112A

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118.

2086A

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1512A

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469A

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486A

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22A

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2121B

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125.

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126.

1527A

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127.

1624A

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431A

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129.

1998A

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2113A

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131.

669A

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758A

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133.

2063A

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134.

2019A

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135.

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136.

2118A

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137.

630A

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1367B

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472A

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140.

899A

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141.

1343B

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142.

1399A

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[longago_06's solution](#)

143.

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144.

271A

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145.

617A

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146.

2117B

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[longago_06's solution](#)

147.

2117A

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148.

1608A

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149.

1374A

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150.

1370A

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151.

2065A

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152.

282A

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1611B

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154.

1676A

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155.

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156.

2090A

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157.

1761A

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2071A

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159.

1890A

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160.

2078A

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161.

1878A

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162.

664A

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163.

2072A

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164.

1791C

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1805A

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166.

2111A

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167.

1611A

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168.

2114A

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169.

2110A

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170.

2084A

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171.

2093A

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172.

2009A

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Quality: 72,981 global accepts · Rating: 800 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

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173.

2094A

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2094B

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175.

2096A

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176.

2098A

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177.

2107A

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178.

2103A

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179.

2106A

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180.

2104A

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181.

2108A

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[longago_06's solution](#)

182.

2200C

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183.

2195B

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184.

2149C

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185.

1992C

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186.

2185C

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187.

2178B

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188.

2171B

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189.

2166B

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190.

2169A

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191.

768A

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192.

2140B

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193.

2137B

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194.

2136B

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195.

1699B

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196.

2125B

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197.

1869A

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198.

1208A

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Quality: 18,021 global accepts · Rating: 900 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: math

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199.

405A

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Quality: 126,500 global accepts · Rating: 900 · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

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200.

133A

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Quality: 125,023 global accepts · Rating: 900 · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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201.

318A

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Quality: 143,135 global accepts · Rating: 900 · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: math

[longago_06's solution](#)

202.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,835 global accepts · Rating: 900 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[longago_06's solution](#)

203.

556A

[Case of the Zeros and Ones](#) · [Tutorial](#)

Quality: 46,394 global accepts · Rating: 900 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[longago_06's solution](#)

204.

34B

[Sale](#) · [Tutorial](#)

Quality: 66,035 global accepts · Rating: 900 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[longago_06's solution](#)

205.

2085A

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

Quality: 23,549 global accepts · Rating: 900 · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[longago_06's solution](#)

206.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,848 global accepts · Rating: 900 · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[longago_06's solution](#)

207.

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,785 global accepts · Rating: 900 · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[longago_06's solution](#)

208.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,597 global accepts · Rating: 900 · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[longago_06's solution](#)

209.

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,778 global accepts · Rating: 900 · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[longago_06's solution](#)

210.

2072B

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

Quality: 30,937 global accepts · Rating: 900 · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, strings

[longago_06's solution](#)

211.

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,835 global accepts · Rating: 900 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[longago_06's solution](#)

212.

2114B

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

Quality: 30,504 global accepts · Rating: 900 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[longago_06's solution](#)

213.

2110B

[Down with Brackets](#) · [Tutorial](#)

Quality: 27,345 global accepts · Rating: 900 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: strings

[longago_06's solution](#)

214.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,839 global accepts · Rating: 900 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[longago_06's solution](#)

215.

2106B

[St. Chroma](#) · [Tutorial](#)

Quality: 28,385 global accepts · Rating: 900 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[longago_06's solution](#)

216.

1800B

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

Quality: 28,416 global accepts · Rating: 1000 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[longago_06's solution](#)

217.

1800C1

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

Quality: 26,987 global accepts · Rating: 1000 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
[longago_06's solution](#)

218.

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,414 global accepts · Rating: 1000 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[longago_06's solution](#)

219.

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,743 global accepts · Rating: 1000 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry
[longago_06's solution](#)

220.

2199A

[Game](#) · [Tutorial](#)

Quality: 1,343 global accepts · Rating: 1000 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special
[longago_06's solution](#)

221.

2203B

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

Quality: 14,316 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, fft, greedy, math
[longago_06's solution](#)

222.

2192B

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

Quality: 14,561 global accepts · Rating: 1000 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings
[longago_06's solution](#)

223.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2026-02-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[longago_06's solution](#)

224.

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,436 global accepts · Rating: 1000 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[longago_06's solution](#)

225.

450A

[Jzzhu and Children](#) · [Tutorial](#)

Quality: 44,426 global accepts · Rating: 1000 · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[longago_06's solution](#)

226.

1562B

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

Quality: 20,544 global accepts · Rating: 1000 · first AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[longago_06's solution](#)

227.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[longago_06's solution](#)

228.

1998B

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

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[longago_06's solution](#)

229.

1419D1

[Sage's Birthday \(easy version\)](#) · [Tutorial](#)

Quality: 26,388 global accepts · Rating: 1000 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[longago_06's solution](#)

230.

2188B

[Seats](#) · [Tutorial](#)

Quality: 21,022 global accepts · Rating: 1000 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[longago_06's solution](#)

231.

1770A

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

Quality: 25,246 global accepts · Rating: 1000 · first AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[longago_06's solution](#)

232.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[longago_06's solution](#)

233.

1986B

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

Quality: 30,134 global accepts · Rating: 1000 · first AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[longago_06's solution](#)

234.

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,730 global accepts · Rating: 1000 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[longago_06's solution](#)

235.

2191B

[MEX Reordering](#) · [Tutorial](#)

Quality: 19,919 global accepts · Rating: 1000 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings

[longago_06's solution](#)

236.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,114 global accepts · Rating: 1000 · first AC: 2026-01-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[longago_06's solution](#)

237.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2026-01-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy

[longago_06's solution](#)

238.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,267 global accepts · Rating: 1000 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[longago_06's solution](#)

239.

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,910 global accepts · Rating: 1000 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, strings

[longago_06's solution](#)

240.

2167D

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

Quality: 30,214 global accepts · Rating: 1000 · first AC: 2025-10-28 · last AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[longago_06's solution](#)

241.

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1000 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[longago_06's solution](#)

242.

37A

[Towers](#) · [Tutorial](#)

Quality: 27,692 global accepts · Rating: 1000 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: sortings

[longago_06's solution](#)

243.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,818 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[longago_06's solution](#)

244.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,914 global accepts · Rating: 1000 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[longago_06's solution](#)

245.

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,395 global accepts · Rating: 1000 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[longago_06's solution](#)

246.

761A

[Dasha and Stairs](#) · [Tutorial](#)

Quality: 15,138 global accepts · Rating: 1000 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms,

implementation, math
[longago_06's solution](#)

247.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,728 global accepts · Rating: 1000 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
[longago_06's solution](#)

248.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[longago_06's solution](#)

249.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,406 global accepts · Rating: 1000 · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[longago_06's solution](#)

250.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,588 global accepts · Rating: 1000 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, two pointers
[longago_06's solution](#)

251.

1256A

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

Quality: 32,435 global accepts · Rating: 1000 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: math
[longago_06's solution](#)

252.

265B

[Roadside Trees \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1000 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[longago_06's solution](#)

253.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[longago_06's solution](#)

254.

2037C

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

Quality: 25,533 global accepts · Rating: 1000 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[longago_06's solution](#)

255.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[longago_06's solution](#)

256.

766A

[Mahmoud and Longest Uncommon Subsequence](#) · [Tutorial](#)

Quality: 34,548 global accepts · Rating: 1000 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings
[longago_06's solution](#)

257.

2147B

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

Quality: 16,976 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[longago_06's solution](#)

258.

798A

[Mike and palindrome](#) · [Tutorial](#)

Quality: 23,854 global accepts · Rating: 1000 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, strings
[longago_06's solution](#)

259.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,060 global accepts · Rating: 1000 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings
[longago_06's solution](#)

260.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,919 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers
[longago_06's solution](#)

261.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory
[longago_06's solution](#)

262.

2144B

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

Quality: 18,474 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[longago_06's solution](#)

263.

1521A

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

Quality: 42,047 global accepts · Rating: 1000 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[longago_06's solution](#)

264.

688B

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

Quality: 36,024 global accepts · Rating: 1000 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[longago_06's solution](#)

265.

2132C1

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

Quality: 27,740 global accepts · Rating: 1000 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[longago_06's solution](#)

266.

766B

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

Quality: 38,357 global accepts · Rating: 1000 · first AC: 2025-08-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings
[longago_06's solution](#)

267.

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,405 global accepts · Rating: 1000 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[longago_06's solution](#)

268.

1266A

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

Quality: 17,515 global accepts · Rating: 1000 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math
[longago_06's solution](#)

269.

742A

[Arpa's hard exam and Mehrdad's naive cheat](#) · [Tutorial](#)

Quality: 51,992 global accepts · Rating: 1000 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory

[longago_06's solution](#)

270.

1632B

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

Quality: 31,546 global accepts · Rating: 1000 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms

[longago_06's solution](#)

271.

1702D

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

Quality: 25,937 global accepts · Rating: 1000 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[longago_06's solution](#)

272.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,286 global accepts · Rating: 1000 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[longago_06's solution](#)

273.

124A

[The number of positions](#) · [Tutorial](#)

Quality: 44,212 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: math

[longago_06's solution](#)

274.

1515B

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

Quality: 27,070 global accepts · Rating: 1000 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math, number theory

[longago_06's solution](#)

275.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: math

[longago_06's solution](#)

276.

2123C

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

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

[longago_06's solution](#)

277.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,944 global accepts · Rating: 1000 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks

[longago_06's solution](#)

278.

1968C

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

Quality: 29,265 global accepts · Rating: 1000 · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[longago_06's solution](#)

279.

1844B

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

Quality: 20,248 global accepts · Rating: 1000 · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[longago_06's solution](#)

280.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 1000 · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[longago_06's solution](#)

281.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,509 global accepts · Rating: 1000 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[longago_06's solution](#)

282.

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,761 global accepts · Rating: 1000 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[longago_06's solution](#)

283.

1474B

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

Quality: 40,343 global accepts · Rating: 1000 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[longago_06's solution](#)

284.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,890 global accepts · Rating: 1000 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[longago_06's solution](#)

285.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,898 global accepts · Rating: 1000 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[longago_06's solution](#)

286.

2093C

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

Quality: 30,851 global accepts · Rating: 1000 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[longago_06's solution](#)

287.

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,896 global accepts · Rating: 1000 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[longago_06's solution](#)

288.

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,613 global accepts · Rating: 1000 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[longago_06's solution](#)

289.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[longago_06's solution](#)

290.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,117 global accepts · Rating: 1100 · first AC: 2025-05-13 · last AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, number theory
[longago_06's solution](#)

291.

2218D

[The 67th OEIS Problem](#) · [Tutorial](#)

Quality: 18,455 global accepts · Rating: 1100 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[longago_06's solution](#)

292.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,829 global accepts · Rating: 1100 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math
[longago_06's solution](#)

293.

1800C2

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

Quality: 27,119 global accepts · Rating: 1100 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
[longago_06's solution](#)

294.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1100 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings
[longago_06's solution](#)

295.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,575 global accepts · Rating: 1100 · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[longago_06's solution](#)

296.

2195C

[Dice Roll Sequence](#) · [Tutorial](#)

Quality: 20,541 global accepts · Rating: 1100 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[longago_06's solution](#)

297.

2197B

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

Quality: 15,904 global accepts · Rating: 1100 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, schedules, sortings, two pointers
[longago_06's solution](#)

298.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,513 global accepts · Rating: 1100 · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation
[longago_06's solution](#)

299.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,804 global accepts · Rating: 1100 · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[longago_06's solution](#)

300.

2009C

[The Legend of Freya the Frog](#) · [Tutorial](#)

Quality: 33,014 global accepts · Rating: 1100 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[longago_06's solution](#)

301.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,026 global accepts · Rating: 1100 · first AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings
[longago_06's solution](#)

302.

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 1100 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers
[longago_06's solution](#)

303.

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,694 global accepts · Rating: 1100 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, two pointers
[longago_06's solution](#)

304.

2183B

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

Quality: 16,180 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[longago_06's solution](#)

305.

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1100 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[longago_06's solution](#)

306.

2179C

[Blackslex and Number Theory](#) · [Tutorial](#)

Quality: 22,307 global accepts · Rating: 1100 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory, sortings
[longago_06's solution](#)

307.

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math
[longago_06's solution](#)

308.

2173B

[Niko's Tactical Cards](#) · [Tutorial](#)

Quality: 18,135 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[longago_06's solution](#)

309.

2171C1

[Renako Amaori and XOR Game \(easy version\)](#) · [Tutorial](#)

Quality: 19,244 global accepts · Rating: 1100 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy
[longago_06's solution](#)

310.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,110 global accepts · Rating: 1100 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[longago_06's solution](#)

311.

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,016 global accepts · Rating: 1100 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[longago_06's solution](#)

312.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,335 global accepts · Rating: 1100 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[longago_06's solution](#)

313.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings
[longago_06's solution](#)

314.

2160B

[Distinct Elements](#) · [Tutorial](#)

Quality: 17,763 global accepts · Rating: 1100 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[longago_06's solution](#)

315.

534A

[Exam](#) · [Tutorial](#)

Quality: 12,927 global accepts · Rating: 1100 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[longago_06's solution](#)

316.

1038B

[Non-Coprime Partition](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1100 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[longago_06's solution](#)

317.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,402 global accepts · Rating: 1100 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[longago_06's solution](#)

318.

682A

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

Quality: 23,995 global accepts · Rating: 1100 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[longago_06's solution](#)

319.

1708B

[Difference of GCDs](#) · [Tutorial](#)

Quality: 28,417 global accepts · Rating: 1100 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[longago_06's solution](#)

320.

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,739 global accepts · Rating: 1100 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: math
[longago_06's solution](#)

321.

2139C

[Cake Assignment](#) · [Tutorial](#)

Rating: 1100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[longago_06's solution](#)

322.

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,914 global accepts · Rating: 1100 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[longago_06's solution](#)

323.

1726B

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

Quality: 16,855 global accepts · Rating: 1100 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[longago_06's solution](#)

324.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[longago_06's solution](#)

325.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,630 global accepts · Rating: 1100 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[longago_06's solution](#)

326.

2130B

[Pathless](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[longago_06's solution](#)

327.

1957B

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

Quality: 20,420 global accepts · Rating: 1100 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[longago_06's solution](#)

328.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,076 global accepts · Rating: 1100 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[longago_06's solution](#)

329.

2125C

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

Quality: 22,753 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[longago_06's solution](#)

330.

2126C

[I Will Definitely Make It](#) · [Tutorial](#)

Quality: 26,289 global accepts · Rating: 1100 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[longago_06's solution](#)

331.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[longago_06's solution](#)

332.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,885 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[longago_06's solution](#)

333.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,441 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers

[longago_06's solution](#)

334.

2060D

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

Quality: 26,204 global accepts · Rating: 1100 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[longago_06's solution](#)

335.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,921 global accepts · Rating: 1100 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[longago_06's solution](#)

336.

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,390 global accepts · Rating: 1100 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[longago_06's solution](#)

337.

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,970 global accepts · Rating: 1100 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[longago_06's solution](#)

338.

1791G1

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

Quality: 33,931 global accepts · Rating: 1100 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[longago_06's solution](#)

339.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,973 global accepts · Rating: 1100 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[longago_06's solution](#)

340.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,890 global accepts · Rating: 1100 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory

[longago_06's solution](#)

341.

1807G1

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

Quality: 22,253 global accepts · Rating: 1100 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[longago_06's solution](#)

342.

1807G2

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

Quality: 27,852 global accepts · Rating: 1100 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[longago_06's solution](#)

343.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[longago_06's solution](#)

344.

2086B

[Large Array and Segments](#) · [Tutorial](#)

Quality: 18,995 global accepts · Rating: 1100 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[longago_06's solution](#)

345.

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,868 global accepts · Rating: 1100 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[longago_06's solution](#)

346.

2103B

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

Quality: 17,709 global accepts · Rating: 1100 · first AC: 2025-05-12 · last AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[longago_06's solution](#)

347.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,389 global accepts · Rating: 1100 · first AC: 2025-05-12 · last AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[longago_06's solution](#)

348.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,805 global accepts · Rating: 1100 · first AC: 2025-05-12 · last AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[longago_06's solution](#)

349.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,632 global accepts · Rating: 1200 · first AC: 2025-05-13 · last AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[longago_06's solution](#)

350.

2218E

[The 67th XOR Problem](#) · [Tutorial](#)

Quality: 14,119 global accepts · Rating: 1200 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force

[longago_06's solution](#)

351.

1738B

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

Quality: 18,795 global accepts · Rating: 1200 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[longago_06's solution](#)

352.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,188 global accepts · Rating: 1200 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[longago_06's solution](#)

353.

2202B

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

Quality: 11,154 global accepts · Rating: 1200 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[longago_06's solution](#)

354.

2196A

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

Quality: 15,838 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[longago_06's solution](#)

355.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,702 global accepts · Rating: 1200 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[longago_06's solution](#)

356.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,364 global accepts · Rating: 1200 · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, number theory, two pointers

[longago_06's solution](#)

357.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,374 global accepts · Rating: 1200 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[longago_06's solution](#)

358.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,085 global accepts · Rating: 1200 · first AC: 2025-06-20 · last AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[longago_06's solution](#)

359.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,032 global accepts · Rating: 1200 · first AC: 2026-02-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[longago_06's solution](#)

360.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,689 global accepts · Rating: 1200 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[longago_06's solution](#)

361.

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,321 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[longago_06's solution](#)

362.

2039C1

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

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[longago_06's solution](#)

363.

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,439 global accepts · Rating: 1200 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[longago_06's solution](#)

364.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,496 global accepts · Rating: 1200 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, math

[longago_06's solution](#)

365.

2191C

[Sorting Game](#) · [Tutorial](#)

Rating: 1200 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: games

[longago_06's solution](#)

366.

1933D

[Turtle Tenacity: Continual Mods](#) · [Tutorial](#)

Quality: 23,529 global accepts · Rating: 1200 · first AC: 2026-01-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[longago_06's solution](#)

367.

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,926 global accepts · Rating: 1200 · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers

[longago_06's solution](#)

368.

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,524 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[longago_06's solution](#)

369.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,704 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[longago_06's solution](#)

370.

2175C

[Needle in a Haystack](#) · [Tutorial](#)

Rating: 1200 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[longago_06's solution](#)

371.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,952 global accepts · Rating: 1200 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[longago_06's solution](#)

372.

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,296 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[longago_06's solution](#)

373.

2137D

[Replace with Occurrences](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 1200 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[longago_06's solution](#)

374.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,880 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[longago_06's solution](#)

375.

2136C

[Against the Difference](#) · [Tutorial](#)

Rating: 1200 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[longago_06's solution](#)

376.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,947 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math

[longago_06's solution](#)

377.

776B

[Sherlock and his girlfriend](#) · [Tutorial](#)

Quality: 25,733 global accepts · Rating: 1200 · first AC: 2025-08-18 · last AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[longago_06's solution](#)

378.

1497C1

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

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[longago_06's solution](#)

379.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,596 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[longago_06's solution](#)

380.

2126D

[This Is the Last Time](#) · [Tutorial](#)

Quality: 24,019 global accepts · Rating: 1200 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings
[longago_06's solution](#)

381.

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,297 global accepts · Rating: 1200 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[longago_06's solution](#)

382.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,310 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[longago_06's solution](#)

383.

1068B

[LCM](#) · [Tutorial](#)

Quality: 13,031 global accepts · Rating: 1200 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[longago_06's solution](#)

384.

1909B

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

Quality: 30,974 global accepts · Rating: 1200 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[longago_06's solution](#)

385.

2123D

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

Quality: 21,891 global accepts · Rating: 1200 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[longago_06's solution](#)

386.

2118B

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

Quality: 20,037 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[longago_06's solution](#)

387.

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,069 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[longago_06's solution](#)

388.

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,125 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, number theory

[longago_06's solution](#)

389.

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,846 global accepts · Rating: 1200 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: math

[longago_06's solution](#)

390.

2092C

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

Quality: 22,585 global accepts · Rating: 1200 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[longago_06's solution](#)

391.

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,415 global accepts · Rating: 1200 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[longago_06's solution](#)

392.

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,410 global accepts · Rating: 1200 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[longago_06's solution](#)

393.

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1200 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, math

[longago_06's solution](#)

394.

1352C

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

Quality: 69,783 global accepts · Rating: 1200 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[longago_06's solution](#)

395.

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: math

[longago_06's solution](#)

396.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,350 global accepts · Rating: 1200 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, strings

[longago_06's solution](#)

397.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,364 global accepts · Rating: 1200 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[longago_06's solution](#)

398.

1409C

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

Quality: 24,642 global accepts · Rating: 1200 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[longago_06's solution](#)

399.

456B

[Fedya and Maths](#) · [Tutorial](#)

Quality: 18,573 global accepts · Rating: 1200 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[longago_06's solution](#)

400.

1076B

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

Quality: 14,591 global accepts · Rating: 1200 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory

[longago_06's solution](#)

401.

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, greedy
[longago_06's solution](#)

402.

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,102 global accepts · Rating: 1200 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[longago_06's solution](#)

403.

1433D

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

Quality: 30,587 global accepts · Rating: 1200 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar
[longago_06's solution](#)

404.

2091D

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

Quality: 23,499 global accepts · Rating: 1200 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[longago_06's solution](#)

405.

514A

[ChewbaD 6 æB çVÖ&W](#)[Tutorial](#)

Quality: 71,340 global accepts · Rating: 1200 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[longago_06's solution](#)

406.

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,571 global accepts · Rating: 1200 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks
[longago_06's solution](#)

407.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,707 global accepts · Rating: 1300 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation
[longago_06's solution](#)

408.

2208C

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

Quality: 11,111 global accepts · Rating: 1300 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math
[longago_06's solution](#)

409.

2200D

[Portal](#) · [Tutorial](#)

Quality: 11,795 global accepts · Rating: 1300 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[longago_06's solution](#)

410.

2201A1

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

Quality: 11,062 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[longago_06's solution](#)

411.

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,022 global accepts · Rating: 1300 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[longago_06's solution](#)

412.

2195D

[Absolute Cinema](#) · [Tutorial](#)

Quality: 13,672 global accepts · Rating: 1300 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: math
[longago_06's solution](#)

413.

311A

[The Closest Pair](#) · [Tutorial](#)

Quality: 4,225 global accepts · Rating: 1300 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[longago_06's solution](#)

414.

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,902 global accepts · Rating: 1300 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory
[longago_06's solution](#)

415.

450B

[Jzzhu and Sequences](#) · [Tutorial](#)

Quality: 28,829 global accepts · Rating: 1300 · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[longago_06's solution](#)

416.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,640 global accepts · Rating: 1300 · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[longago_06's solution](#)

417.

2187A

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

Quality: 15,875 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[longago_06's solution](#)

418.

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,212 global accepts · Rating: 1300 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory, shortest paths
[longago_06's solution](#)

419.

1454D

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

Quality: 22,158 global accepts · Rating: 1300 · first AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[longago_06's solution](#)

420.

2189C1

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

Quality: 13,904 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[longago_06's solution](#)

421.

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2026-01-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math,

number theory

[longago_06's solution](#)

422.

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,071 global accepts · Rating: 1300 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory

[longago_06's solution](#)

423.

2024C

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

Rating: 1300 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[longago_06's solution](#)

424.

2179D

[Blackslex and Penguin Civilization](#) · [Tutorial](#)

Quality: 13,517 global accepts · Rating: 1300 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[longago_06's solution](#)

425.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[longago_06's solution](#)

426.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,726 global accepts · Rating: 1300 · first AC: 2025-12-11 · last AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[longago_06's solution](#)

427.

2175B

[XOR Array](#) · [Tutorial](#)

Quality: 12,227 global accepts · Rating: 1300 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[longago_06's solution](#)

428.

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,250 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[longago_06's solution](#)

429.

2166C

[Cyclic Merging](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy

[longago_06's solution](#)

430.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,679 global accepts · Rating: 1300 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, two pointers

[longago_06's solution](#)

431.

2160C

[Reverse XOR](#) · [Tutorial](#)

Quality: 15,163 global accepts · Rating: 1300 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks

[longago_06's solution](#)

432.

2145C

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

Quality: 15,405 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings
[longago_06's solution](#)

433.

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games
[longago_06's solution](#)

434.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[longago_06's solution](#)

435.

2144C

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

Quality: 14,995 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[longago_06's solution](#)

436.

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,269 global accepts · Rating: 1300 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math
[longago_06's solution](#)

437.

820B

[Mister B and Angle in Polygon](#) · [Tutorial](#)

Quality: 5,513 global accepts · Rating: 1300 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, math
[longago_06's solution](#)

438.

2130C

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

Rating: 1300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy
[longago_06's solution](#)

439.

2031C

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

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[longago_06's solution](#)

440.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,309 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[longago_06's solution](#)

441.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,469 global accepts · Rating: 1300 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[longago_06's solution](#)

442.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,707 global accepts · Rating: 1300 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[longago_06's solution](#)

443.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,843 global accepts · Rating: 1300 · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[longago_06's solution](#)

444.

1902C

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

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2025-06-24 · last AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[longago_06's solution](#)

445.

1955C

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

Quality: 24,506 global accepts · Rating: 1300 · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[longago_06's solution](#)

446.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,741 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[longago_06's solution](#)

447.

2121D

[1709](#) · [Tutorial](#)

Quality: 18,211 global accepts · Rating: 1300 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[longago_06's solution](#)

448.

2118C

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

Quality: 18,481 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, greedy, math

[longago_06's solution](#)

449.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,705 global accepts · Rating: 1300 · first AC: 2025-06-04 · last AC: 2025-06-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[longago_06's solution](#)

450.

630F

[Selection of Personnel](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[longago_06's solution](#)

451.

1521B

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

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math,

number theory

[longago_06's solution](#)

452.

1372B

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

Quality: 36,399 global accepts · Rating: 1300 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[longago_06's solution](#)

453.

808B

[Average Sleep Time](#) · [Tutorial](#)

Quality: 14,881 global accepts · Rating: 1300 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math

[longago_06's solution](#)

454.

1881D

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

Quality: 28,443 global accepts · Rating: 1300 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[longago_06's solution](#)

455.

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,608 global accepts · Rating: 1300 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[longago_06's solution](#)

456.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1300 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, sortings

[longago_06's solution](#)

457.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 43,019 global accepts · Rating: 1300 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[longago_06's solution](#)

458.

220A

[Little Elephant and Problem](#) · [Tutorial](#)

Quality: 13,119 global accepts · Rating: 1300 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[longago_06's solution](#)

459.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,403 global accepts · Rating: 1300 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, two pointers

[longago_06's solution](#)

460.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,260 global accepts · Rating: 1300 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[longago_06's solution](#)

461.

1364B

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

Quality: 26,189 global accepts · Rating: 1300 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[longago_06's solution](#)

462.

1294C

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

Quality: 46,285 global accepts · Rating: 1300 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[longago_06's solution](#)

463.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,121 global accepts · Rating: 1300 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math
[longago_06's solution](#)

464.

2059B

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

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[longago_06's solution](#)

465.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,099 global accepts · Rating: 1300 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[longago_06's solution](#)

466.

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math
[longago_06's solution](#)

467.

2072D

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

Quality: 17,642 global accepts · Rating: 1300 · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
[longago_06's solution](#)

468.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,229 global accepts · Rating: 1300 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math
[longago_06's solution](#)

469.

1249C1

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

Quality: 16,558 global accepts · Rating: 1300 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
[longago_06's solution](#)

470.

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,212 global accepts · Rating: 1300 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[longago_06's solution](#)

471.

236B

[Easy Number Challenge](#) · [Tutorial](#)

Quality: 16,946 global accepts · Rating: 1300 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, number theory
[longago_06's solution](#)

472.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,848 global accepts · Rating: 1300 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math, number theory

[longago_06's solution](#)

473.

2091E

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

Quality: 19,631 global accepts · Rating: 1300 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory, two pointers

[longago_06's solution](#)

474.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,278 global accepts · Rating: 1300 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy

[longago_06's solution](#)

475.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,854 global accepts · Rating: 1300 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math

[longago_06's solution](#)

476.

1065B

[Vasya and Isolated Vertices](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[longago_06's solution](#)

477.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,330 global accepts · Rating: 1300 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings, trees

[longago_06's solution](#)

478.

437A

[The Child and Homework](#) · [Tutorial](#)

Quality: 9,362 global accepts · Rating: 1300 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[longago_06's solution](#)

479.

485B

[Valuable Resources](#) · [Tutorial](#)

Quality: 6,791 global accepts · Rating: 1300 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[longago_06's solution](#)

480.

2108B

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

Quality: 14,546 global accepts · Rating: 1300 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[longago_06's solution](#)

481.

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,926 global accepts · Rating: 1400 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

[longago_06's solution](#)

482.

2156C

[Maximum GCD on Whiteboard](#) · [Tutorial](#)

Quality: 12,289 global accepts · Rating: 1400 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[longago_06's solution](#)

483.

1967B1

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

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[longago_06's solution](#)

484.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,597 global accepts · Rating: 1400 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[longago_06's solution](#)

485.

2199B

[Two Towers](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 1400 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, greedy, math

[longago_06's solution](#)

486.

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,685 global accepts · Rating: 1400 · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy

[longago_06's solution](#)

487.

1215B

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

Quality: 18,353 global accepts · Rating: 1400 · first AC: 2026-02-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation

[longago_06's solution](#)

488.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,511 global accepts · Rating: 1400 · first AC: 2026-01-05 · last AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[longago_06's solution](#)

489.

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,066 global accepts · Rating: 1400 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers

[longago_06's solution](#)

490.

445B

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

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, greedy

[longago_06's solution](#)

491.

2191D1

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

Rating: 1400 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[longago_06's solution](#)

492.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[longago_06's solution](#)

493.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 1400 · first AC: 2026-01-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[longago_06's solution](#)

494.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,273 global accepts · Rating: 1400 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory

[longago_06's solution](#)

495.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,242 global accepts · Rating: 1400 · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[longago_06's solution](#)

496.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[longago_06's solution](#)

497.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,798 global accepts · Rating: 1400 · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[longago_06's solution](#)

498.

1790E

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

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms

[longago_06's solution](#)

499.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,219 global accepts · Rating: 1400 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[longago_06's solution](#)

500.

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,529 global accepts · Rating: 1400 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, math, sortings

[longago_06's solution](#)

501.

525B

[Pasha and String](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1400 · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[longago_06's solution](#)

502.

1883F

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

Quality: 11,865 global accepts · Rating: 1400 · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[longago_06's solution](#)

503.

1375C

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

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[longago_06's solution](#)

504.

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[longago_06's solution](#)

505.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,069 global accepts · Rating: 1400 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy

[longago_06's solution](#)

506.

2171D

[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)

Quality: 11,584 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees

[longago_06's solution](#)

507.

2171C2

[Renako Amaori and XOR Game \(hard version\)](#) · [Tutorial](#)

Quality: 11,847 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy

[longago_06's solution](#)

508.

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,549 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[longago_06's solution](#)

509.

2162D

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

Quality: 12,368 global accepts · Rating: 1400 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[longago_06's solution](#)

510.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2025-09-01 · last AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[longago_06's solution](#)

511.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,169 global accepts · Rating: 1400 · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[longago_06's solution](#)

512.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[longago_06's solution](#)

513.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[longago_06's solution](#)

514.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,125 global accepts · Rating: 1400 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[longago_06's solution](#)

515.

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, trees
[longago_06's solution](#)

516.

248B

[Chilly Willy](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[longago_06's solution](#)

517.

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
[longago_06's solution](#)

518.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,024 global accepts · Rating: 1400 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[longago_06's solution](#)

519.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2025-07-15 · last AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[longago_06's solution](#)

520.

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,962 global accepts · Rating: 1400 · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math
[longago_06's solution](#)

521.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[longago_06's solution](#)

522.

287C

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

Rating: 1400 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[longago_06's solution](#)

523.

286A

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

Quality: 3,450 global accepts · Rating: 1400 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[longago_06's solution](#)

524.

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math
[longago_06's solution](#)

525.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,907 global accepts · Rating: 1400 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers
[longago_06's solution](#)

526.

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,653 global accepts · Rating: 1400 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees
[longago_06's solution](#)

527.

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,017 global accepts · Rating: 1400 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation
[longago_06's solution](#)

528.

1156A

[Inscribed Figures](#) · [Tutorial](#)

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: geometry
[longago_06's solution](#)

529.

260A

[Adding Digits](#) · [Tutorial](#)

Quality: 16,588 global accepts · Rating: 1400 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[longago_06's solution](#)

530.

2114D

[Come a Little Closer](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 1400 · first AC: 2025-05-27 · last AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
[longago_06's solution](#)

531.

2114E

[Kirei Attacks the Estate](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[longago_06's solution](#)

532.

1167C

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

Quality: 26,009 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs
[longago_06's solution](#)

533.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, interactive, math

[longago_06's solution](#)

534.

437C

[The Child and Toy](#) · [Tutorial](#)

Quality: 14,995 global accepts · Rating: 1400 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, sortings

[longago_06's solution](#)

535.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,250 global accepts · Rating: 1400 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[longago_06's solution](#)

536.

1183D

[Candy Box \(easy version\)](#) · [Tutorial](#)

Quality: 20,430 global accepts · Rating: 1400 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[longago_06's solution](#)

537.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-05-12 · last AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[longago_06's solution](#)

538.

2098B

[Sasha and the Apartment Purchase](#) · [Tutorial](#)

Quality: 7,887 global accepts · Rating: 1400 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[longago_06's solution](#)

539.

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,276 global accepts · Rating: 1400 · first AC: 2025-05-12 · last AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, implementation

[longago_06's solution](#)

540.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,145 global accepts · Rating: 1400 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[longago_06's solution](#)

541.

1374D

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

Quality: 31,097 global accepts · Rating: 1400 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings, two pointers

[longago_06's solution](#)

542.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,873 global accepts · Rating: 1400 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings, two pointers

[longago_06's solution](#)

543.

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,995 global accepts · Rating: 1400 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[longago_06's solution](#)

544.

233B

[Non-square Equation](#) · [Tutorial](#)

Quality: 8,284 global accepts · Rating: 1400 · first AC: 2025-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math
[longago_06's solution](#)

545.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,807 global accepts · Rating: 1400 · first AC: 2025-05-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[longago_06's solution](#)

546.

2218F

[The 67th Tree Problem](#) · [Tutorial](#)

Quality: 7,301 global accepts · Rating: 1500 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, trees

[longago_06's solution](#)

547.

2200E

[Divisive Battle](#) · [Tutorial](#)

Quality: 8,076 global accepts · Rating: 1500 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, number theory
[longago_06's solution](#)

548.

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,741 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[longago_06's solution](#)

549.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,046 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, greedy, math
[longago_06's solution](#)

550.

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2026-02-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[longago_06's solution](#)

551.

2195E

[Idiot First Search](#) · [Tutorial](#)

Quality: 8,559 global accepts · Rating: 1500 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees
[longago_06's solution](#)

552.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,477 global accepts · Rating: 1500 · first AC: 2026-02-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[longago_06's solution](#)

553.

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,593 global accepts · Rating: 1500 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math, number theory

[longago_06's solution](#)

554.

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2026-02-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[longago_06's solution](#)

555.

1538F

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

Quality: 22,217 global accepts · Rating: 1500 · first AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, math, number theory

[longago_06's solution](#)

556.

1419D2

[Sage's Birthday \(hard version\)](#) · [Tutorial](#)

Quality: 17,418 global accepts · Rating: 1500 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[longago_06's solution](#)

557.

468A

[24 Game](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1500 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[longago_06's solution](#)

558.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[longago_06's solution](#)

559.

2185E

[The Robotic Rush](#) · [Tutorial](#)

Quality: 10,227 global accepts · Rating: 1500 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[longago_06's solution](#)

560.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[longago_06's solution](#)

561.

2183D1

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

Quality: 8,857 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[longago_06's solution](#)

562.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[longago_06's solution](#)

563.

743C

[Vladik and fractions](#) · [Tutorial](#)

Quality: 13,403 global accepts · Rating: 1500 · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[longago_06's solution](#)

564.

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[longago_06's solution](#)

565.

959C

[Mahmoud and Ehab and the wrong algorithm](#) · [Tutorial](#)

Quality: 6,209 global accepts · Rating: 1500 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees
[longago_06's solution](#)

566.

2078C

[Breach of Faith](#) · [Tutorial](#)

Rating: 1500 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, probabilities, sortings
[longago_06's solution](#)

567.

224B

[Array](#) · [Tutorial](#)

Quality: 7,918 global accepts · Rating: 1500 · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, implementation, two pointers
[longago_06's solution](#)

568.

1391C

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

Quality: 16,028 global accepts · Rating: 1500 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, math
[longago_06's solution](#)

569.

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,551 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, number theory
[longago_06's solution](#)

570.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,031 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers
[longago_06's solution](#)

571.

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,778 global accepts · Rating: 1500 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings
[longago_06's solution](#)

572.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation
[longago_06's solution](#)

573.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1500 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[longago_06's solution](#)

574.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,182 global accepts · Rating: 1500 · first AC: 2025-08-21 · last AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[longago_06's solution](#)

575.

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1500 · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures

[longago_06's solution](#)

576.

742B

[Arpa's obvious problem and Mehrdad's terrible solution](#) · [Tutorial](#)

Quality: 10,061 global accepts · Rating: 1500 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[longago_06's solution](#)

577.

1542B

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

Quality: 26,542 global accepts · Rating: 1500 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[longago_06's solution](#)

578.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[longago_06's solution](#)

579.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 1500 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[longago_06's solution](#)

580.

2121E

[Sponsor of Your Problems](#) · [Tutorial](#)

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[longago_06's solution](#)

581.

1526C1

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

Quality: 27,191 global accepts · Rating: 1500 · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy

[longago_06's solution](#)

582.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,348 global accepts · Rating: 1500 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[longago_06's solution](#)

583.

414A

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

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[longago_06's solution](#)

584.

1372C

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

Quality: 19,092 global accepts · Rating: 1500 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[longago_06's solution](#)

585.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[longago_06's solution](#)

586.

1646C

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

Quality: 19,520 global accepts · Rating: 1500 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math
[longago_06's solution](#)

587.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,486 global accepts · Rating: 1500 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees
[longago_06's solution](#)

588.

771A

[Bear and Friendship Condition](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1500 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs
[longago_06's solution](#)

589.

1999G1

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

Quality: 14,528 global accepts · Rating: 1500 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive
[longago_06's solution](#)

590.

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory
[longago_06's solution](#)

591.

1490F

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

Quality: 18,388 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings
[longago_06's solution](#)

592.

977E

[Cyclic Components](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs
[longago_06's solution](#)

593.

2072E

[Do You Love Your Hero and His Two-Hit Multi-Target Attacks?](#) · [Tutorial](#)

Quality: 12,272 global accepts · Rating: 1500 · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math
[longago_06's solution](#)

594.

437B

[The Child and Set](#) · [Tutorial](#)

Quality: 10,449 global accepts · Rating: 1500 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, implementation, sortings

[longago_06's solution](#)

595.

2106D

[Flower Boy](#) · [Tutorial](#)

Quality: 12,274 global accepts · Rating: 1500 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[longago_06's solution](#)

596.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,687 global accepts · Rating: 1500 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[longago_06's solution](#)

597.

2107C

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

Quality: 12,096 global accepts · Rating: 1500 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[longago_06's solution](#)

598.

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,446 global accepts · Rating: 1500 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[longago_06's solution](#)

599.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,485 global accepts · Rating: 1500 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[longago_06's solution](#)

600.

268C

[Beautiful Sets of Points](#) · [Tutorial](#)

Quality: 14,640 global accepts · Rating: 1500 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[longago_06's solution](#)

601.

707C

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[longago_06's solution](#)

602.

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 1600 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[longago_06's solution](#)

603.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[longago_06's solution](#)

604.

2207C

[Where's My Water? · Tutorial](#)

Quality: 5,455 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math

[longago_06's solution](#)

605.

2199C

[Minesweeper · Tutorial](#)

Quality: 413 global accepts · Rating: 1600 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, constructive algorithms, greedy

[longago_06's solution](#)

606.

2117E

[Lost Soul · Tutorial](#)

Quality: 11,859 global accepts · Rating: 1600 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[longago_06's solution](#)

607.

2196B

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

Quality: 8,587 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, two pointers

[longago_06's solution](#)

608.

2194D

[Table Cut · Tutorial](#)

Quality: 7,859 global accepts · Rating: 1600 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[longago_06's solution](#)

609.

1364C

[Ehab and Prefix MEXs · Tutorial](#)

Quality: 14,360 global accepts · Rating: 1600 · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[longago_06's solution](#)

610.

2132D

[From 1 to Infinity · Tutorial](#)

Quality: 8,828 global accepts · Rating: 1600 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, implementation, math

[longago_06's solution](#)

611.

1165E

[Two Arrays and Sum of Functions · Tutorial](#)

Quality: 10,022 global accepts · Rating: 1600 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[longago_06's solution](#)

612.

2193F

[Pizza Delivery · Tutorial](#)

Quality: 8,466 global accepts · Rating: 1600 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[longago_06's solution](#)

613.

2184D

[Unfair Game · Tutorial](#)

Quality: 9,504 global accepts · Rating: 1600 · first AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[longago_06's solution](#)

614.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2026-01-06 · last AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[longago_06's solution](#)

615.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,959 global accepts · Rating: 1600 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[longago_06's solution](#)

616.

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,953 global accepts · Rating: 1600 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[longago_06's solution](#)

617.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,171 global accepts · Rating: 1600 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, sortings

[longago_06's solution](#)

618.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,327 global accepts · Rating: 1600 · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math

[longago_06's solution](#)

619.

2167E

[khba Loves to Sleep!](#) · [Tutorial](#)

Quality: 9,071 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation

[longago_06's solution](#)

620.

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,136 global accepts · Rating: 1600 · first AC: 2025-10-28 · last AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, math, trees

[longago_06's solution](#)

621.

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,022 global accepts · Rating: 1600 · first AC: 2025-10-28 · last AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[longago_06's solution](#)

622.

2162E

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

Quality: 9,340 global accepts · Rating: 1600 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, schedules

[longago_06's solution](#)

623.

1352G

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

Quality: 24,808 global accepts · Rating: 1600 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[longago_06's solution](#)

624.

2130D

[Stay or Mirror](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[longago_06's solution](#)

625.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[longago_06's solution](#)

626.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1600 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[longago_06's solution](#)

627.

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[longago_06's solution](#)

628.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[longago_06's solution](#)

629.

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 1600 · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation

[longago_06's solution](#)

630.

1526C2

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

Quality: 29,754 global accepts · Rating: 1600 · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[longago_06's solution](#)

631.

236C

[LCM Challenge](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-06-02 · last AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory

[longago_06's solution](#)

632.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[longago_06's solution](#)

633.

1165D

[Almost All Divisors](#) · [Tutorial](#)

Quality: 19,724 global accepts · Rating: 1600 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[longago_06's solution](#)

634.

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1600 · first AC: 2025-05-21 · last AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: geometry, interactive, probabilities

[longago_06's solution](#)

635.

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,674 global accepts · Rating: 1600 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, sortings

[longago_06's solution](#)

636.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,641 global accepts · Rating: 1600 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory

[longago_06's solution](#)

637.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,299 global accepts · Rating: 1600 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[longago_06's solution](#)

638.

317A

[Perfect Pair](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[longago_06's solution](#)

639.

1025B

[Weakened Common Divisor](#) · [Tutorial](#)

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, number theory

[longago_06's solution](#)

640.

75C

[Modified GCD](#) · [Tutorial](#)

Quality: 15,650 global accepts · Rating: 1600 · first AC: 2025-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, number theory

[longago_06's solution](#)

641.

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,414 global accepts · Rating: 1600 · first AC: 2025-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[longago_06's solution](#)

642.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,909 global accepts · Rating: 1600 · first AC: 2025-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

[longago_06's solution](#)

643.

165C

[Another Problem on Strings](#) · [Tutorial](#)

Quality: 13,826 global accepts · Rating: 1600 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers

[longago_06's solution](#)

644.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,548 global accepts · Rating: 1600 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[longago_06's solution](#)

645.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,800 global accepts · Rating: 1600 · first AC: 2025-05-11 · last AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, number theory

[longago_06's solution](#)

646.

597A

[Divisibility](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1600 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[longago_06's solution](#)

647.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,987 global accepts · Rating: 1600 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[longago_06's solution](#)

648.

495B

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

Quality: 8,264 global accepts · Rating: 1600 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[longago_06's solution](#)

649.

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[longago_06's solution](#)

650.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, number theory, two pointers

[longago_06's solution](#)

651.

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,563 global accepts · Rating: 1600 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[longago_06's solution](#)

652.

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,596 global accepts · Rating: 1600 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings, two pointers

[longago_06's solution](#)

653.

353C

[Find Maximum](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1600 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, number theory

[longago_06's solution](#)

654.

1333C

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

Quality: 13,365 global accepts · Rating: 1700 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation, two pointers

[longago_06's solution](#)

655.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1700 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math
[longago_06's solution](#)

656.

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,924 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees
[longago_06's solution](#)

657.

2203D

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

Quality: 5,441 global accepts · Rating: 1700 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, number theory
[longago_06's solution](#)

658.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings, two pointers
[longago_06's solution](#)

659.

2201A2

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

Quality: 5,091 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[longago_06's solution](#)

660.

2201B

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

Quality: 4,961 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[longago_06's solution](#)

661.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs
[longago_06's solution](#)

662.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,421 global accepts · Rating: 1700 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[longago_06's solution](#)

663.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,893 global accepts · Rating: 1700 · first AC: 2026-02-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
[longago_06's solution](#)

664.

798C

[Mike and gcd problem](#) · [Tutorial](#)

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2026-01-28 · last AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, number theory
[longago_06's solution](#)

665.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[longago_06's solution](#)

666.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[longago_06's solution](#)

667.

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,015 global accepts · Rating: 1700 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, implementation

[longago_06's solution](#)

668.

1393C

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

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2026-01-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[longago_06's solution](#)

669.

977F

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

Quality: 25,136 global accepts · Rating: 1700 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: dp

[longago_06's solution](#)

670.

1114C

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

Quality: 7,889 global accepts · Rating: 1700 · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[longago_06's solution](#)

671.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: math, strings

[longago_06's solution](#)

672.

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,120 global accepts · Rating: 1700 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[longago_06's solution](#)

673.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2025-12-24 · last AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[longago_06's solution](#)

674.

1760G

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

Quality: 10,315 global accepts · Rating: 1700 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[longago_06's solution](#)

675.

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[longago_06's solution](#)

676.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,491 global accepts · Rating: 1700 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings

[longago_06's solution](#)

677.

2136D

[For the Champion](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-08-28 · last AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[longago_06's solution](#)

678.

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,762 global accepts · Rating: 1700 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[longago_06's solution](#)

679.

2113C

[Smilo and Minecraft](#) · [Tutorial](#)

Quality: 7,976 global accepts · Rating: 1700 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[longago_06's solution](#)

680.

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,456 global accepts · Rating: 1700 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[longago_06's solution](#)

681.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,608 global accepts · Rating: 1700 · first AC: 2025-05-24 · last AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[longago_06's solution](#)

682.

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs

[longago_06's solution](#)

683.

1936A

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

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2025-05-21 · last AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[longago_06's solution](#)

684.

1999G2

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

Quality: 11,031 global accepts · Rating: 1700 · first AC: 2025-05-19 · last AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[longago_06's solution](#)

685.

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-18 · last AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[longago_06's solution](#)

686.

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[longago_06's solution](#)

687.

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,450 global accepts · Rating: 1700 · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[longago_06's solution](#)

688.

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,602 global accepts · Rating: 1700 · first AC: 2025-05-15 · last AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory

[longago_06's solution](#)

689.

382C

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

Quality: 8,733 global accepts · Rating: 1700 · first AC: 2025-05-11 · last AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[longago_06's solution](#)

690.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1700 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[longago_06's solution](#)

691.

485C

[Bits](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[longago_06's solution](#)

692.

2218G

[The 67th Iteration of "Counting is Fun"](#) · [Tutorial](#)

Quality: 3,632 global accepts · Rating: 1800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[longago_06's solution](#)

693.

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[longago_06's solution](#)

694.

2208D1

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

Quality: 4,206 global accepts · Rating: 1800 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

[longago_06's solution](#)

695.

2199D

[Two Arrays](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 1800 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, math

[longago_06's solution](#)

696.

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,289 global accepts · Rating: 1800 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[longago_06's solution](#)

697.

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 1800 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[longago_06's solution](#)

698.

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,311 global accepts · Rating: 1800 · first AC: 2026-02-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math

[longago_06's solution](#)

699.

2196C1

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

Quality: 3,596 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[longago_06's solution](#)

700.

300C

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

Quality: 11,760 global accepts · Rating: 1800 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics

[longago_06's solution](#)

701.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,949 global accepts · Rating: 1800 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math, two pointers

[longago_06's solution](#)

702.

2078D

[Scammy Game Ad](#) · [Tutorial](#)

Quality: 6,538 global accepts · Rating: 1800 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[longago_06's solution](#)

703.

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,212 global accepts · Rating: 1800 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[longago_06's solution](#)

704.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[longago_06's solution](#)

705.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2026-01-22 · last AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[longago_06's solution](#)

706.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,221 global accepts · Rating: 1800 · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[longago_06's solution](#)

707.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,568 global accepts · Rating: 1800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[longago_06's solution](#)

708.

1296E1

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

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[longago_06's solution](#)

709.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,600 global accepts · Rating: 1800 · first AC: 2025-05-19 · last AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[longago_06's solution](#)

710.

2179E

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

Quality: 5,784 global accepts · Rating: 1800 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, math

[longago_06's solution](#)

711.

1846E2

[Rudolf and Snowflakes \(hard version\)](#) · [Tutorial](#)

Quality: 8,510 global accepts · Rating: 1800 · first AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, math

[longago_06's solution](#)

712.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[longago_06's solution](#)

713.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,295 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[longago_06's solution](#)

714.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,396 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[longago_06's solution](#)

715.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,001 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math
[longago_06's solution](#)

716.

2139E1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, math, trees
[longago_06's solution](#)

717.

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,127 global accepts · Rating: 1800 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers
[longago_06's solution](#)

718.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,812 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings
[longago_06's solution](#)

719.

2093F

[Hackers and Neural Networks](#) · [Tutorial](#)

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy
[longago_06's solution](#)

720.

706D

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

Quality: 12,594 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, trees
[longago_06's solution](#)

721.

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,121 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory
[longago_06's solution](#)

722.

2200F

[Moclear Reactor 2](#) · [Tutorial](#)

Quality: 2,894 global accepts · Rating: 1900 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings
[longago_06's solution](#)

723.

2166D

[Marble Council](#) · [Tutorial](#)

Rating: 1900 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, math
[longago_06's solution](#)

724.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,382 global accepts · Rating: 1900 · first AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[longago_06's solution](#)

725.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2026-02-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[longago_06's solution](#)

726.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,256 global accepts · Rating: 1900 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[longago_06's solution](#)

727.

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,962 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[longago_06's solution](#)

728.

2191D2

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

Rating: 1900 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[longago_06's solution](#)

729.

1092F

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

Quality: 10,847 global accepts · Rating: 1900 · first AC: 2025-06-30 · last AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[longago_06's solution](#)

730.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,904 global accepts · Rating: 1900 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[longago_06's solution](#)

731.

656A

[Da Vinci Powers](#) · [Tutorial](#)

Quality: 3,815 global accepts · Rating: 1900 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: *special

[longago_06's solution](#)

732.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,178 global accepts · Rating: 1900 · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[longago_06's solution](#)

733.

685B

[Kay and Snowflake](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[longago_06's solution](#)

734.

57C

[Array](#) · [Tutorial](#)

Quality: 4,009 global accepts · Rating: 1900 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[longago_06's solution](#)

735.

2093G

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

Quality: 3,806 global accepts · Rating: 1900 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

[longago_06's solution](#)

736.

2199F

[Self-Produced Sequences](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 2000 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, combinatorics, math

[longago_06's solution](#)

737.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[longago_06's solution](#)

738.

380C

[Sereja and Brackets](#) · [Tutorial](#)

Quality: 19,781 global accepts · Rating: 2000 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, schedules

[longago_06's solution](#)

739.

2201C

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

Quality: 1,995 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy

[longago_06's solution](#)

740.

2096D

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

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[longago_06's solution](#)

741.

2195F

[Parabola Independence](#) · [Tutorial](#)

Quality: 2,707 global accepts · Rating: 2000 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, math, sortings

[longago_06's solution](#)

742.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,864 global accepts · Rating: 2000 · first AC: 2026-02-14 · last AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[longago_06's solution](#)

743.

2196C2

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

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[longago_06's solution](#)

744.

2194E

[The Turtle Strikes Back](#) · [Tutorial](#)

Quality: 2,615 global accepts · Rating: 2000 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, implementation

[longago_06's solution](#)

745.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[longago_06's solution](#)

746.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[longago_06's solution](#)

747.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[longago_06's solution](#)

748.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[longago_06's solution](#)

749.

451D

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

Quality: 5,064 global accepts · Rating: 2000 · first AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: math

[longago_06's solution](#)

750.

2171E

[Anisphia Wynn Palettia and Good Permutations](#) · [Tutorial](#)

Quality: 3,655 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[longago_06's solution](#)

751.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,506 global accepts · Rating: 2000 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[longago_06's solution](#)

752.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,863 global accepts · Rating: 2000 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[longago_06's solution](#)

753.

2199E

[Supersequence](#) · [Tutorial](#)

Quality: 183 global accepts · Rating: 2100 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, binary search, greedy

[longago_06's solution](#)

754.

1948E

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

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[longago_06's solution](#)

755.

2193G

[Paths in a Tree](#) · [Tutorial](#)

Quality: 2,242 global accepts · Rating: 2100 · first AC: 2026-02-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, interactive, sortings, trees

[longago_06's solution](#)

756.

1364D

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

Quality: 4,962 global accepts · Rating: 2100 · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[longago_06's solution](#)

757.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search

[longago_06's solution](#)

758.

2162F

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

Quality: 2,915 global accepts · Rating: 2100 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[longago_06's solution](#)

759.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[longago_06's solution](#)

760.

2170E

[Binary Strings and Blocks](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2100 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[longago_06's solution](#)

761.

2169D2

[Removal of a Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2100 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[longago_06's solution](#)

762.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,828 global accepts · Rating: 2100 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[longago_06's solution](#)

763.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 2100 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, number theory

[longago_06's solution](#)

764.

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2200 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers

[longago_06's solution](#)

765.

2208D2

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

Quality: 1,837 global accepts · Rating: 2200 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[longago_06's solution](#)

766.

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[longago_06's solution](#)

767.

2200G

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

Quality: 1,030 global accepts · Rating: 2200 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[longago_06's solution](#)

768.

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[longago_06's solution](#)

769.

2178F

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

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees

[longago_06's solution](#)

770.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,251 global accepts · Rating: 2200 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[longago_06's solution](#)

771.

2199H

[Sum of MEX](#) · [Tutorial](#)

Quality: 90 global accepts · Rating: 2300 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, combinatorics, data structures, dp, math

[longago_06's solution](#)

772.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2026-02-16 · last AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[longago_06's solution](#)

773.

2195G

[Idiot First Search and Queries](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2300 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, graphs, trees

[longago_06's solution](#)

774.

830C

[Bamboo Partition](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2300 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory, sortings, two pointers

[longago_06's solution](#)

775.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,372 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[longago_06's solution](#)

776.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[longago_06's solution](#)

777.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[longago_06's solution](#)

778.

2195H

[Codeforces Heuristic Contest 001](#) · [Tutorial](#)

Quality: 468 global accepts · Rating: 2400 · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, geometry, implementation

[longago_06's solution](#)

779.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees

[longago_06's solution](#)

780.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[longago_06's solution](#)

781.

2199G

[Jammer](#) · [Tutorial](#)

Quality: 59 global accepts · Rating: 2500 · first AC: 2026-03-03 · Kotlin 2.2 (first AC) · Tags: *special, math

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782.

2202G1

[Monotone Monochrome Matrices \(Easy Version\)](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures

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783.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[longago_06's solution](#)

784.

2196D

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

Quality: 996 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[longago_06's solution](#)

785.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,944 global accepts · Rating: 2600 · first AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: math

[longago_06's solution](#)

786.

2109C3

[Hacking Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[longago_06's solution](#)

787.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, implementation

[longago_06's solution](#)

788.

2201F2

[Monotone Monochrome Matrices \(Hard Version\)](#) · [Tutorial](#)

Quality: 400 global accepts · Rating: 2800 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, hashing, math

[longago_06's solution](#)

789.

2201F1

[Monotone Monochrome Matrices \(Medium Version\)](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2900 · first AC: 2026-02-23 · last AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing

[longago_06's solution](#)

790.

2227G

[Drowning](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math

[longago_06's solution](#)

791.

2227H

[Fallen Leaves](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[longago_06's solution](#)

792.

2227E

[It All Went Sideways](#) · [Tutorial](#)

Quality: 6,215 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[longago_06's solution](#)

793.

2227F

[It Just Keeps Going Sideways](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math

[longago_06's solution](#)

794.

2227D

[Palindromex](#) · [Tutorial](#)

Quality: 8,908 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation, two pointers

[longago_06's solution](#)

795.

2227C

[Snowfall](#) · [Tutorial](#)

Quality: 15,358 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[longago_06's solution](#)

796.

2227B

[Party Monster](#) · [Tutorial](#)

Quality: 18,417 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[longago_06's solution](#)

797.

2227A

[Koshary](#) · [Tutorial](#)

Quality: 19,872 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[longago_06's solution](#)

798.

2226D

[Reserved Reversals](#) · [Tutorial](#)

Quality: 2,227 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math
[longago_06's solution](#)

799.

2226C

[Mental Monumental \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, two pointers
[longago_06's solution](#)

800.

2226A

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

Quality: 11,230 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[longago_06's solution](#)

801.

2226B

[Everything Everywhere](#) · [Tutorial](#)

Quality: 10,099 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory
[longago_06's solution](#)

802.

2225D

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

Quality: 6,630 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math
[longago_06's solution](#)

803.

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,370 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[longago_06's solution](#)

804.

2225B

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

Quality: 14,181 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
[longago_06's solution](#)

805.

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,725 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[longago_06's solution](#)

806.

2220A

[Blocked](#) · [Tutorial](#)

Quality: 18,145 global accepts · Rating: — · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[longago_06's solution](#)

807.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,214 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[longago_06's solution](#)

808.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees
[longago_06's solution](#)

809.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math
[longago_06's solution](#)

810.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 9,008 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[longago_06's solution](#)

811.

2214C

[And?](#) · [Tutorial](#)

Quality: 1,821 global accepts · Rating: — · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, bitmasks
[longago_06's solution](#)

812.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,571 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, strings
[longago_06's solution](#)

813.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,137 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, graph matchings, implementation
[longago_06's solution](#)

814.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,274 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, strings
[longago_06's solution](#)

815.

2214H

[Double Vision](#) · [Tutorial](#)

Quality: 1,603 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[longago_06's solution](#)

816.

1812J

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

Quality: 6,291 global accepts · Rating: — · first AC: 2026-03-21 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[longago_06's solution](#)

817.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, brute force, implementation

[longago_06's solution](#)

818.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, expression parsing, strings

[longago_06's solution](#)

819.

1812G

[Colour Vision](#) · [Tutorial](#)

Quality: 623 global accepts · Rating: — · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, implementation

[longago_06's solution](#)

820.

102694A

[Circumference of a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[longago_06's solution](#)

821.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: *special, geometry

[longago_06's solution](#)

822.

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: *special, binary search, brute force

[longago_06's solution](#)

823.

2095H

[Blurry Vision](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: — · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: *special, fft, math

[longago_06's solution](#)