

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

<https://cfelitetracker.vercel.app>

Unique solved — lotusblume

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

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

Filters: none

Count: 2,390

1.

2172A

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

Quality: 14,552 global accepts · Rating: 800 · first AC: 2026-01-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lotusblume's solution](#)

2.

2183A

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

Quality: 23,674 global accepts · Rating: 800 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: games

[lotusblume's solution](#)

3.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,740 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[lotusblume's solution](#)

4.

2157A

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

Quality: 16,506 global accepts · Rating: 800 · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[lotusblume's solution](#)

5.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,840 global accepts · Rating: 800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings

[lotusblume's solution](#)

6.

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

[lotusblume's solution](#)

7.

2160A

[MEX Partition](#) · [Tutorial](#)

Quality: 22,459 global accepts · Rating: 800 · first AC: 2025-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[lotusblume's solution](#)

8.

2145A

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

Quality: 30,765 global accepts · Rating: 800 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[lotusblume's solution](#)

9.

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,172 global accepts · Rating: 800 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[lotusblume's solution](#)

10.

2152A

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

Quality: 22,320 global accepts · Rating: 800 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[lotusblume's solution](#)

11.

2134A

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

Quality: 26,564 global accepts · Rating: 800 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[lotusblume's solution](#)

12.

2147A

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

Quality: 18,639 global accepts · Rating: 800 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[lotusblume's solution](#)

13.

2143A

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

Quality: 20,701 global accepts · Rating: 800 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers

[lotusblume's solution](#)

14.

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,545 global accepts · Rating: 800 · first AC: 2025-08-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[lotusblume's solution](#)

15.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,974 global accepts · Rating: 800 · first AC: 2025-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math

[lotusblume's solution](#)

16.

2132A

[Homework](#) · [Tutorial](#)

Quality: 43,350 global accepts · Rating: 800 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[lotusblume's solution](#)

17.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,652 global accepts · Rating: 800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[lotusblume's solution](#)

18.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,212 global accepts · Rating: 800 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[lotusblume's solution](#)

19.

2124A

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

Quality: 19,211 global accepts · Rating: 800 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[lotusblume's solution](#)

20.

2120A

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

Quality: 20,330 global accepts · Rating: 800 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[lotusblume's solution](#)

21.

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,206 global accepts · Rating: 800 · first AC: 2025-06-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[lotusblume's solution](#)

22.

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,209 global accepts · Rating: 800 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math

[lotusblume's solution](#)

23.

2110A

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

Quality: 29,831 global accepts · Rating: 800 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[lotusblume's solution](#)

24.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,577 global accepts · Rating: 800 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[lotusblume's solution](#)

25.

2094B

[Bobritto Bandito](#) · [Tutorial](#)

Quality: 33,151 global accepts · Rating: 800 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[lotusblume's solution](#)

26.

2094A

[Trippi Troppi](#) · [Tutorial](#)

Quality: 56,301 global accepts · Rating: 800 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[lotusblume's solution](#)

27.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,433 global accepts · Rating: 800 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[lotusblume's solution](#)

28.

2065B

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

Quality: 42,082 global accepts · Rating: 800 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[lotusblume's solution](#)

29.

2065A

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

Quality: 55,641 global accepts · Rating: 800 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[lotusblume's solution](#)

30.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · last AC: 2025-01-22 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[lotusblume's solution](#)

31.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,762 global accepts · Rating: 800 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[lotusblume's solution](#)

32.

2061A

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

Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[lotusblume's solution](#)

33.

2056A

[Shape Perimeter](#) · [Tutorial](#)

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

34.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[lotusblume's solution](#)

35.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry, greedy, math
[lotusblume's solution](#)

36.

2048A

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

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math, number theory
[lotusblume's solution](#)

37.

2044C

[Hard Problem](#) · [Tutorial](#)

Quality: 45,278 global accepts · Rating: 800 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[lotusblume's solution](#)

38.

2044B

[Normal Problem](#) · [Tutorial](#)

Quality: 51,985 global accepts · Rating: 800 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings
[lotusblume's solution](#)

39.

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,221 global accepts · Rating: 800 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[lotusblume's solution](#)

40.

2050A

[Line Breaks](#) · [Tutorial](#)

Quality: 36,464 global accepts · Rating: 800 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[lotusblume's solution](#)

41.

2034A

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

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[lotusblume's solution](#)

42.

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[lotusblume's solution](#)

43.

2038N

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

Quality: 11,341 global accepts · Rating: 800 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[lotusblume's solution](#)

44.

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,228 global accepts · Rating: 800 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[lotusblume's solution](#)

45.

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,979 global accepts · Rating: 800 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[lotusblume's solution](#)

46.

750A

[New Year and Hurry](#) · [Tutorial](#)

Quality: 92,562 global accepts · Rating: 800 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, math

[lotusblume's solution](#)

47.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,164 global accepts · Rating: 800 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[lotusblume's solution](#)

48.

2036B

[Startup](#) · [Tutorial](#)

Quality: 29,744 global accepts · Rating: 800 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[lotusblume's solution](#)

49.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[lotusblume's solution](#)

50.

2033A

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

Quality: 41,164 global accepts · Rating: 800 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[lotusblume's solution](#)

51.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,575 global accepts · Rating: 800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[lotusblume's solution](#)

52.

2014B

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

Quality: 33,195 global accepts · Rating: 800 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: math

[lotusblume's solution](#)

53.

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,715 global accepts · Rating: 800 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[lotusblume's solution](#)

54.

2003B

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

Quality: 27,529 global accepts · Rating: 800 · first AC: 2024-08-28 · last AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[lotusblume's solution](#)

55.

2003A

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

Quality: 32,665 global accepts · Rating: 800 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[lotusblume's solution](#)

56.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,711 global accepts · Rating: 800 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[lotusblume's solution](#)

57.

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[lotusblume's solution](#)

58.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[lotusblume's solution](#)

59.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[lotusblume's solution](#)

60.

1466B

[Last minute enhancements](#) · [Tutorial](#)

Quality: 23,595 global accepts · Rating: 800 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[lotusblume's solution](#)

61.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math

[lotusblume's solution](#)

62.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,433 global accepts · Rating: 800 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[lotusblume's solution](#)

63.

1991A

[Maximize the Last Element](#) · [Tutorial](#)

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[lotusblume's solution](#)

64.

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,913 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[lotusblume's solution](#)

65.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,386 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[lotusblume's solution](#)

66.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,426 global accepts · Rating: 800 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[lotusblume's solution](#)

67.

1994A

[Diverse Game](#) · [Tutorial](#)

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

[lotusblume's solution](#)

68.

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,960 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[lotusblume's solution](#)

69.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,258 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[lotusblume's solution](#)

70.

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,989 global accepts · Rating: 800 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math, sortings

[lotusblume's solution](#)

71.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,993 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[lotusblume's solution](#)

72.

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[lotusblume's solution](#)

73.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings

[lotusblume's solution](#)

74.

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,494 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[lotusblume's solution](#)

75.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search

[lotusblume's solution](#)

76.

1978A

[Alice and Books](#) · [Tutorial](#)

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

[lotusblume's solution](#)

77.

1985B

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

Quality: 56,776 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[lotusblume's solution](#)

78.

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,379 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[lotusblume's solution](#)

79.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[lotusblume's solution](#)

80.

1979A

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

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

[lotusblume's solution](#)

81.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,483 global accepts · Rating: 800 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[lotusblume's solution](#)

82.

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,503 global accepts · Rating: 800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: sortings

[lotusblume's solution](#)

83.

1980A

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

Quality: 47,600 global accepts · Rating: 800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: math

[lotusblume's solution](#)

84.

1981A

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

Quality: 24,251 global accepts · Rating: 800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[lotusblume's solution](#)

85.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,646 global accepts · Rating: 800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[lotusblume's solution](#)

86.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,202 global accepts · Rating: 800 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[lotusblume's solution](#)

87.

1975A

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

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[lotusblume's solution](#)

88.

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,264 global accepts · Rating: 800 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[lotusblume's solution](#)

89.

1974B

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

Quality: 34,489 global accepts · Rating: 800 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[lotusblume's solution](#)

90.

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,923 global accepts · Rating: 800 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[lotusblume's solution](#)

91.

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,718 global accepts · Rating: 800 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[lotusblume's solution](#)

92.

1971A

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

Quality: 59,503 global accepts · Rating: 800 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[lotusblume's solution](#)

93.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[lotusblume's solution](#)

94.

1942A

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

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[lotusblume's solution](#)

95.

1968B

[Prefiguence](#) · [Tutorial](#)

Quality: 31,440 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[lotusblume's solution](#)

96.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,456 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[lotusblume's solution](#)

97.

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,904 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers
[lotusblume's solution](#)

98.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,180 global accepts · Rating: 800 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[lotusblume's solution](#)

99.

1966A

[Card Exchange](#) · [Tutorial](#)

Quality: 19,570 global accepts · Rating: 800 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy
[lotusblume's solution](#)

100.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,563 global accepts · Rating: 800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[lotusblume's solution](#)

101.

110A

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

Quality: 199,527 global accepts · Rating: 800 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[lotusblume's solution](#)

102.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,675 global accepts · Rating: 800 · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[lotusblume's solution](#)

103.

1948A

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

Quality: 30,996 global accepts · Rating: 800 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[lotusblume's solution](#)

104.

1956B

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

Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[lotusblume's solution](#)

105.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, games, greedy

[lotusblume's solution](#)

106.

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,907 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[lotusblume's solution](#)

107.

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,218 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lotusblume's solution](#)

108.

1950A

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

Quality: 69,457 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lotusblume's solution](#)

109.

1941A

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

Quality: 47,702 global accepts · Rating: 800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[lotusblume's solution](#)

110.

1933A

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

Quality: 42,110 global accepts · Rating: 800 · first AC: 2024-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[lotusblume's solution](#)

111.

1935A

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

Quality: 30,326 global accepts · Rating: 800 · first AC: 2024-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[lotusblume's solution](#)

112.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[lotusblume's solution](#)

113.

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,454 global accepts · Rating: 800 · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[lotusblume's solution](#)

114.

1926A

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

Quality: 62,209 global accepts · Rating: 800 · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lotusblume's solution](#)

115.

1541A

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

Quality: 30,717 global accepts · Rating: 800 · first AC: 2024-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[lotusblume's solution](#)

116.

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,901 global accepts · Rating: 800 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[lotusblume's solution](#)

117.

1930A

[Maximise The Score](#) · [Tutorial](#)

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[lotusblume's solution](#)

118.

1929B

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

Quality: 26,731 global accepts · Rating: 800 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[lotusblume's solution](#)

119.

1929A

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

Quality: 34,944 global accepts · Rating: 800 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[lotusblume's solution](#)

120.

1928A

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

Quality: 24,423 global accepts · Rating: 800 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[lotusblume's solution](#)

121.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,439 global accepts · Rating: 800 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[lotusblume's solution](#)

122.

1921A

[Square](#) · [Tutorial](#)

Quality: 49,598 global accepts · Rating: 800 · first AC: 2024-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[lotusblume's solution](#)

123.

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,577 global accepts · Rating: 800 · first AC: 2024-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[lotusblume's solution](#)

124.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,374 global accepts · Rating: 800 · first AC: 2024-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[lotusblume's solution](#)

125.

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,429 global accepts · Rating: 800 · first AC: 2024-02-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[lotusblume's solution](#)

126.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,851 global accepts · Rating: 800 · first AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms,

implementation, strings

[lotusblume's solution](#)

127.

821A

[Okabe and Future Gadget Laboratory](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: 800 · first AC: 2024-01-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lotusblume's solution](#)

128.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[lotusblume's solution](#)

129.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[lotusblume's solution](#)

130.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,313 global accepts · Rating: 800 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[lotusblume's solution](#)

131.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,189 global accepts · Rating: 800 · first AC: 2023-12-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[lotusblume's solution](#)

132.

1915B

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

Quality: 50,360 global accepts · Rating: 800 · first AC: 2023-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation

[lotusblume's solution](#)

133.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,812 global accepts · Rating: 800 · first AC: 2023-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, implementation

[lotusblume's solution](#)

134.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[lotusblume's solution](#)

135.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,143 global accepts · Rating: 800 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[lotusblume's solution](#)

136.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,383 global accepts · Rating: 800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[lotusblume's solution](#)

137.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,362 global accepts · Rating: 800 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[lotusblume's solution](#)

138.

1899A

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

Quality: 92,807 global accepts · Rating: 800 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory

[lotusblume's solution](#)

139.

1472A

[Cards for Friends](#) · [Tutorial](#)

Quality: 45,524 global accepts · Rating: 800 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[lotusblume's solution](#)

140.

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,851 global accepts · Rating: 800 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[lotusblume's solution](#)

141.

1890B

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

Quality: 18,766 global accepts · Rating: 800 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[lotusblume's solution](#)

142.

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,155 global accepts · Rating: 800 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[lotusblume's solution](#)

143.

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,015 global accepts · Rating: 800 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, two pointers

[lotusblume's solution](#)

144.

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 70,032 global accepts · Rating: 800 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[lotusblume's solution](#)

145.

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,708 global accepts · Rating: 800 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[lotusblume's solution](#)

146.

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,413 global accepts · Rating: 800 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[lotusblume's solution](#)

147.

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[lotusblume's solution](#)

148.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,116 global accepts · Rating: 800 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[lotusblume's solution](#)

149.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math
[lotusblume's solution](#)

150.

1895B

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

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[lotusblume's solution](#)

151.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,921 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: math
[lotusblume's solution](#)

152.

1891A

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

Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
[lotusblume's solution](#)

153.

1883A

[Morning](#) · [Tutorial](#)

Quality: 29,259 global accepts · Rating: 800 · first AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: math
[lotusblume's solution](#)

154.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-10-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[lotusblume's solution](#)

155.

1881A

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

Quality: 59,364 global accepts · Rating: 800 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings
[lotusblume's solution](#)

156.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
[lotusblume's solution](#)

157.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[lotusblume's solution](#)

158.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,988 global accepts · Rating: 800 · first AC: 2022-03-09 · last AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[lotusblume's solution](#)

159.

1864A

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

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[lotusblume's solution](#)

160.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,363 global accepts · Rating: 800 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[lotusblume's solution](#)

161.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,437 global accepts · Rating: 800 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[lotusblume's solution](#)

162.

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,940 global accepts · Rating: 800 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[lotusblume's solution](#)

163.

1850C

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

Quality: 53,548 global accepts · Rating: 800 · first AC: 2023-07-21 · PyPy 3-64 (first AC) · Tags: implementation, strings

[lotusblume's solution](#)

164.

1850B

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

Quality: 50,381 global accepts · Rating: 800 · first AC: 2023-07-21 · PyPy 3-64 (first AC) · Tags: implementation, sortings

[lotusblume's solution](#)

165.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,215 global accepts · Rating: 800 · first AC: 2023-07-21 · PyPy 3-64 (first AC) · Tags: implementation, sortings

[lotusblume's solution](#)

166.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,662 global accepts · Rating: 800 · first AC: 2023-07-16 · PyPy 3-64 (first AC) · Tags: implementation

[lotusblume's solution](#)

167.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,956 global accepts · Rating: 800 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[lotusblume's solution](#)

168.

1845A

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

Quality: 47,374 global accepts · Rating: 800 · first AC: 2023-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[lotusblume's solution](#)

169.

1842A

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

Quality: 20,797 global accepts · Rating: 800 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[lotusblume's solution](#)

170.

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 800 · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[lotusblume's solution](#)

171.

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,990 global accepts · Rating: 800 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[lotusblume's solution](#)

172.

1840A

[Cipher Shifer](#) · [Tutorial](#)

Quality: 38,054 global accepts · Rating: 800 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings, two pointers

[lotusblume's solution](#)

173.

1837A

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

Quality: 54,852 global accepts · Rating: 800 · first AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[lotusblume's solution](#)

174.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,976 global accepts · Rating: 800 · first AC: 2023-05-13 · C++17 (GCC 7-32) (first AC) · Tags: strings

[lotusblume's solution](#)

175.

1818A

[Politics](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 800 · first AC: 2023-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[lotusblume's solution](#)

176.

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[lotusblume's solution](#)

177.

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,776 global accepts · Rating: 800 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[lotusblume's solution](#)

178.

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,607 global accepts · Rating: 800 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[lotusblume's solution](#)

179.

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[lotusblume's solution](#)

180.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[lotusblume's solution](#)

181.

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation
[lotusblume's solution](#)

182.

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,441 global accepts · Rating: 800 · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[lotusblume's solution](#)

183.

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,466 global accepts · Rating: 800 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[lotusblume's solution](#)

184.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[lotusblume's solution](#)

185.

1810A

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

Quality: 21,912 global accepts · Rating: 800 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[lotusblume's solution](#)

186.

1802A

[Likes](#) · [Tutorial](#)

Quality: 16,692 global accepts · Rating: 800 · first AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[lotusblume's solution](#)

187.

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,049 global accepts · Rating: 800 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[lotusblume's solution](#)

188.

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,174 global accepts · Rating: 800 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[lotusblume's solution](#)

189.

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,333 global accepts · Rating: 800 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings
[lotusblume's solution](#)

190.

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,354 global accepts · Rating: 800 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[lotusblume's solution](#)

191.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,728 global accepts · Rating: 800 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[lotusblume's solution](#)

192.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,479 global accepts · Rating: 800 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[lotusblume's solution](#)

193.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,586 global accepts · Rating: 800 · first AC: 2023-03-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lotusblume's solution](#)

194.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[lotusblume's solution](#)

195.

1794A

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

Quality: 18,824 global accepts · Rating: 800 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: strings

[lotusblume's solution](#)

196.

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,605 global accepts · Rating: 800 · first AC: 2023-03-02 · last AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[lotusblume's solution](#)

197.

1796A

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

Quality: 19,686 global accepts · Rating: 800 · first AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[lotusblume's solution](#)

198.

1799A

[Recent Actions](#) · [Tutorial](#)

Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[lotusblume's solution](#)

199.

1789B

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

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings, two pointers

[lotusblume's solution](#)

200.

1789A

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

Quality: 33,002 global accepts · Rating: 800 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[lotusblume's solution](#)

201.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,964 global accepts · Rating: 800 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[lotusblume's solution](#)

202.

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,982 global accepts · Rating: 800 · first AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[lotusblume's solution](#)

203.

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,652 global accepts · Rating: 800 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[lotusblume's solution](#)

204.

1573A

[Countdown](#) · [Tutorial](#)

Quality: 21,955 global accepts · Rating: 800 · first AC: 2023-02-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[lotusblume's solution](#)

205.

1793A

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

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[lotusblume's solution](#)

206.

1788A

[One and Two](#) · [Tutorial](#)

Quality: 53,029 global accepts · Rating: 800 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[lotusblume's solution](#)

207.

1791C

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

Quality: 74,204 global accepts · Rating: 800 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[lotusblume's solution](#)

208.

1791B

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

Quality: 52,664 global accepts · Rating: 800 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[lotusblume's solution](#)

209.

1791A

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

Quality: 80,633 global accepts · Rating: 800 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[lotusblume's solution](#)

210.

1352A

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

Quality: 104,149 global accepts · Rating: 800 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[lotusblume's solution](#)

211.

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,752 global accepts · Rating: 800 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[lotusblume's solution](#)

212.

1787A

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

Quality: 20,385 global accepts · Rating: 800 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[lotusblume's solution](#)

213.

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,997 global accepts · Rating: 800 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[lotusblume's solution](#)

214.

1790A

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

Quality: 41,050 global accepts · Rating: 800 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, strings
[lotusblume's solution](#)

215.

1780A

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

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[lotusblume's solution](#)

216.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,977 global accepts · Rating: 800 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[lotusblume's solution](#)

217.

1547B

[Alphabetical Strings](#) · [Tutorial](#)

Quality: 27,902 global accepts · Rating: 800 · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[lotusblume's solution](#)

218.

1547A

[Shortest Path with Obstacle](#) · [Tutorial](#)

Quality: 32,289 global accepts · Rating: 800 · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[lotusblume's solution](#)

219.

1777A

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

Quality: 44,026 global accepts · Rating: 800 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[lotusblume's solution](#)

220.

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings
[lotusblume's solution](#)

221.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[lotusblume's solution](#)

222.

1782A

[Parallel Projection](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[lotusblume's solution](#)

223.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2023-01-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[lotusblume's solution](#)

224.

1775A1

[Gardener and the Capybaras \(easy version\)](#) · [Tutorial](#)

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation
[lotusblume's solution](#)

225.

1783A

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

Quality: 48,749 global accepts · Rating: 800 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings
[lotusblume's solution](#)

226.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[lotusblume's solution](#)

227.

1438A

[Specific Tastes of Andre](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[lotusblume's solution](#)

228.

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[lotusblume's solution](#)

229.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[lotusblume's solution](#)

230.

1312A

[Two Regular Polygons](#) · [Tutorial](#)

Quality: 27,543 global accepts · Rating: 800 · first AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, number theory
[lotusblume's solution](#)

231.

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,669 global accepts · Rating: 800 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[lotusblume's solution](#)

232.

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,101 global accepts · Rating: 800 · first AC: 2022-12-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[lotusblume's solution](#)

233.

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,437 global accepts · Rating: 800 · first AC: 2022-12-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lotusblume's solution](#)

234.

1763A

[Absolute Maximization](#) · [Tutorial](#)

Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-19 · last AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[lotusblume's solution](#)

235.

1774A

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

Quality: 23,532 global accepts · Rating: 800 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[lotusblume's solution](#)

236.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[lotusblume's solution](#)

237.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lotusblume's solution](#)

238.

1762A

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

Quality: 20,589 global accepts · Rating: 800 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[lotusblume's solution](#)

239.

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,069 global accepts · Rating: 800 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lotusblume's solution](#)

240.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,480 global accepts · Rating: 800 · first AC: 2022-12-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[lotusblume's solution](#)

241.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,047 global accepts · Rating: 800 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[lotusblume's solution](#)

242.

1644A

[Doors and Keys](#) · [Tutorial](#)

Quality: 28,640 global accepts · Rating: 800 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lotusblume's solution](#)

243.

1644B

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

Quality: 21,321 global accepts · Rating: 800 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[lotusblume's solution](#)

244.

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,596 global accepts · Rating: 800 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[lotusblume's solution](#)

245.

1773F

[Football](#) · [Tutorial](#)

Quality: 4,782 global accepts · Rating: 800 · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[lotusblume's solution](#)

246.

1099A

[Snowball](#) · [Tutorial](#)

Quality: 13,348 global accepts · Rating: 800 · first AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lotusblume's solution](#)

247.

1616A

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

Quality: 23,829 global accepts · Rating: 800 · first AC: 2022-12-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lotusblume's solution](#)

248.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,455 global accepts · Rating: 800 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[lotusblume's solution](#)

249.

1758A

[SSeeeiinnngg DDoouubbllee](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[lotusblume's solution](#)

250.

1382A

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

Quality: 27,362 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[lotusblume's solution](#)

251.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,825 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[lotusblume's solution](#)

252.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,947 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[lotusblume's solution](#)

253.

1760B

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

Quality: 53,346 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[lotusblume's solution](#)

254.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,632 global accepts · Rating: 800 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[lotusblume's solution](#)

255.

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 800 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[lotusblume's solution](#)

256.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,637 global accepts · Rating: 800 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[lotusblume's solution](#)

257.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,666 global accepts · Rating: 800 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[lotusblume's solution](#)

258.

1673A

[Subtle Substring Subtraction](#) · [Tutorial](#)

Quality: 19,141 global accepts · Rating: 800 · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings

[lotusblume's solution](#)

259.

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,403 global accepts · Rating: 800 · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[lotusblume's solution](#)

260.

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,023 global accepts · Rating: 800 · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[lotusblume's solution](#)

261.

1748A

[The Ultimate Square](#) · [Tutorial](#)

Quality: 25,314 global accepts · Rating: 800 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[lotusblume's solution](#)

262.

1626A

[Equidistant Letters](#) · [Tutorial](#)

Quality: 30,877 global accepts · Rating: 800 · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[lotusblume's solution](#)

263.

1650A

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

Quality: 37,309 global accepts · Rating: 800 · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[lotusblume's solution](#)

264.

1750B

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

Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[lotusblume's solution](#)

265.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[lotusblume's solution](#)

266.

1712B

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

Quality: 22,399 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[lotusblume's solution](#)

267.

1712A

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

Quality: 25,057 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[lotusblume's solution](#)

268.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,485 global accepts · Rating: 800 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[lotusblume's solution](#)

269.

1740B

[Jumbo Extra Cheese 2](#) · [Tutorial](#)

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, sortings

[lotusblume's solution](#)

270.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,159 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[lotusblume's solution](#)

271.

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[lotusblume's solution](#)

272.

1754A

[Technical Support](#) · [Tutorial](#)

Quality: 24,869 global accepts · Rating: 800 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[lotusblume's solution](#)

273.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,304 global accepts · Rating: 800 · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[lotusblume's solution](#)

274.

1743B

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

Quality: 23,194 global accepts · Rating: 800 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[lotusblume's solution](#)

275.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,542 global accepts · Rating: 800 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, implementation, math

[lotusblume's solution](#)

276.

1744B

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

Quality: 24,898 global accepts · Rating: 800 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[lotusblume's solution](#)

277.

1744A

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

Quality: 28,779 global accepts · Rating: 800 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[lotusblume's solution](#)

278.

1746B

[Rebellion](#) · [Tutorial](#)

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

279.

1746A

[Maxmina](#) · [Tutorial](#)

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

280.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,105 global accepts · Rating: 800 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[lotusblume's solution](#)

281.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,319 global accepts · Rating: 800 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[lotusblume's solution](#)

282.

1741A

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

Quality: 33,804 global accepts · Rating: 800 · first AC: 2022-10-12 · last AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[lotusblume's solution](#)

283.

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[lotusblume's solution](#)

284.

1736A

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

Quality: 24,154 global accepts · Rating: 800 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[lotusblume's solution](#)

285.

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[lotusblume's solution](#)

286.

1642A

[Hard Way](#) · [Tutorial](#)

Quality: 16,732 global accepts · Rating: 800 · first AC: 2022-10-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[lotusblume's solution](#)

287.

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[lotusblume's solution](#)

288.

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,058 global accepts · Rating: 800 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[lotusblume's solution](#)

289.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[lotusblume's solution](#)

290.

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lotusblume's solution](#)

291.

1713A

[Traveling Salesman Problem](#) · [Tutorial](#)

Quality: 22,818 global accepts · Rating: 800 · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, implementation

[lotusblume's solution](#)

292.

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,780 global accepts · Rating: 800 · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[lotusblume's solution](#)

293.

1714C

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

Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[lotusblume's solution](#)

294.

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[lotusblume's solution](#)

295.

1734B

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

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[lotusblume's solution](#)

296.

1734A

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

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[lotusblume's solution](#)

297.

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,856 global accepts · Rating: 800 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[lotusblume's solution](#)

298.

1635B

[Avoid Local Maximums](#) · [Tutorial](#)

Quality: 18,474 global accepts · Rating: 800 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[lotusblume's solution](#)

299.

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,899 global accepts · Rating: 800 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[lotusblume's solution](#)

300.

1646B

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

Quality: 22,680 global accepts · Rating: 800 · first AC: 2022-09-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers

[lotusblume's solution](#)

301.

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,477 global accepts · Rating: 800 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[lotusblume's solution](#)

302.

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,902 global accepts · Rating: 800 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[lotusblume's solution](#)

303.

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,182 global accepts · Rating: 800 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[lotusblume's solution](#)

304.

1719B

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

Quality: 19,168 global accepts · Rating: 800 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[lotusblume's solution](#)

305.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[lotusblume's solution](#)

306.

1728A

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

Quality: 25,452 global accepts · Rating: 800 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[lotusblume's solution](#)

307.

1621A

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

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[lotusblume's solution](#)

308.

1725A

[Accumulation of Dominoes](#) · [Tutorial](#)

Quality: 10,135 global accepts · Rating: 800 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[lotusblume's solution](#)

309.

1717A

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

Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[lotusblume's solution](#)

310.

1719A

[Chip Game](#) · [Tutorial](#)

Quality: 26,824 global accepts · Rating: 800 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[lotusblume's solution](#)

311.

1721A

[Image](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[lotusblume's solution](#)

312.

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[lotusblume's solution](#)

313.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,847 global accepts · Rating: 800 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[lotusblume's solution](#)

314.

228A

[Is your horseshoe on the other hoof?](#) · [Tutorial](#)

Quality: 139,832 global accepts · Rating: 800 · first AC: 2022-08-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lotusblume's solution](#)

315.

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-08-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, sortings

[lotusblume's solution](#)

316.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[lotusblume's solution](#)

317.

1704A

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

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[lotusblume's solution](#)

318.

1398B

[Substring Removal Game](#) · [Tutorial](#)

Quality: 25,903 global accepts · Rating: 800 · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[lotusblume's solution](#)

319.

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[lotusblume's solution](#)

320.

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,636 global accepts · Rating: 800 · first AC: 2022-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[lotusblume's solution](#)

321.

1708A

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

Quality: 22,574 global accepts · Rating: 800 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[lotusblume's solution](#)

322.

1705A

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

Quality: 26,583 global accepts · Rating: 800 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[lotusblume's solution](#)

323.

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,842 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[lotusblume's solution](#)

324.

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,188 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[lotusblume's solution](#)

325.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,255 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[lotusblume's solution](#)

326.

1702B

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

Quality: 29,307 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[lotusblume's solution](#)

327.

1702A

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

Quality: 38,180 global accepts · Rating: 800 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[lotusblume's solution](#)

328.

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[lotusblume's solution](#)

329.

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lotusblume's solution](#)

330.

1030A

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

Quality: 171,488 global accepts · Rating: 800 · first AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lotusblume's solution](#)

331.

59A

[Word](#) · [Tutorial](#)

Quality: 227,975 global accepts · Rating: 800 · first AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[lotusblume's solution](#)

332.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,180 global accepts · Rating: 800 · first AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[lotusblume's solution](#)

333.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,093 global accepts · Rating: 800 · first AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[lotusblume's solution](#)

334.

281A

[Word Capitalization](#) · [Tutorial](#)

Quality: 271,035 global accepts · Rating: 800 · first AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[lotusblume's solution](#)

335.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,411 global accepts · Rating: 800 · first AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings

[lotusblume's solution](#)

336.

1699A

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

Quality: 24,780 global accepts · Rating: 800 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[lotusblume's solution](#)

337.

630A

[Again Twenty Five!](#) · [Tutorial](#)

Quality: 93,534 global accepts · Rating: 800 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[lotusblume's solution](#)

338.

112A

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

Quality: 287,298 global accepts · Rating: 800 · first AC: 2022-06-29 · Mono C# (first AC) · Tags: implementation, strings

[lotusblume's solution](#)

339.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,354 global accepts · Rating: 800 · first AC: 2022-06-29 · Mono C# (first AC) · Tags: implementation

[lotusblume's solution](#)

340.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,060 global accepts · Rating: 800 · first AC: 2022-06-29 · Mono C# (first AC) · Tags: implementation

[lotusblume's solution](#)

341.

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,466 global accepts · Rating: 800 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

implementation

[lotusblume's solution](#)

342.

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,880 global accepts · Rating: 800 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[lotusblume's solution](#)

343.

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,718 global accepts · Rating: 800 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[lotusblume's solution](#)

344.

1618B

[Missing Bigram](#) · [Tutorial](#)

Quality: 23,836 global accepts · Rating: 800 · first AC: 2022-06-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lotusblume's solution](#)

345.

1618A

[Polycarp and Sums of Subsequences](#) · [Tutorial](#)

Quality: 34,382 global accepts · Rating: 800 · first AC: 2022-06-27 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[lotusblume's solution](#)

346.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[lotusblume's solution](#)

347.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,680 global accepts · Rating: 800 · first AC: 2022-06-19 · last AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[lotusblume's solution](#)

348.

1695A

[Subrectangle Guess](#) · [Tutorial](#)

Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games

[lotusblume's solution](#)

349.

1602A

[Two Subsequences](#) · [Tutorial](#)

Quality: 19,723 global accepts · Rating: 800 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lotusblume's solution](#)

350.

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[lotusblume's solution](#)

351.

1692C

[Where's the Bishop?](#) · [Tutorial](#)

Quality: 38,918 global accepts · Rating: 800 · first AC: 2022-06-14 · last AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lotusblume's solution](#)

352.

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,761 global accepts · Rating: 800 · first AC: 2022-06-14 · last AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[lotusblume's solution](#)

353.

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,438 global accepts · Rating: 800 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[lotusblume's solution](#)

354.

1680A

[Minimums and Maximums](#) · [Tutorial](#)

Quality: 22,353 global accepts · Rating: 800 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[lotusblume's solution](#)

355.

1561A

[Simply Strange Sort](#) · [Tutorial](#)

Quality: 17,168 global accepts · Rating: 800 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings
[lotusblume's solution](#)

356.

1697A

[Parkway Walk](#) · [Tutorial](#)

Quality: 26,741 global accepts · Rating: 800 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[lotusblume's solution](#)

357.

1689A

[Lex String](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 800 · first AC: 2022-06-10 · last AC: 2022-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings, two pointers
[lotusblume's solution](#)

358.

791A

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

Quality: 257,274 global accepts · Rating: 800 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[lotusblume's solution](#)

359.

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,934 global accepts · Rating: 800 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[lotusblume's solution](#)

360.

1690C

[Restoring the Duration of Tasks](#) · [Tutorial](#)

Quality: 28,098 global accepts · Rating: 800 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
[lotusblume's solution](#)

361.

1690A

[Print a Pedestal \(Codeforces logo?\)](#) · [Tutorial](#)

Quality: 35,634 global accepts · Rating: 800 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[lotusblume's solution](#)

362.

939A

[Love Triangle](#) · [Tutorial](#)

Quality: 29,710 global accepts · Rating: 800 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs
[lotusblume's solution](#)

363.

1549B

[Gregor and the Pawn Game](#) · [Tutorial](#)

Quality: 26,830 global accepts · Rating: 800 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation

[lotusblume's solution](#)

364.

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 800 · first AC: 2022-06-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[lotusblume's solution](#)

365.

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[lotusblume's solution](#)

366.

1688B

[Patchouli's Magical Talisman](#) · [Tutorial](#)

Quality: 19,007 global accepts · Rating: 800 · first AC: 2022-06-03 · last AC: 2022-06-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, sortings

[lotusblume's solution](#)

367.

1688A

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

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-06-03 · last AC: 2022-06-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[lotusblume's solution](#)

368.

1686B

[Odd Subarrays](#) · [Tutorial](#)

Quality: 19,344 global accepts · Rating: 800 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[lotusblume's solution](#)

369.

1686A

[Everything Everywhere All But One](#) · [Tutorial](#)

Quality: 21,243 global accepts · Rating: 800 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[lotusblume's solution](#)

370.

546A

[Soldier and Bananas](#) · [Tutorial](#)

Quality: 235,249 global accepts · Rating: 800 · first AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[lotusblume's solution](#)

371.

1680B

[Robots](#) · [Tutorial](#)

Quality: 19,086 global accepts · Rating: 800 · first AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lotusblume's solution](#)

372.

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,209 global accepts · Rating: 800 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[lotusblume's solution](#)

373.

1682A

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

Quality: 19,966 global accepts · Rating: 800 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[lotusblume's solution](#)

374.

1566A

[Median Maximization](#) · [Tutorial](#)

Quality: 25,376 global accepts · Rating: 800 · first AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[lotusblume's solution](#)

375.

61A

[Ultra-Fast Mathematician](#) · [Tutorial](#)

Quality: 136,222 global accepts · Rating: 800 · first AC: 2022-05-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[lotusblume's solution](#)

376.

266A

[Stones on the Table](#) · [Tutorial](#)

Quality: 244,609 global accepts · Rating: 800 · first AC: 2022-05-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[lotusblume's solution](#)

377.

977A

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

Quality: 217,526 global accepts · Rating: 800 · first AC: 2022-05-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[lotusblume's solution](#)

378.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,773 global accepts · Rating: 800 · first AC: 2022-05-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[lotusblume's solution](#)

379.

1681B

[Card Trick](#) · [Tutorial](#)

Quality: 21,038 global accepts · Rating: 800 · first AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[lotusblume's solution](#)

380.

1681A

[Game with Cards](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[lotusblume's solution](#)

381.

1159A

[A pile of stones](#) · [Tutorial](#)

Quality: 13,409 global accepts · Rating: 800 · first AC: 2022-05-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[lotusblume's solution](#)

382.

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-19 · last AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[lotusblume's solution](#)

383.

1684A

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

Quality: 24,937 global accepts · Rating: 800 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math, strings
[lotusblume's solution](#)

384.

1374A

[Required Remainder](#) · [Tutorial](#)

Quality: 64,189 global accepts · Rating: 800 · first AC: 2022-05-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[lotusblume's solution](#)

385.

1676C

[Most Similar Words](#) · [Tutorial](#)

Quality: 34,640 global accepts · Rating: 800 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, strings

[lotusblume's solution](#)

386.

1676B

[Equal Candies](#) · [Tutorial](#)

Quality: 60,652 global accepts · Rating: 800 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[lotusblume's solution](#)

387.

1676A

[Lucky?](#) · [Tutorial](#)

Quality: 87,434 global accepts · Rating: 800 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lotusblume's solution](#)

388.

1678B1

[Tokitsukaze and Good 01-String \(easy version\)](#) · [Tutorial](#)

Quality: 16,612 global accepts · Rating: 800 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lotusblume's solution](#)

389.

1678A

[Tokitsukaze and All Zero Sequence](#) · [Tutorial](#)

Quality: 19,174 global accepts · Rating: 800 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lotusblume's solution](#)

390.

1675A

[Food for Animals](#) · [Tutorial](#)

Quality: 36,809 global accepts · Rating: 800 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[lotusblume's solution](#)

391.

1674B

[Dictionary](#) · [Tutorial](#)

Quality: 29,410 global accepts · Rating: 800 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[lotusblume's solution](#)

392.

1674A

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

Quality: 27,971 global accepts · Rating: 800 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[lotusblume's solution](#)

393.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,528 global accepts · Rating: 800 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[lotusblume's solution](#)

394.

231A

[Team](#) · [Tutorial](#)

Quality: 430,337 global accepts · Rating: 800 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[lotusblume's solution](#)

395.

447A

[DZY Loves Hash](#) · [Tutorial](#)

Quality: 10,284 global accepts · Rating: 800 · first AC: 2022-05-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lotusblume's solution](#)

396.

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,205 global accepts · Rating: 800 · first AC: 2022-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[lotusblume's solution](#)

397.

1569A

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

Quality: 26,554 global accepts · Rating: 800 · first AC: 2022-04-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lotusblume's solution](#)

398.

1672B

[I love AAAB](#) · [Tutorial](#)

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

[lotusblume's solution](#)

399.

1672A

[Log Chopping](#) · [Tutorial](#)

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

[lotusblume's solution](#)

400.

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lotusblume's solution](#)

401.

1392B

[Omkar and Infinity Clock](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[lotusblume's solution](#)

402.

1392A

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

Quality: 21,746 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[lotusblume's solution](#)

403.

1669C

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

Quality: 41,481 global accepts · Rating: 800 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[lotusblume's solution](#)

404.

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,552 global accepts · Rating: 800 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[lotusblume's solution](#)

405.

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,557 global accepts · Rating: 800 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lotusblume's solution](#)

406.

1668A

[Direction Change](#) · [Tutorial](#)

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

[lotusblume's solution](#)

407.

1660B

[Vlad and Candies](#) · [Tutorial](#)

Quality: 29,754 global accepts · Rating: 800 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[lotusblume's solution](#)

408.

1661A

[Array Balancing](#) · [Tutorial](#)

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

[lotusblume's solution](#)

409.

1657A

[Integer Moves](#) · [Tutorial](#)

Quality: 24,901 global accepts · Rating: 800 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[lotusblume's solution](#)

410.

1665A

[GCD vs LCM](#) · [Tutorial](#)

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

[lotusblume's solution](#)

411.

1611B

[Team Composition: Programmers and Mathematicians](#) · [Tutorial](#)

Quality: 31,918 global accepts · Rating: 800 · first AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[lotusblume's solution](#)

412.

1658B

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

Quality: 19,546 global accepts · Rating: 800 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[lotusblume's solution](#)

413.

1658A

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

Quality: 20,908 global accepts · Rating: 800 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[lotusblume's solution](#)

414.

1647A

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

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[lotusblume's solution](#)

415.

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,348 global accepts · Rating: 800 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: strings

[lotusblume's solution](#)

416.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,588 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[lotusblume's solution](#)

417.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,892 global accepts · Rating: 900 · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[lotusblume's solution](#)

418.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 900 · first AC: 2025-09-03 · C++17 (GCC 7-32) (first AC) · Tags: math
[lotusblume's solution](#)

419.

2132B

[The Secret Number](#) · [Tutorial](#)

Quality: 33,556 global accepts · Rating: 900 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: math
[lotusblume's solution](#)

420.

2114B

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

Quality: 30,503 global accepts · Rating: 900 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[lotusblume's solution](#)

421.

2110B

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

Quality: 27,344 global accepts · Rating: 900 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings
[lotusblume's solution](#)

422.

2094C

[Brr Brr Patapim](#) · [Tutorial](#)

Quality: 30,491 global accepts · Rating: 900 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[lotusblume's solution](#)

423.

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[lotusblume's solution](#)

424.

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[lotusblume's solution](#)

425.

2033B

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

Quality: 28,847 global accepts · Rating: 900 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[lotusblume's solution](#)

426.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,452 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[lotusblume's solution](#)

427.

1988A

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

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
[lotusblume's solution](#)

428.

1992C

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

Quality: 33,273 global accepts · Rating: 900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[lotusblume's solution](#)

429.

1095B

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

Quality: 24,340 global accepts · Rating: 900 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[lotusblume's solution](#)

430.

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,409 global accepts · Rating: 900 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[lotusblume's solution](#)

431.

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,955 global accepts · Rating: 900 · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[lotusblume's solution](#)

432.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,542 global accepts · Rating: 900 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math
[lotusblume's solution](#)

433.

1971C

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

Quality: 41,580 global accepts · Rating: 900 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[lotusblume's solution](#)

434.

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,384 global accepts · Rating: 900 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: games
[lotusblume's solution](#)

435.

1954A

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

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[lotusblume's solution](#)

436.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,573 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[lotusblume's solution](#)

437.

1941C

[Rudolf and the Ugly String](#) · [Tutorial](#)

Quality: 39,196 global accepts · Rating: 900 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
[lotusblume's solution](#)

438.

1927B

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

Quality: 38,138 global accepts · Rating: 900 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[lotusblume's solution](#)

439.

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,605 global accepts · Rating: 900 · first AC: 2024-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[lotusblume's solution](#)

440.

1918B

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

Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[lotusblume's solution](#)

441.

1915D

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

Quality: 35,086 global accepts · Rating: 900 · first AC: 2023-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[lotusblume's solution](#)

442.

1900B

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

Quality: 20,474 global accepts · Rating: 900 · first AC: 2023-11-26 · last AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[lotusblume's solution](#)

443.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,424 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

[lotusblume's solution](#)

444.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,576 global accepts · Rating: 900 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[lotusblume's solution](#)

445.

1883B

[Chemistry](#) · [Tutorial](#)

Quality: 59,705 global accepts · Rating: 900 · first AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: strings

[lotusblume's solution](#)

446.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-10-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[lotusblume's solution](#)

447.

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,713 global accepts · Rating: 900 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[lotusblume's solution](#)

448.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,830 global accepts · Rating: 900 · first AC: 2023-07-21 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, sortings

[lotusblume's solution](#)

449.

1848A

[Vika and Her Friends](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · PyPy 3-64 (first AC) · Tags: games, math

[lotusblume's solution](#)

450.

1837B

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

Quality: 50,116 global accepts · Rating: 900 · first AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[lotusblume's solution](#)

451.

1609A

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

Quality: 18,896 global accepts · Rating: 900 · first AC: 2023-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[lotusblume's solution](#)

452.

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,052 global accepts · Rating: 900 · first AC: 2023-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[lotusblume's solution](#)

453.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 900 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[lotusblume's solution](#)

454.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,615 global accepts · Rating: 900 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[lotusblume's solution](#)

455.

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,778 global accepts · Rating: 900 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[lotusblume's solution](#)

456.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,740 global accepts · Rating: 900 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[lotusblume's solution](#)

457.

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2022-07-15 · last AC: 2023-03-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[lotusblume's solution](#)

458.

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 900 · first AC: 2023-03-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[lotusblume's solution](#)

459.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,884 global accepts · Rating: 900 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[lotusblume's solution](#)

460.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,320 global accepts · Rating: 900 · first AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[lotusblume's solution](#)

461.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy
[lotusblume's solution](#)

462.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[lotusblume's solution](#)

463.

1775A2

[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[lotusblume's solution](#)

464.

839A

[Arya and Bran](#) · [Tutorial](#)

Quality: 14,928 global accepts · Rating: 900 · first AC: 2023-01-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[lotusblume's solution](#)

465.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,636 global accepts · Rating: 900 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[lotusblume's solution](#)

466.

1779B

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

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[lotusblume's solution](#)

467.

1771A

[Hossam and Combinatorics](#) · [Tutorial](#)

Quality: 25,303 global accepts · Rating: 900 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings
[lotusblume's solution](#)

468.

1764B

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

Quality: 17,932 global accepts · Rating: 900 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[lotusblume's solution](#)

469.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,893 global accepts · Rating: 900 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[lotusblume's solution](#)

470.

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,998 global accepts · Rating: 900 · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: math
[lotusblume's solution](#)

471.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,958 global accepts · Rating: 900 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[lotusblume's solution](#)

472.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,206 global accepts · Rating: 900 · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[lotusblume's solution](#)

473.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,265 global accepts · Rating: 900 · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[lotusblume's solution](#)

474.

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,583 global accepts · Rating: 900 · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[lotusblume's solution](#)

475.

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,091 global accepts · Rating: 900 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lotusblume's solution](#)

476.

1642B

[Power Walking](#) · [Tutorial](#)

Quality: 18,246 global accepts · Rating: 900 · first AC: 2022-10-04 · last AC: 2022-10-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[lotusblume's solution](#)

477.

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[lotusblume's solution](#)

478.

1735B

[Tea with Tangerines](#) · [Tutorial](#)

Quality: 19,318 global accepts · Rating: 900 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[lotusblume's solution](#)

479.

1714A

[Everyone Loves to Sleep](#) · [Tutorial](#)

Quality: 32,899 global accepts · Rating: 900 · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[lotusblume's solution](#)

480.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,080 global accepts · Rating: 900 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[lotusblume's solution](#)

481.

1401A

[Distance and Axis](#) · [Tutorial](#)

Quality: 28,637 global accepts · Rating: 900 · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[lotusblume's solution](#)

482.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,564 global accepts · Rating: 900 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[lotusblume's solution](#)

483.

1720A

[Burenka Plays with Fractions](#) · [Tutorial](#)

Quality: 24,365 global accepts · Rating: 900 · first AC: 2022-08-21 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[lotusblume's solution](#)

484.

1709B

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

Quality: 25,844 global accepts · Rating: 900 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation
[lotusblume's solution](#)

485.

1080B

[Margarite and the best present](#) · [Tutorial](#)

Quality: 12,643 global accepts · Rating: 900 · first AC: 2022-07-20 · C++17 (GCC 7-32) (first AC) · Tags: math
[lotusblume's solution](#)

486.

1705B

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

Quality: 25,452 global accepts · Rating: 900 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[lotusblume's solution](#)

487.

96A

[Football](#) · [Tutorial](#)

Quality: 193,673 global accepts · Rating: 900 · first AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[lotusblume's solution](#)

488.

697A

[Pineapple Incident](#) · [Tutorial](#)

Quality: 13,352 global accepts · Rating: 900 · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[lotusblume's solution](#)

489.

1699B

[Almost Ternary Matrix](#) · [Tutorial](#)

Quality: 21,693 global accepts · Rating: 900 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, matrices
[lotusblume's solution](#)

490.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,212 global accepts · Rating: 900 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math
[lotusblume's solution](#)

491.

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,335 global accepts · Rating: 900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[lotusblume's solution](#)

492.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,997 global accepts · Rating: 900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[lotusblume's solution](#)

493.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,905 global accepts · Rating: 900 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[lotusblume's solution](#)

494.

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-10 · last AC: 2022-06-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[lotusblume's solution](#)

495.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[lotusblume's solution](#)

496.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2022-06-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[lotusblume's solution](#)

497.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,181 global accepts · Rating: 900 · first AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[lotusblume's solution](#)

498.

1675B

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

Quality: 43,302 global accepts · Rating: 900 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[lotusblume's solution](#)

499.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,956 global accepts · Rating: 900 · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[lotusblume's solution](#)

500.

199A

[Hexadecimal's theorem](#) · [Tutorial](#)

Quality: 30,293 global accepts · Rating: 900 · first AC: 2022-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[lotusblume's solution](#)

501.

1668B

[Social Distance](#) · [Tutorial](#)

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

[lotusblume's solution](#)

502.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,116 global accepts · Rating: 900 · first AC: 2022-04-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[lotusblume's solution](#)

503.

1665B

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

Quality: 32,906 global accepts · Rating: 900 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[lotusblume's solution](#)

504.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,266 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[lotusblume's solution](#)

505.

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
[lotusblume's solution](#)

506.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,553 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[lotusblume's solution](#)

507.

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2025-09-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[lotusblume's solution](#)

508.

2147B

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

Quality: 16,976 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[lotusblume's solution](#)

509.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,918 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
[lotusblume's solution](#)

510.

2148D

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

Quality: 26,755 global accepts · Rating: 1000 · first AC: 2025-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[lotusblume's solution](#)

511.

2132C1

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

Quality: 27,740 global accepts · Rating: 1000 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[lotusblume's solution](#)

512.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,286 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[lotusblume's solution](#)

513.

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,743 global accepts · Rating: 1000 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: geometry
[lotusblume's solution](#)

514.

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,896 global accepts · Rating: 1000 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[lotusblume's solution](#)

515.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[lotusblume's solution](#)

516.

2057B

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

Quality: 23,278 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[lotusblume's solution](#)

517.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, two pointers

[lotusblume's solution](#)

518.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,523 global accepts · Rating: 1000 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[lotusblume's solution](#)

519.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[lotusblume's solution](#)

520.

1986B

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

Quality: 30,134 global accepts · Rating: 1000 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[lotusblume's solution](#)

521.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[lotusblume's solution](#)

522.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,112 global accepts · Rating: 1000 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[lotusblume's solution](#)

523.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,435 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[lotusblume's solution](#)

524.

1975B

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

Quality: 21,073 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[lotusblume's solution](#)

525.

1968C

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

Quality: 29,265 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[lotusblume's solution](#)

526.

1969B

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

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[lotusblume's solution](#)

527.

165A

[Supercentral Point](#) · [Tutorial](#)

Quality: 26,276 global accepts · Rating: 1000 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lotusblume's solution](#)

528.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,756 global accepts · Rating: 1000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[lotusblume's solution](#)

529.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[lotusblume's solution](#)

530.

1927C

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

Quality: 31,570 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[lotusblume's solution](#)

531.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[lotusblume's solution](#)

532.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[lotusblume's solution](#)

533.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,383 global accepts · Rating: 1000 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[lotusblume's solution](#)

534.

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,914 global accepts · Rating: 1000 · first AC: 2023-10-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[lotusblume's solution](#)

535.

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,193 global accepts · Rating: 1000 · first AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[lotusblume's solution](#)

536.

1876A

[Helmets in Night Light](#) · [Tutorial](#)

Quality: 34,928 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[lotusblume's solution](#)

537.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[lotusblume's solution](#)

538.

1844B

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

Quality: 20,248 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[lotusblume's solution](#)

539.

1841B

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

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lotusblume's solution](#)

540.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,588 global accepts · Rating: 1000 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers

[lotusblume's solution](#)

541.

1837C

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

Quality: 24,578 global accepts · Rating: 1000 · first AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[lotusblume's solution](#)

542.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,170 global accepts · Rating: 1000 · first AC: 2023-05-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[lotusblume's solution](#)

543.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[lotusblume's solution](#)

544.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[lotusblume's solution](#)

545.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[lotusblume's solution](#)

546.

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[lotusblume's solution](#)

547.

1800C1

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

Quality: 26,987 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[lotusblume's solution](#)

548.

1800B

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

Quality: 28,415 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[lotusblume's solution](#)

549.

1796B

[Asterisk-Minor Template](#) · [Tutorial](#)

Quality: 18,315 global accepts · Rating: 1000 · first AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[lotusblume's solution](#)

550.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[lotusblume's solution](#)

551.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,277 global accepts · Rating: 1000 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings
[lotusblume's solution](#)

552.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[lotusblume's solution](#)

553.

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[lotusblume's solution](#)

554.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,895 global accepts · Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[lotusblume's solution](#)

555.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2023-01-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy
[lotusblume's solution](#)

556.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1000 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[lotusblume's solution](#)

557.

1438B

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

Quality: 29,076 global accepts · Rating: 1000 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[lotusblume's solution](#)

558.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[lotusblume's solution](#)

559.

1770A

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

Quality: 25,246 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[lotusblume's solution](#)

560.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,058 global accepts · Rating: 1000 · first AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[lotusblume's solution](#)

561.

1772C

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

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2022-12-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[lotusblume's solution](#)

562.

1632B

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

Quality: 31,544 global accepts · Rating: 1000 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[lotusblume's solution](#)

563.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lotusblume's solution](#)

564.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2022-12-07 · last AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[lotusblume's solution](#)

565.

1760D

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

Quality: 27,018 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[lotusblume's solution](#)

566.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[lotusblume's solution](#)

567.

1550B

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

Quality: 28,554 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[lotusblume's solution](#)

568.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,856 global accepts · Rating: 1000 · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: math
[lotusblume's solution](#)

569.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory
[lotusblume's solution](#)

570.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,108 global accepts · Rating: 1000 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers
[lotusblume's solution](#)

571.

1713B

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

Quality: 22,690 global accepts · Rating: 1000 · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[lotusblume's solution](#)

572.

1611C

[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[lotusblume's solution](#)

573.

1725B

[Basketball Together](#) · [Tutorial](#)

Quality: 28,284 global accepts · Rating: 1000 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[lotusblume's solution](#)

574.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,880 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[lotusblume's solution](#)

575.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,939 global accepts · Rating: 1000 · first AC: 2022-08-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[lotusblume's solution](#)

576.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,613 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[lotusblume's solution](#)

577.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,927 global accepts · Rating: 1000 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[lotusblume's solution](#)

578.

1702D

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

Quality: 25,936 global accepts · Rating: 1000 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[lotusblume's solution](#)

579.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,398 global accepts · Rating: 1000 · first AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[lotusblume's solution](#)

580.

120A

[Elevator](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1000 · first AC: 2022-06-30 · Mono C# (first AC) · Tags: brute force, implementation, math

[lotusblume's solution](#)

581.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,944 global accepts · Rating: 1000 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[lotusblume's solution](#)

582.

178A2

[Educational Game](#) · [Tutorial](#)

Quality: 1,857 global accepts · Rating: 1000 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[lotusblume's solution](#)

583.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[lotusblume's solution](#)

584.

1690D

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

Quality: 47,048 global accepts · Rating: 1000 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[lotusblume's solution](#)

585.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,321 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[lotusblume's solution](#)

586.

1243B1

[Character Swap \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,360 global accepts · Rating: 1000 · first AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: strings

[lotusblume's solution](#)

587.

450A

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

Quality: 44,425 global accepts · Rating: 1000 · first AC: 2022-05-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lotusblume's solution](#)

588.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[lotusblume's solution](#)

589.

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,794 global accepts · Rating: 1000 · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[lotusblume's solution](#)

590.

1674C

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

Quality: 26,357 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, strings

[lotusblume's solution](#)

591.

447B

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

Quality: 21,023 global accepts · Rating: 1000 · first AC: 2022-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[lotusblume's solution](#)

592.

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[lotusblume's solution](#)

593.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,462 global accepts · Rating: 1000 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[lotusblume's solution](#)

594.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,280 global accepts · Rating: 1000 · first AC: 2022-04-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[lotusblume's solution](#)

595.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,965 global accepts · Rating: 1000 · first AC: 2022-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[lotusblume's solution](#)

596.

178A1

[Educational Game](#) · [Tutorial](#)

Quality: 1,835 global accepts · Rating: 1000 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[lotusblume's solution](#)

597.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,826 global accepts · Rating: 1000 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[lotusblume's solution](#)

598.

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

[lotusblume's solution](#)

599.

2160B

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

Quality: 17,762 global accepts · Rating: 1100 · first AC: 2025-10-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[lotusblume's solution](#)

600.

2155B

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

Quality: 16,992 global accepts · Rating: 1100 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
[lotusblume's solution](#)

601.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,225 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[lotusblume's solution](#)

602.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,574 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings
[lotusblume's solution](#)

603.

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,865 global accepts · Rating: 1100 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers
[lotusblume's solution](#)

604.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory
[lotusblume's solution](#)

605.

2065C1

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

Quality: 27,763 global accepts · Rating: 1100 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy
[lotusblume's solution](#)

606.

2063B

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

Quality: 23,195 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[lotusblume's solution](#)

607.

2061B

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

Quality: 14,692 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry
[lotusblume's solution](#)

608.

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1100 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[lotusblume's solution](#)

609.

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,065 global accepts · Rating: 1100 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math

[lotusblume's solution](#)

610.

2009C

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

Quality: 33,014 global accepts · Rating: 1100 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[lotusblume's solution](#)

611.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[lotusblume's solution](#)

612.

2025B

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

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[lotusblume's solution](#)

613.

2014C

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

Quality: 27,458 global accepts · Rating: 1100 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[lotusblume's solution](#)

614.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[lotusblume's solution](#)

615.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,433 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[lotusblume's solution](#)

616.

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[lotusblume's solution](#)

617.

1991B

[AND Reconstruction](#) · [Tutorial](#)

Quality: 18,904 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[lotusblume's solution](#)

618.

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[lotusblume's solution](#)

619.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[lotusblume's solution](#)

620.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,025 global accepts · Rating: 1100 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings
[lotusblume's solution](#)

621.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, trees
[lotusblume's solution](#)

622.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[lotusblume's solution](#)

623.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,955 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[lotusblume's solution](#)

624.

1976B

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

Quality: 25,081 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[lotusblume's solution](#)

625.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1100 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[lotusblume's solution](#)

626.

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,560 global accepts · Rating: 1100 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, strings
[lotusblume's solution](#)

627.

635A

[Orchestra](#) · [Tutorial](#)

Quality: 3,202 global accepts · Rating: 1100 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[lotusblume's solution](#)

628.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[lotusblume's solution](#)

629.

1966B

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

Quality: 17,213 global accepts · Rating: 1100 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[lotusblume's solution](#)

630.

110B

[Lucky String](#) · [Tutorial](#)

Quality: 11,022 global accepts · Rating: 1100 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[lotusblume's solution](#)

631.

1957B

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

Quality: 20,420 global accepts · Rating: 1100 · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation
[lotusblume's solution](#)

632.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[lotusblume's solution](#)

633.

1950D

[Product of Binary Decimals](#) · [Tutorial](#)

Quality: 26,498 global accepts · Rating: 1100 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, number theory
[lotusblume's solution](#)

634.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,880 global accepts · Rating: 1100 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[lotusblume's solution](#)

635.

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 1100 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: number theory
[lotusblume's solution](#)

636.

1921D

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

Quality: 24,279 global accepts · Rating: 1100 · first AC: 2024-02-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, two pointers
[lotusblume's solution](#)

637.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[lotusblume's solution](#)

638.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,877 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers
[lotusblume's solution](#)

639.

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,371 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, number theory
[lotusblume's solution](#)

640.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,346 global accepts · Rating: 1100 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs

[lotusblume's solution](#)

641.

1873E

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

Quality: 43,468 global accepts · Rating: 1100 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings

[lotusblume's solution](#)

642.

1288B

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

Quality: 17,780 global accepts · Rating: 1100 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: math

[lotusblume's solution](#)

643.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, ternary search

[lotusblume's solution](#)

644.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,026 global accepts · Rating: 1100 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[lotusblume's solution](#)

645.

1872C

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

Quality: 26,390 global accepts · Rating: 1100 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[lotusblume's solution](#)

646.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[lotusblume's solution](#)

647.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[lotusblume's solution](#)

648.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[lotusblume's solution](#)

649.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[lotusblume's solution](#)

650.

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 35,007 global accepts · Rating: 1100 · first AC: 2023-07-21 · PyPy 3-64 (first AC) · Tags: binary search, geometry, implementation, math

[lotusblume's solution](#)

651.

1842B

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

Quality: 25,547 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[lotusblume's solution](#)

652.

1838B

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

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[lotusblume's solution](#)

653.

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,726 global accepts · Rating: 1100 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math
[lotusblume's solution](#)

654.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,504 global accepts · Rating: 1100 · first AC: 2023-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings, two pointers
[lotusblume's solution](#)

655.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,631 global accepts · Rating: 1100 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation
[lotusblume's solution](#)

656.

1826B

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

Quality: 28,175 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[lotusblume's solution](#)

657.

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2023-05-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[lotusblume's solution](#)

658.

1821B

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

Quality: 28,337 global accepts · Rating: 1100 · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[lotusblume's solution](#)

659.

1797B

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

Quality: 24,621 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[lotusblume's solution](#)

660.

1811C

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

Quality: 22,230 global accepts · Rating: 1100 · first AC: 2023-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[lotusblume's solution](#)

661.

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,235 global accepts · Rating: 1100 · first AC: 2023-03-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[lotusblume's solution](#)

662.

1807G2

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

Quality: 27,850 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[lotusblume's solution](#)

663.

1807G1

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

Quality: 22,251 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[lotusblume's solution](#)

664.

1610B

[Kalindrome Array · Tutorial](#)

Quality: 23,389 global accepts · Rating: 1100 · first AC: 2023-03-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[lotusblume's solution](#)

665.

1800C2

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

Quality: 27,117 global accepts · Rating: 1100 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[lotusblume's solution](#)

666.

1633C

[Kill the Monster · Tutorial](#)

Quality: 21,255 global accepts · Rating: 1100 · first AC: 2022-03-31 · last AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[lotusblume's solution](#)

667.

1793B

[Fedya and Array · Tutorial](#)

Quality: 17,097 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[lotusblume's solution](#)

668.

1788B

[Sum of Two Numbers · Tutorial](#)

Quality: 22,358 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[lotusblume's solution](#)

669.

1791G1

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

Quality: 33,927 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[lotusblume's solution](#)

670.

1791E

[Negatives and Positives · Tutorial](#)

Quality: 41,293 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[lotusblume's solution](#)

671.

1787B

[Number Factorization · Tutorial](#)

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[lotusblume's solution](#)

672.

1780B

[GCD Partition · Tutorial](#)

Quality: 25,981 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[lotusblume's solution](#)

673.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[lotusblume's solution](#)

674.

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-01-08 · last AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[lotusblume's solution](#)

675.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,804 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[lotusblume's solution](#)

676.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[lotusblume's solution](#)

677.

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,016 global accepts · Rating: 1100 · first AC: 2022-12-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[lotusblume's solution](#)

678.

1099B

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

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[lotusblume's solution](#)

679.

1616B

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

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2022-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[lotusblume's solution](#)

680.

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,095 global accepts · Rating: 1100 · first AC: 2022-11-21 · last AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[lotusblume's solution](#)

681.

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[lotusblume's solution](#)

682.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1100 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, shortest paths

[lotusblume's solution](#)

683.

1673B

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

Quality: 21,780 global accepts · Rating: 1100 · first AC: 2022-11-14 · last AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[lotusblume's solution](#)

684.

1626B

[Minor Reduction · Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[lotusblume's solution](#)

685.

1712C

[Sort Zero · Tutorial](#)

Quality: 21,269 global accepts · Rating: 1100 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[lotusblume's solution](#)

686.

1743C

[Save the Magazines · Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[lotusblume's solution](#)

687.

1742D

[Coprime · Tutorial](#)

Quality: 34,114 global accepts · Rating: 1100 · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory

[lotusblume's solution](#)

688.

1741C

[Minimize the Thickness · Tutorial](#)

Quality: 19,362 global accepts · Rating: 1100 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, two pointers

[lotusblume's solution](#)

689.

1594B

[Special Numbers · Tutorial](#)

Quality: 22,140 global accepts · Rating: 1100 · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[lotusblume's solution](#)

690.

1706B

[Making Towers · Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[lotusblume's solution](#)

691.

1739B

[Array Recovery · Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[lotusblume's solution](#)

692.

1401B

[Ternary Sequence · Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[lotusblume's solution](#)

693.

1729C

[Jumping on Tiles · Tutorial](#)

Quality: 21,644 global accepts · Rating: 1100 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[lotusblume's solution](#)

694.

1726B

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

Quality: 16,854 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[lotusblume's solution](#)

695.

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[lotusblume's solution](#)

696.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,563 global accepts · Rating: 1100 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[lotusblume's solution](#)

697.

1708B

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

Quality: 28,416 global accepts · Rating: 1100 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[lotusblume's solution](#)

698.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,209 global accepts · Rating: 1100 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, strings

[lotusblume's solution](#)

699.

1702C

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

Quality: 25,123 global accepts · Rating: 1100 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[lotusblume's solution](#)

700.

534A

[Exam](#) · [Tutorial](#)

Quality: 12,927 global accepts · Rating: 1100 · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[lotusblume's solution](#)

701.

483A

[Counterexample](#) · [Tutorial](#)

Quality: 24,887 global accepts · Rating: 1100 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[lotusblume's solution](#)

702.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,408 global accepts · Rating: 1100 · first AC: 2022-06-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[lotusblume's solution](#)

703.

178A3

[Educational Game](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 1100 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[lotusblume's solution](#)

704.

1700B

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

Quality: 19,902 global accepts · Rating: 1100 · first AC: 2022-06-19 · last AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[lotusblume's solution](#)

705.

1602B

[Divine Array](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[lotusblume's solution](#)

706.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1100 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[lotusblume's solution](#)

707.

1686C

[Circular Local MiniMax](#) · [Tutorial](#)

Rating: 1100 · first AC: 2022-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[lotusblume's solution](#)

708.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,547 global accepts · Rating: 1100 · first AC: 2022-06-05 · last AC: 2022-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings

[lotusblume's solution](#)

709.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,845 global accepts · Rating: 1100 · first AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, greedy, implementation

[lotusblume's solution](#)

710.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,412 global accepts · Rating: 1100 · first AC: 2022-05-31 · last AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[lotusblume's solution](#)

711.

706B

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

Quality: 84,477 global accepts · Rating: 1100 · first AC: 2022-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation

[lotusblume's solution](#)

712.

289A

[Polo the Penguin and Segments](#) · [Tutorial](#)

Quality: 10,327 global accepts · Rating: 1100 · first AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[lotusblume's solution](#)

713.

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[lotusblume's solution](#)

714.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,075 global accepts · Rating: 1100 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[lotusblume's solution](#)

715.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[lotusblume's solution](#)

716.

1345B

[Card Constructions](#) · [Tutorial](#)

Quality: 28,242 global accepts · Rating: 1100 · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, math
[lotusblume's solution](#)

717.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,843 global accepts · Rating: 1100 · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[lotusblume's solution](#)

718.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[lotusblume's solution](#)

719.

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,188 global accepts · Rating: 1100 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[lotusblume's solution](#)

720.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,622 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
[lotusblume's solution](#)

721.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[lotusblume's solution](#)

722.

174A

[Problem About Equation](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 1100 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: math
[lotusblume's solution](#)

723.

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,139 global accepts · Rating: 1100 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math
[lotusblume's solution](#)

724.

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,810 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two

pointers

[lotusblume's solution](#)

725.

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,901 global accepts · Rating: 1200 · first AC: 2026-01-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lotusblume's solution](#)

726.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,703 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[lotusblume's solution](#)

727.

2135A

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

Quality: 18,353 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[lotusblume's solution](#)

728.

2121C

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

Quality: 21,750 global accepts · Rating: 1200 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[lotusblume's solution](#)

729.

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,571 global accepts · Rating: 1200 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks

[lotusblume's solution](#)

730.

2065D

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

Quality: 20,631 global accepts · Rating: 1200 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[lotusblume's solution](#)

731.

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[lotusblume's solution](#)

732.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[lotusblume's solution](#)

733.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,179 global accepts · Rating: 1200 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[lotusblume's solution](#)

734.

2056C

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

Quality: 19,439 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[lotusblume's solution](#)

735.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy
[lotusblume's solution](#)

736.

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings
[lotusblume's solution](#)

737.

2050C

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

Quality: 25,011 global accepts · Rating: 1200 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math
[lotusblume's solution](#)

738.

2046A

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

Quality: 16,814 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[lotusblume's solution](#)

739.

2003C

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

Quality: 21,671 global accepts · Rating: 1200 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[lotusblume's solution](#)

740.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math
[lotusblume's solution](#)

741.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,029 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings
[lotusblume's solution](#)

742.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 1200 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[lotusblume's solution](#)

743.

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[lotusblume's solution](#)

744.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2024-07-15 · last AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
[lotusblume's solution](#)

745.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,013 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[lotusblume's solution](#)

746.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,765 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[lotusblume's solution](#)

747.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,902 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[lotusblume's solution](#)

748.

1982B

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

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[lotusblume's solution](#)

749.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[lotusblume's solution](#)

750.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,539 global accepts · Rating: 1200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math

[lotusblume's solution](#)

751.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,188 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[lotusblume's solution](#)

752.

1975C

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

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[lotusblume's solution](#)

753.

1608B

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

Quality: 12,487 global accepts · Rating: 1200 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[lotusblume's solution](#)

754.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[lotusblume's solution](#)

755.

1954C

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

Quality: 22,746 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[lotusblume's solution](#)

756.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,518 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[lotusblume's solution](#)

757.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
[lotusblume's solution](#)

758.

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,939 global accepts · Rating: 1200 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation
[lotusblume's solution](#)

759.

1926C

[Vlad and a Sum of Sum of Digits](#) · [Tutorial](#)

Quality: 32,753 global accepts · Rating: 1200 · first AC: 2024-02-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[lotusblume's solution](#)

760.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,486 global accepts · Rating: 1200 · first AC: 2024-02-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory
[lotusblume's solution](#)

761.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,754 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers
[lotusblume's solution](#)

762.

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings
[lotusblume's solution](#)

763.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
[lotusblume's solution](#)

764.

1909B

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

Quality: 30,972 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[lotusblume's solution](#)

765.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, sortings
[lotusblume's solution](#)

766.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[lotusblume's solution](#)

767.

1270B

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

Quality: 17,376 global accepts · Rating: 1200 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[lotusblume's solution](#)

768.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,256 global accepts · Rating: 1200 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[lotusblume's solution](#)

769.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,018 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math

[lotusblume's solution](#)

770.

1874A

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

Quality: 19,389 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation

[lotusblume's solution](#)

771.

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[lotusblume's solution](#)

772.

1857C

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

Quality: 41,768 global accepts · Rating: 1200 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[lotusblume's solution](#)

773.

1848B

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

Quality: 24,414 global accepts · Rating: 1200 · first AC: 2023-07-16 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[lotusblume's solution](#)

774.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,402 global accepts · Rating: 1200 · first AC: 2023-05-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[lotusblume's solution](#)

775.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[lotusblume's solution](#)

776.

1822D

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

Quality: 19,022 global accepts · Rating: 1200 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[lotusblume's solution](#)

777.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,673 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
[lotusblume's solution](#)

778.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2023-03-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[lotusblume's solution](#)

779.

1800D

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

Quality: 29,352 global accepts · Rating: 1200 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, hashing, strings
[lotusblume's solution](#)

780.

342A

[Xenia and Divisors](#) · [Tutorial](#)

Quality: 13,875 global accepts · Rating: 1200 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[lotusblume's solution](#)

781.

1799B

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

Quality: 12,742 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[lotusblume's solution](#)

782.

1537C

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

Quality: 30,284 global accepts · Rating: 1200 · first AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[lotusblume's solution](#)

783.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,113 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, two pointers
[lotusblume's solution](#)

784.

1352C

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

Quality: 69,781 global accepts · Rating: 1200 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[lotusblume's solution](#)

785.

1352B

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

Quality: 44,829 global accepts · Rating: 1200 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[lotusblume's solution](#)

786.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,571 global accepts · Rating: 1200 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[lotusblume's solution](#)

787.

1792B

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

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[lotusblume's solution](#)

788.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings
[lotusblume's solution](#)

789.

1099C

[Postcard](#) · [Tutorial](#)

Quality: 10,427 global accepts · Rating: 1200 · first AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[lotusblume's solution](#)

790.

1650C

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

Quality: 18,514 global accepts · Rating: 1200 · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, implementation, sortings
[lotusblume's solution](#)

791.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: games
[lotusblume's solution](#)

792.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,817 global accepts · Rating: 1200 · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math
[lotusblume's solution](#)

793.

1744D

[Divisibility by \$2^n\$](#) · [Tutorial](#)

Quality: 24,525 global accepts · Rating: 1200 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[lotusblume's solution](#)

794.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,632 global accepts · Rating: 1200 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[lotusblume's solution](#)

795.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[lotusblume's solution](#)

796.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,984 global accepts · Rating: 1200 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[lotusblume's solution](#)

797.

1738B

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

Quality: 18,795 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[lotusblume's solution](#)

798.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings
[lotusblume's solution](#)

799.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,641 global accepts · Rating: 1200 · first AC: 2022-09-23 · last AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[lotusblume's solution](#)

800.

1635C

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

Quality: 25,141 global accepts · Rating: 1200 · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[lotusblume's solution](#)

801.

1729D

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

Quality: 30,757 global accepts · Rating: 1200 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
[lotusblume's solution](#)

802.

1713C

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

Quality: 18,874 global accepts · Rating: 1200 · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math
[lotusblume's solution](#)

803.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[lotusblume's solution](#)

804.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,801 global accepts · Rating: 1200 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[lotusblume's solution](#)

805.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,591 global accepts · Rating: 1200 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[lotusblume's solution](#)

806.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,374 global accepts · Rating: 1200 · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[lotusblume's solution](#)

807.

492B

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

Quality: 90,204 global accepts · Rating: 1200 · first AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, sortings

[lotusblume's solution](#)

808.

1657C

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

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2022-06-29 · Mono C# (first AC) · Tags: greedy, implementation

[lotusblume's solution](#)

809.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,462 global accepts · Rating: 1200 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[lotusblume's solution](#)

810.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[lotusblume's solution](#)

811.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,293 global accepts · Rating: 1200 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[lotusblume's solution](#)

812.

1497C1

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

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[lotusblume's solution](#)

813.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,290 global accepts · Rating: 1200 · first AC: 2022-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, two pointers

[lotusblume's solution](#)

814.

546B

[Soldier and Badges](#) · [Tutorial](#)

Quality: 18,609 global accepts · Rating: 1200 · first AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[lotusblume's solution](#)

815.

1679B

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

Quality: 27,438 global accepts · Rating: 1200 · first AC: 2022-05-24 · last AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[lotusblume's solution](#)

816.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[lotusblume's solution](#)

817.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[lotusblume's solution](#)

818.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,792 global accepts · Rating: 1200 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings
[lotusblume's solution](#)

819.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,478 global accepts · Rating: 1200 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[lotusblume's solution](#)

820.

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,614 global accepts · Rating: 1200 · first AC: 2022-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[lotusblume's solution](#)

821.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,394 global accepts · Rating: 1200 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math
[lotusblume's solution](#)

822.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[lotusblume's solution](#)

823.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation
[lotusblume's solution](#)

824.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, strings
[lotusblume's solution](#)

825.

177D1

[Encrypting Messages](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 1200 · first AC: 2022-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[lotusblume's solution](#)

826.

1637C

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

Quality: 18,745 global accepts · Rating: 1200 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[lotusblume's solution](#)

827.

651B

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

Quality: 12,224 global accepts · Rating: 1200 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[lotusblume's solution](#)

828.

1647B

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

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[lotusblume's solution](#)

829.

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[lotusblume's solution](#)

830.

2172M

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

Quality: 5,821 global accepts · Rating: 1300 · first AC: 2026-01-12 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[lotusblume's solution](#)

831.

2175B

[XOR Array](#) · [Tutorial](#)

Quality: 12,226 global accepts · Rating: 1300 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[lotusblume's solution](#)

832.

2160C

[Reverse XOR](#) · [Tutorial](#)

Quality: 15,162 global accepts · Rating: 1300 · first AC: 2025-10-13 · last AC: 2025-10-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[lotusblume's solution](#)

833.

2145C

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

Quality: 15,405 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings

[lotusblume's solution](#)

834.

2152B

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

Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: games

[lotusblume's solution](#)

835.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[lotusblume's solution](#)

836.

2127B

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

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[lotusblume's solution](#)

837.

2124C

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

Quality: 14,609 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[lotusblume's solution](#)

838.

2121D

[1709](#) · [Tutorial](#)

Quality: 18,210 global accepts · Rating: 1300 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[lotusblume's solution](#)

839.

2108B

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

Quality: 14,546 global accepts · Rating: 1300 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math
[lotusblume's solution](#)

840.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[lotusblume's solution](#)

841.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy
[lotusblume's solution](#)

842.

2065C2

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

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy
[lotusblume's solution](#)

843.

2041A

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

Quality: 11,298 global accepts · Rating: 1300 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[lotusblume's solution](#)

844.

2056B

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

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings
[lotusblume's solution](#)

845.

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,071 global accepts · Rating: 1300 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, math, number theory
[lotusblume's solution](#)

846.

2050D

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

Quality: 18,980 global accepts · Rating: 1300 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, strings
[lotusblume's solution](#)

847.

750B

[New Year and North Pole](#) · [Tutorial](#)

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation
[lotusblume's solution](#)

848.

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,991 global accepts · Rating: 1300 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, matrices
[lotusblume's solution](#)

849.

2033D

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

Quality: 18,198 global accepts · Rating: 1300 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, math
[lotusblume's solution](#)

850.

2023A

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

Quality: 16,570 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[lotusblume's solution](#)

851.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,038 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers
[lotusblume's solution](#)

852.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, strings
[lotusblume's solution](#)

853.

1991C

[Absolute Zero](#) · [Tutorial](#)

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

854.

722A

[Broken Clock](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1300 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[lotusblume's solution](#)

855.

1988C

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

Quality: 20,296 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[lotusblume's solution](#)

856.

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
[lotusblume's solution](#)

857.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[lotusblume's solution](#)

858.

1980C

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

Quality: 21,703 global accepts · Rating: 1300 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[lotusblume's solution](#)

859.

1981B

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

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math
[lotusblume's solution](#)

860.

1973B

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

Quality: 16,831 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers
[lotusblume's solution](#)

861.

634A

[Island Puzzle](#) · [Tutorial](#)

Quality: 3,454 global accepts · Rating: 1300 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[lotusblume's solution](#)

862.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers
[lotusblume's solution](#)

863.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[lotusblume's solution](#)

864.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,428 global accepts · Rating: 1300 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math
[lotusblume's solution](#)

865.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,097 global accepts · Rating: 1300 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths
[lotusblume's solution](#)

866.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,482 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[lotusblume's solution](#)

867.

1926D

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

Quality: 18,377 global accepts · Rating: 1300 · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
[lotusblume's solution](#)

868.

1927D

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

Quality: 33,186 global accepts · Rating: 1300 · first AC: 2024-02-06 · last AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[lotusblume's solution](#)

869.

821B

[Okabe and Banana Trees](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1300 · first AC: 2024-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[lotusblume's solution](#)

870.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,535 global accepts · Rating: 1300 · first AC: 2023-12-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[lotusblume's solution](#)

871.

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[lotusblume's solution](#)

872.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,279 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[lotusblume's solution](#)

873.

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory

[lotusblume's solution](#)

874.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,704 global accepts · Rating: 1300 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[lotusblume's solution](#)

875.

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[lotusblume's solution](#)

876.

1881D

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

Quality: 28,443 global accepts · Rating: 1300 · first AC: 2023-10-12 · last AC: 2023-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[lotusblume's solution](#)

877.

1868A

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

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[lotusblume's solution](#)

878.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[lotusblume's solution](#)

879.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,328 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, trees

[lotusblume's solution](#)

880.

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,591 global accepts · Rating: 1300 · first AC: 2023-07-21 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math, number theory

[lotusblume's solution](#)

881.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[lotusblume's solution](#)

882.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,854 global accepts · Rating: 1300 · first AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math

[lotusblume's solution](#)

883.

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[lotusblume's solution](#)

884.

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[lotusblume's solution](#)

885.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,205 global accepts · Rating: 1300 · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings

[lotusblume's solution](#)

886.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[lotusblume's solution](#)

887.

1815A

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

Quality: 15,975 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[lotusblume's solution](#)

888.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[lotusblume's solution](#)

889.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[lotusblume's solution](#)

890.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,776 global accepts · Rating: 1300 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, interactive
[lotusblume's solution](#)

891.

777B

[Game of Credit Cards](#) · [Tutorial](#)

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings
[lotusblume's solution](#)

892.

1794C

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

Quality: 22,087 global accepts · Rating: 1300 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers
[lotusblume's solution](#)

893.

1591C

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

Rating: 1300 · first AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[lotusblume's solution](#)

894.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,177 global accepts · Rating: 1300 · first AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers
[lotusblume's solution](#)

895.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: two pointers
[lotusblume's solution](#)

896.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,469 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[lotusblume's solution](#)

897.

1352D

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

Quality: 29,858 global accepts · Rating: 1300 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[lotusblume's solution](#)

898.

1778B

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

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[lotusblume's solution](#)

899.

1547D

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

Quality: 18,591 global accepts · Rating: 1300 · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[lotusblume's solution](#)

900.

1615B

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

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[lotusblume's solution](#)

901.

1618D

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

Quality: 20,897 global accepts · Rating: 1300 · first AC: 2022-06-27 · last AC: 2023-01-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[lotusblume's solution](#)

902.

1775B

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

Quality: 20,740 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[lotusblume's solution](#)

903.

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[lotusblume's solution](#)

904.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[lotusblume's solution](#)

905.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[lotusblume's solution](#)

906.

1382C1

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

Rating: 1300 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

[lotusblume's solution](#)

907.

1420C1

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

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[lotusblume's solution](#)

908.

1418B

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

Quality: 17,559 global accepts · Rating: 1300 · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[lotusblume's solution](#)

909.

1754C1

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

Rating: 1300 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[lotusblume's solution](#)

910.

416B

[Art Union](#) · [Tutorial](#)

Quality: 9,417 global accepts · Rating: 1300 · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[lotusblume's solution](#)

911.

1746C

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

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[lotusblume's solution](#)

912.

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,342 global accepts · Rating: 1300 · first AC: 2022-10-11 · last AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[lotusblume's solution](#)

913.

1736C1

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

Quality: 16,531 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, schedules, two pointers

[lotusblume's solution](#)

914.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · last AC: 2022-10-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[lotusblume's solution](#)

915.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[lotusblume's solution](#)

916.

1733C

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

Quality: 17,102 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[lotusblume's solution](#)

917.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[lotusblume's solution](#)

918.

161A

[Dress'em in Vests!](#) · [Tutorial](#)

Quality: 5,477 global accepts · Rating: 1300 · first AC: 2022-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, two pointers

[lotusblume's solution](#)

919.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
[lotusblume's solution](#)

920.

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy
[lotusblume's solution](#)

921.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[lotusblume's solution](#)

922.

1647C

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

Quality: 13,332 global accepts · Rating: 1300 · first AC: 2022-09-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[lotusblume's solution](#)

923.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-24 · last AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs
[lotusblume's solution](#)

924.

1703F

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

Quality: 30,055 global accepts · Rating: 1300 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings
[lotusblume's solution](#)

925.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,689 global accepts · Rating: 1300 · first AC: 2022-04-10 · last AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths
[lotusblume's solution](#)

926.

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[lotusblume's solution](#)

927.

27B

[Tournament](#) · [Tutorial](#)

Quality: 5,890 global accepts · Rating: 1300 · first AC: 2022-06-30 · Mono C# (first AC) · Tags: bitmasks, brute force, dfs and similar, greedy
[lotusblume's solution](#)

928.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2022-06-28 · last AC: 2022-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures
[lotusblume's solution](#)

929.

1650D

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

Quality: 14,714 global accepts · Rating: 1300 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[lotusblume's solution](#)

930.

1602C

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

Rating: 1300 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory

[lotusblume's solution](#)

931.

1694C

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

Rating: 1300 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[lotusblume's solution](#)

932.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,151 global accepts · Rating: 1300 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[lotusblume's solution](#)

933.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,420 global accepts · Rating: 1300 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[lotusblume's solution](#)

934.

1561B

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

Rating: 1300 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[lotusblume's solution](#)

935.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, math

[lotusblume's solution](#)

936.

289C

[Polo the Penguin and Strings](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[lotusblume's solution](#)

937.

450B

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

Quality: 28,829 global accepts · Rating: 1300 · first AC: 2022-05-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[lotusblume's solution](#)

938.

1676G

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

Quality: 24,008 global accepts · Rating: 1300 · first AC: 2022-05-12 · last AC: 2022-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[lotusblume's solution](#)

939.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,190 global accepts · Rating: 1300 · first AC: 2022-05-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[lotusblume's solution](#)

940.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,773 global accepts · Rating: 1300 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, trees
[lotusblume's solution](#)

941.

4C

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

Quality: 108,179 global accepts · Rating: 1300 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[lotusblume's solution](#)

942.

1660C

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

Quality: 22,015 global accepts · Rating: 1300 · first AC: 2022-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[lotusblume's solution](#)

943.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,889 global accepts · Rating: 1300 · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[lotusblume's solution](#)

944.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,119 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[lotusblume's solution](#)

945.

1668C

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

Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[lotusblume's solution](#)

946.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1300 · first AC: 2022-04-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[lotusblume's solution](#)

947.

94B

[Friends](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1300 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, math

[lotusblume's solution](#)

948.

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[lotusblume's solution](#)

949.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,889 global accepts · Rating: 1300 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[lotusblume's solution](#)

950.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,656 global accepts · Rating: 1400 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive

[lotusblume's solution](#)

951.

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,924 global accepts · Rating: 1400 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

[lotusblume's solution](#)

952.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,263 global accepts · Rating: 1400 · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[lotusblume's solution](#)

953.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,719 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[lotusblume's solution](#)

954.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,247 global accepts · Rating: 1400 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[lotusblume's solution](#)

955.

2156C

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

Quality: 12,289 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[lotusblume's solution](#)

956.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,229 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[lotusblume's solution](#)

957.

805D

[Minimum number of steps](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-09-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[lotusblume's solution](#)

958.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,599 global accepts · Rating: 1400 · first AC: 2025-09-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[lotusblume's solution](#)

959.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1400 · first AC: 2025-08-25 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive

[lotusblume's solution](#)

960.

2132C2

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

Quality: 13,339 global accepts · Rating: 1400 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[lotusblume's solution](#)

961.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[lotusblume's solution](#)

962.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,597 global accepts · Rating: 1400 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[lotusblume's solution](#)

963.

2114E

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

Quality: 14,009 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[lotusblume's solution](#)

964.

2114D

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

Quality: 14,643 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[lotusblume's solution](#)

965.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,833 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[lotusblume's solution](#)

966.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[lotusblume's solution](#)

967.

1046F

[Splitting money](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 1400 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[lotusblume's solution](#)

968.

2066A

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

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[lotusblume's solution](#)

969.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,248 global accepts · Rating: 1400 · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[lotusblume's solution](#)

970.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,218 global accepts · Rating: 1400 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[lotusblume's solution](#)

971.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[lotusblume's solution](#)

972.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[lotusblume's solution](#)

973.

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,986 global accepts · Rating: 1400 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[lotusblume's solution](#)

974.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,925 global accepts · Rating: 1400 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings

[lotusblume's solution](#)

975.

2009E

[Klee's SUPER DUPER LARGE Array!!!](#) · [Tutorial](#)

Quality: 17,670 global accepts · Rating: 1400 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[lotusblume's solution](#)

976.

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,777 global accepts · Rating: 1400 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[lotusblume's solution](#)

977.

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[lotusblume's solution](#)

978.

2033E

[Sakurako, Kosuke, and the Permutation](#) · [Tutorial](#)

Quality: 14,142 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[lotusblume's solution](#)

979.

2033C

[Sakurako's Field Trip](#) · [Tutorial](#)

Quality: 17,814 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[lotusblume's solution](#)

980.

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 1400 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[lotusblume's solution](#)

981.

1983C

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

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[lotusblume's solution](#)

982.

1986D

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

Quality: 17,964 global accepts · Rating: 1400 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[lotusblume's solution](#)

983.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[lotusblume's solution](#)

984.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[lotusblume's solution](#)

985.

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[lotusblume's solution](#)

986.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,380 global accepts · Rating: 1400 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[lotusblume's solution](#)

987.

868B

[Race Against Time](#) · [Tutorial](#)

Quality: 3,908 global accepts · Rating: 1400 · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lotusblume's solution](#)

988.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,798 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[lotusblume's solution](#)

989.

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,043 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures

[lotusblume's solution](#)

990.

1967B1

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

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[lotusblume's solution](#)

991.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[lotusblume's solution](#)

992.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[lotusblume's solution](#)

993.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[lotusblume's solution](#)

994.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-02-25 · last AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[lotusblume's solution](#)

995.

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,931 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, two pointers

[lotusblume's solution](#)

996.

1541C

[Great Graphs](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[lotusblume's solution](#)

997.

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[lotusblume's solution](#)

998.

1929C

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

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[lotusblume's solution](#)

999.

1927E

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

Quality: 17,058 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, two pointers

[lotusblume's solution](#)

1000.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,670 global accepts · Rating: 1400 · first AC: 2024-02-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math

[lotusblume's solution](#)

1001.

1919C

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

Quality: 28,590 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[lotusblume's solution](#)

1002.

1909C

[Heavy Intervals](#) · [Tutorial](#)

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

[lotusblume's solution](#)

1003.

1854A1

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

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

[lotusblume's solution](#)

1004.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[lotusblume's solution](#)

1005.

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,239 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[lotusblume's solution](#)

1006.

1893A

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

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[lotusblume's solution](#)

1007.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,567 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy

[lotusblume's solution](#)

1008.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[lotusblume's solution](#)

1009.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[lotusblume's solution](#)

1010.

1883F

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

Quality: 11,865 global accepts · Rating: 1400 · first AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[lotusblume's solution](#)

1011.

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[lotusblume's solution](#)

1012.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[lotusblume's solution](#)

1013.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings
[lotusblume's solution](#)

1014.

1838C

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

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[lotusblume's solution](#)

1015.

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,309 global accepts · Rating: 1400 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[lotusblume's solution](#)

1016.

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,327 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[lotusblume's solution](#)

1017.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,978 global accepts · Rating: 1400 · first AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[lotusblume's solution](#)

1018.

1824A

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

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[lotusblume's solution](#)

1019.

1609C

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

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2023-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers
[lotusblume's solution](#)

1020.

1805C

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

Quality: 14,179 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry, math
[lotusblume's solution](#)

1021.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy
[lotusblume's solution](#)

1022.

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,587 global accepts · Rating: 1400 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[lotusblume's solution](#)

1023.

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2023-02-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[lotusblume's solution](#)

1024.

1790E

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

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-27 · last AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[lotusblume's solution](#)

1025.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[lotusblume's solution](#)

1026.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[lotusblume's solution](#)

1027.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,511 global accepts · Rating: 1400 · first AC: 2022-12-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[lotusblume's solution](#)

1028.

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[lotusblume's solution](#)

1029.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,143 global accepts · Rating: 1400 · first AC: 2022-12-13 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[lotusblume's solution](#)

1030.

1771B

[Hossam and Friends](#) · [Tutorial](#)

Quality: 21,337 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[lotusblume's solution](#)

1031.

1764C

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

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[lotusblume's solution](#)

1032.

1758C

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

Quality: 15,261 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
[lotusblume's solution](#)

1033.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[lotusblume's solution](#)

1034.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,272 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory
[lotusblume's solution](#)

1035.

1748B

[Diverse Substrings](#) · [Tutorial](#)

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[lotusblume's solution](#)

1036.

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[lotusblume's solution](#)

1037.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees
[lotusblume's solution](#)

1038.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings
[lotusblume's solution](#)

1039.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,735 global accepts · Rating: 1400 · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy, implementation
[lotusblume's solution](#)

1040.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[lotusblume's solution](#)

1041.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings
[lotusblume's solution](#)

1042.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,032 global accepts · Rating: 1400 · first AC: 2022-09-19 · last AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[lotusblume's solution](#)

1043.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[lotusblume's solution](#)

1044.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[lotusblume's solution](#)

1045.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,307 global accepts · Rating: 1400 · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[lotusblume's solution](#)

1046.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,531 global accepts · Rating: 1400 · first AC: 2022-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[lotusblume's solution](#)

1047.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[lotusblume's solution](#)

1048.

1719C

[Fighting Tournament](#) · [Tutorial](#)

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2022-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[lotusblume's solution](#)

1049.

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy, implementation

[lotusblume's solution](#)

1050.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[lotusblume's solution](#)

1051.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,198 global accepts · Rating: 1400 · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[lotusblume's solution](#)

1052.

1701C

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

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[lotusblume's solution](#)

1053.

277A

[Learning Languages](#) · [Tutorial](#)

Quality: 21,583 global accepts · Rating: 1400 · first AC: 2022-06-30 · Mono C# (first AC) · Tags: dfs and similar, dsu

[lotusblume's solution](#)

1054.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-06-29 · Mono C# (first AC) · Tags: brute force, dp, greedy, implementation

[lotusblume's solution](#)

1055.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · last AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[lotusblume's solution](#)

1056.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[lotusblume's solution](#)

1057.

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,993 global accepts · Rating: 1400 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[lotusblume's solution](#)

1058.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,413 global accepts · Rating: 1400 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings, two pointers

[lotusblume's solution](#)

1059.

1697C

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

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[lotusblume's solution](#)

1060.

1682C

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

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[lotusblume's solution](#)

1061.

1354C1

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

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2022-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math, ternary search

[lotusblume's solution](#)

1062.

546C

[Soldier and Cards](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 1400 · first AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, games

[lotusblume's solution](#)

1063.

1691C

[Sum of Substrings](#) · [Tutorial](#)

Quality: 17,222 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[lotusblume's solution](#)

1064.

289B

[Polo the Penguin and Matrix](#) · [Tutorial](#)

Quality: 18,964 global accepts · Rating: 1400 · first AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, sortings, ternary search

[lotusblume's solution](#)

1065.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[lotusblume's solution](#)

1066.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-19 · last AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[lotusblume's solution](#)

1067.

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,327 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[lotusblume's solution](#)

1068.

1375C

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

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[lotusblume's solution](#)

1069.

651C

[Watchmen](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-04-09 · last AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, sortings

[lotusblume's solution](#)

1070.

414B

[Mashmokh and ACM](#) · [Tutorial](#)

Quality: 29,189 global accepts · Rating: 1400 · first AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory

[lotusblume's solution](#)

1071.

515C

[Drazil and Factorial](#) · [Tutorial](#)

Quality: 28,710 global accepts · Rating: 1400 · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[lotusblume's solution](#)

1072.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,776 global accepts · Rating: 1400 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[lotusblume's solution](#)

1073.

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

[lotusblume's solution](#)

1074.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,672 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[lotusblume's solution](#)

1075.

2149E

[Hidden Knowledge of the Ancients](#) · [Tutorial](#)

Quality: 9,279 global accepts · Rating: 1500 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[lotusblume's solution](#)

1076.

2155C

[The Ancient Wizards' Capes](#) · [Tutorial](#)

Quality: 10,257 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[lotusblume's solution](#)

1077.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[lotusblume's solution](#)

1078.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2025-09-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[lotusblume's solution](#)

1079.

2121E

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

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[lotusblume's solution](#)

1080.

2107C

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

Quality: 12,096 global accepts · Rating: 1500 · first AC: 2025-06-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[lotusblume's solution](#)

1081.

2109C1

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

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[lotusblume's solution](#)

1082.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,960 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[lotusblume's solution](#)

1083.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[lotusblume's solution](#)

1084.

2057C

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

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[lotusblume's solution](#)

1085.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[lotusblume's solution](#)

1086.

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,506 global accepts · Rating: 1500 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, strings

[lotusblume's solution](#)

1087.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1500 · first AC: 2024-08-20 · last AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[lotusblume's solution](#)

1088.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,632 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings, trees

[lotusblume's solution](#)

1089.

1997D

[Maximize the Root](#) · [Tutorial](#)

Quality: 15,913 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[lotusblume's solution](#)

1090.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,605 global accepts · Rating: 1500 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[lotusblume's solution](#)

1091.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,572 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[lotusblume's solution](#)

1092.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,014 global accepts · Rating: 1500 · first AC: 2024-06-11 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[lotusblume's solution](#)

1093.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,899 global accepts · Rating: 1500 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[lotusblume's solution](#)

1094.

868C

[Qualification Rounds](#) · [Tutorial](#)

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[lotusblume's solution](#)

1095.

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,339 global accepts · Rating: 1500 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings

[lotusblume's solution](#)

1096.

165B

[Burning Midnight Oil](#) · [Tutorial](#)

Quality: 22,864 global accepts · Rating: 1500 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[lotusblume's solution](#)

1097.

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,431 global accepts · Rating: 1500 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory, strings

[lotusblume's solution](#)

1098.

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,847 global accepts · Rating: 1500 · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[lotusblume's solution](#)

1099.

1924A

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

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[lotusblume's solution](#)

1100.

821C

[Okabe and Boxes](#) · [Tutorial](#)

Quality: 7,916 global accepts · Rating: 1500 · first AC: 2024-01-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, trees

[lotusblume's solution](#)

1101.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,202 global accepts · Rating: 1500 · first AC: 2023-12-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer,

sortings

[lotusblume's solution](#)

1102.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,845 global accepts · Rating: 1500 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[lotusblume's solution](#)

1103.

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,361 global accepts · Rating: 1500 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[lotusblume's solution](#)

1104.

1883D

[In Love](#) · [Tutorial](#)

Quality: 14,529 global accepts · Rating: 1500 · first AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[lotusblume's solution](#)

1105.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,691 global accepts · Rating: 1500 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[lotusblume's solution](#)

1106.

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, number theory, sortings

[lotusblume's solution](#)

1107.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[lotusblume's solution](#)

1108.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,844 global accepts · Rating: 1500 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[lotusblume's solution](#)

1109.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,477 global accepts · Rating: 1500 · first AC: 2023-07-21 · last AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[lotusblume's solution](#)

1110.

1842C

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

Quality: 16,497 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[lotusblume's solution](#)

1111.

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,757 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[lotusblume's solution](#)

1112.

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[lotusblume's solution](#)

1113.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory

[lotusblume's solution](#)

1114.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[lotusblume's solution](#)

1115.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[lotusblume's solution](#)

1116.

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,272 global accepts · Rating: 1500 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[lotusblume's solution](#)

1117.

342B

[Xenia and Spies](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1500 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[lotusblume's solution](#)

1118.

1789C

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

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[lotusblume's solution](#)

1119.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,557 global accepts · Rating: 1500 · first AC: 2023-02-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[lotusblume's solution](#)

1120.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,020 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[lotusblume's solution](#)

1121.

1791F

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

Quality: 15,531 global accepts · Rating: 1500 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures

[lotusblume's solution](#)

1122.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,019 global accepts · Rating: 1500 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers

[lotusblume's solution](#)

1123.

1352F

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

Quality: 19,404 global accepts · Rating: 1500 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[lotusblume's solution](#)

1124.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,761 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[lotusblume's solution](#)

1125.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,374 global accepts · Rating: 1500 · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[lotusblume's solution](#)

1126.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2023-01-18 · last AC: 2023-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[lotusblume's solution](#)

1127.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 1500 · first AC: 2023-01-09 · last AC: 2023-01-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[lotusblume's solution](#)

1128.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,992 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[lotusblume's solution](#)

1129.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[lotusblume's solution](#)

1130.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2022-09-06 · last AC: 2022-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math

[lotusblume's solution](#)

1131.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,791 global accepts · Rating: 1500 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[lotusblume's solution](#)

1132.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,520 global accepts · Rating: 1500 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, sortings
[lotusblume's solution](#)

1133.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures
[lotusblume's solution](#)

1134.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,146 global accepts · Rating: 1500 · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths
[lotusblume's solution](#)

1135.

1732D1

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

Quality: 9,902 global accepts · Rating: 1500 · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, number theory
[lotusblume's solution](#)

1136.

1754C2

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

Rating: 1500 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[lotusblume's solution](#)

1137.

1744E1

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

Quality: 12,652 global accepts · Rating: 1500 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[lotusblume's solution](#)

1138.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings
[lotusblume's solution](#)

1139.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,015 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[lotusblume's solution](#)

1140.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, implementation, math
[lotusblume's solution](#)

1141.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2022-10-06 · last AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[lotusblume's solution](#)

1142.

1738C

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

Quality: 12,778 global accepts · Rating: 1500 · first AC: 2022-09-30 · last AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math

[lotusblume's solution](#)

1143.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[lotusblume's solution](#)

1144.

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[lotusblume's solution](#)

1145.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2022-09-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[lotusblume's solution](#)

1146.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-09-05 · last AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[lotusblume's solution](#)

1147.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math

[lotusblume's solution](#)

1148.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,182 global accepts · Rating: 1500 · first AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[lotusblume's solution](#)

1149.

1366C

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

Quality: 14,261 global accepts · Rating: 1500 · first AC: 2022-08-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[lotusblume's solution](#)

1150.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[lotusblume's solution](#)

1151.

1711C

[Color the Picture](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[lotusblume's solution](#)

1152.

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,584 global accepts · Rating: 1500 · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[lotusblume's solution](#)

1153.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,057 global accepts · Rating: 1500 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[lotusblume's solution](#)

1154.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,014 global accepts · Rating: 1500 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[lotusblume's solution](#)

1155.

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lotusblume's solution](#)

1156.

1690E

[Price Maximization](#) · [Tutorial](#)

Quality: 16,991 global accepts · Rating: 1500 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[lotusblume's solution](#)

1157.

289D

[Polo the Penguin and Houses](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, math

[lotusblume's solution](#)

1158.

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[lotusblume's solution](#)

1159.

1675E

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

Quality: 12,087 global accepts · Rating: 1500 · first AC: 2022-05-05 · last AC: 2022-05-07 · C++17 (GCC 7-32) (first AC) · Tags: dsu, greedy, strings

[lotusblume's solution](#)

1160.

1646C

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

Quality: 19,517 global accepts · Rating: 1500 · first AC: 2022-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[lotusblume's solution](#)

1161.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2022-04-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[lotusblume's solution](#)

1162.

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,612 global accepts · Rating: 1500 · first AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings
[lotusblume's solution](#)

1163.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,993 global accepts · Rating: 1500 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: dp
[lotusblume's solution](#)

1164.

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,465 global accepts · Rating: 1600 · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[lotusblume's solution](#)

1165.

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,896 global accepts · Rating: 1600 · first AC: 2026-01-12 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math
[lotusblume's solution](#)

1166.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,019 global accepts · Rating: 1600 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers
[lotusblume's solution](#)

1167.

2094F

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

Quality: 11,414 global accepts · Rating: 1600 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[lotusblume's solution](#)

1168.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,843 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math
[lotusblume's solution](#)

1169.

2082B

[Floor or Ceil](#) · [Tutorial](#)

Quality: 8,258 global accepts · Rating: 1600 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
[lotusblume's solution](#)

1170.

2065E

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

Quality: 11,974 global accepts · Rating: 1600 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings
[lotusblume's solution](#)

1171.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings
[lotusblume's solution](#)

1172.

2063C

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

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[lotusblume's solution](#)

1173.

2061D

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

Quality: 10,785 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[lotusblume's solution](#)

1174.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,962 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp

[lotusblume's solution](#)

1175.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[lotusblume's solution](#)

1176.

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,241 global accepts · Rating: 1600 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[lotusblume's solution](#)

1177.

2046B

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

Quality: 10,870 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[lotusblume's solution](#)

1178.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[lotusblume's solution](#)

1179.

2037E

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Quality: 7,374 global accepts · Rating: 1600 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, interactive, two pointers

[lotusblume's solution](#)

1180.

750C

[New Year and Rating](#) · [Tutorial](#)

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[lotusblume's solution](#)

1181.

2036E

[Reverse the Rivers](#) · [Tutorial](#)

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[lotusblume's solution](#)

1182.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[lotusblume's solution](#)

1183.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-22 · last AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[lotusblume's solution](#)

1184.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,539 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[lotusblume's solution](#)

1185.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[lotusblume's solution](#)

1186.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,473 global accepts · Rating: 1600 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

[lotusblume's solution](#)

1187.

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[lotusblume's solution](#)

1188.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[lotusblume's solution](#)

1189.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,215 global accepts · Rating: 1600 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[lotusblume's solution](#)

1190.

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[lotusblume's solution](#)

1191.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,424 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[lotusblume's solution](#)

1192.

673D

[Bear and Two Paths](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[lotusblume's solution](#)

1193.

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,471 global accepts · Rating: 1600 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[lotusblume's solution](#)

1194.

1968E

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

Quality: 12,640 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[lotusblume's solution](#)

1195.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,938 global accepts · Rating: 1600 · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[lotusblume's solution](#)

1196.

383A

[Milking cows](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1600 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[lotusblume's solution](#)

1197.

165C

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

Quality: 13,826 global accepts · Rating: 1600 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers

[lotusblume's solution](#)

1198.

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,148 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[lotusblume's solution](#)

1199.

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,934 global accepts · Rating: 1600 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[lotusblume's solution](#)

1200.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1600 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[lotusblume's solution](#)

1201.

1904D1

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

Quality: 8,623 global accepts · Rating: 1600 · first AC: 2024-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[lotusblume's solution](#)

1202.

1928C

[Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1600 · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[lotusblume's solution](#)

1203.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,417 global accepts · Rating: 1600 · first AC: 2024-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, math
[lotusblume's solution](#)

1204.

1917C

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

Quality: 12,389 global accepts · Rating: 1600 · first AC: 2024-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[lotusblume's solution](#)

1205.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,524 global accepts · Rating: 1600 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees
[lotusblume's solution](#)

1206.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 1600 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths
[lotusblume's solution](#)

1207.

1843E

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

Quality: 17,809 global accepts · Rating: 1600 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers
[lotusblume's solution](#)

1208.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,315 global accepts · Rating: 1600 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees
[lotusblume's solution](#)

1209.

1849C

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

Quality: 12,533 global accepts · Rating: 1600 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings
[lotusblume's solution](#)

1210.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,275 global accepts · Rating: 1600 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp
[lotusblume's solution](#)

1211.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,335 global accepts · Rating: 1600 · first AC: 2023-10-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp
[lotusblume's solution](#)

1212.

1886C

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

Quality: 16,609 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[lotusblume's solution](#)

1213.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,785 global accepts · Rating: 1600 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[lotusblume's solution](#)

1214.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,327 global accepts · Rating: 1600 · first AC: 2023-08-07 · last AC: 2023-08-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math
[lotusblume's solution](#)

1215.

1840E

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

Quality: 9,309 global accepts · Rating: 1600 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation
[lotusblume's solution](#)

1216.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,133 global accepts · Rating: 1600 · first AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math
[lotusblume's solution](#)

1217.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2023-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees
[lotusblume's solution](#)

1218.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2023-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings
[lotusblume's solution](#)

1219.

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,360 global accepts · Rating: 1600 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings
[lotusblume's solution](#)

1220.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,931 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive
[lotusblume's solution](#)

1221.

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,640 global accepts · Rating: 1600 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[lotusblume's solution](#)

1222.

1798D

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

Quality: 14,080 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[lotusblume's solution](#)

1223.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,652 global accepts · Rating: 1600 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[lotusblume's solution](#)

1224.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2023-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[lotusblume's solution](#)

1225.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2023-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[lotusblume's solution](#)

1226.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,261 global accepts · Rating: 1600 · first AC: 2023-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[lotusblume's solution](#)

1227.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1600 · first AC: 2023-03-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, implementation

[lotusblume's solution](#)

1228.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[lotusblume's solution](#)

1229.

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[lotusblume's solution](#)

1230.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[lotusblume's solution](#)

1231.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,315 global accepts · Rating: 1600 · first AC: 2022-06-09 · last AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[lotusblume's solution](#)

1232.

1795D

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

Quality: 13,076 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[lotusblume's solution](#)

1233.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,127 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, strings
[lotusblume's solution](#)

1234.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[lotusblume's solution](#)

1235.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math
[lotusblume's solution](#)

1236.

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings
[lotusblume's solution](#)

1237.

1775C

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

Quality: 14,213 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math
[lotusblume's solution](#)

1238.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,390 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[lotusblume's solution](#)

1239.

1660D

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

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-04-03 · last AC: 2022-12-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, two pointers
[lotusblume's solution](#)

1240.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers
[lotusblume's solution](#)

1241.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,548 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[lotusblume's solution](#)

1242.

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1600 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[lotusblume's solution](#)

1243.

1099D

[Sum in the tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees
[lotusblume's solution](#)

1244.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2022-11-14 · last AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[lotusblume's solution](#)

1245.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,010 global accepts · Rating: 1600 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[lotusblume's solution](#)

1246.

1754D

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

Rating: 1600 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: math
[lotusblume's solution](#)

1247.

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,800 global accepts · Rating: 1600 · first AC: 2022-10-11 · last AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dp
[lotusblume's solution](#)

1248.

1714D

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

Quality: 10,325 global accepts · Rating: 1600 · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings
[lotusblume's solution](#)

1249.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,266 global accepts · Rating: 1600 · first AC: 2022-09-25 · last AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search
[lotusblume's solution](#)

1250.

785C

[Anton and Fairy Tale](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1600 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[lotusblume's solution](#)

1251.

1722E

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

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2022-08-30 · last AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation
[lotusblume's solution](#)

1252.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[lotusblume's solution](#)

1253.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,630 global accepts · Rating: 1600 · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[lotusblume's solution](#)

1254.

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,396 global accepts · Rating: 1600 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[lotusblume's solution](#)

1255.

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,239 global accepts · Rating: 1600 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[lotusblume's solution](#)

1256.

678B

[The Same Calendar](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lotusblume's solution](#)

1257.

1708C

[Doremy's IQ](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[lotusblume's solution](#)

1258.

1593E

[Gardener and Tree](#) · [Tutorial](#)

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[lotusblume's solution](#)

1259.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,746 global accepts · Rating: 1600 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[lotusblume's solution](#)

1260.

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[lotusblume's solution](#)

1261.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 1600 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[lotusblume's solution](#)

1262.

958E1

[Guard Duty \(easy\)](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1600 · first AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, math

[lotusblume's solution](#)

1263.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,986 global accepts · Rating: 1600 · first AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[lotusblume's solution](#)

1264.

777C

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

Quality: 6,818 global accepts · Rating: 1600 · first AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[lotusblume's solution](#)

1265.

626C

[Block Towers](#) · [Tutorial](#)

Quality: 4,616 global accepts · Rating: 1600 · first AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[lotusblume's solution](#)

1266.

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,504 global accepts · Rating: 1600 · first AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[lotusblume's solution](#)

1267.

337C

[Quiz](#) · [Tutorial](#)

Quality: 5,230 global accepts · Rating: 1600 · first AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, matrices, number theory

[lotusblume's solution](#)

1268.

1225C

[p-binary](#) · [Tutorial](#)

Quality: 9,788 global accepts · Rating: 1600 · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[lotusblume's solution](#)

1269.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,088 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[lotusblume's solution](#)

1270.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2022-06-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[lotusblume's solution](#)

1271.

178B1

[Greedy Merchants](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 1600 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[lotusblume's solution](#)

1272.

178B2

[Greedy Merchants](#) · [Tutorial](#)

Quality: 770 global accepts · Rating: 1600 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[lotusblume's solution](#)

1273.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · last AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math
[lotusblume's solution](#)

1274.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,477 global accepts · Rating: 1600 · first AC: 2022-06-10 · last AC: 2022-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[lotusblume's solution](#)

1275.

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[lotusblume's solution](#)

1276.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,989 global accepts · Rating: 1600 · first AC: 2022-06-09 · last AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings
[lotusblume's solution](#)

1277.

630G

[Challenge Pennants](#) · [Tutorial](#)

Quality: 3,301 global accepts · Rating: 1600 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[lotusblume's solution](#)

1278.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,136 global accepts · Rating: 1600 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers
[lotusblume's solution](#)

1279.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,990 global accepts · Rating: 1600 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees
[lotusblume's solution](#)

1280.

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation
[lotusblume's solution](#)

1281.

1688D

[The Enchanted Forest](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[lotusblume's solution](#)

1282.

135B

[Rectangle and Square](#) · [Tutorial](#)

Quality: 2,653 global accepts · Rating: 1600 · first AC: 2022-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math
[lotusblume's solution](#)

1283.

107B

[Basketball Team](#) · [Tutorial](#)

Quality: 4,274 global accepts · Rating: 1600 · first AC: 2022-05-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[lotusblume's solution](#)

1284.

1352G

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

Quality: 24,806 global accepts · Rating: 1600 · first AC: 2022-05-30 · last AC: 2022-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[lotusblume's solution](#)

1285.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,909 global accepts · Rating: 1600 · first AC: 2022-05-30 · last AC: 2022-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math
[lotusblume's solution](#)

1286.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,367 global accepts · Rating: 1600 · first AC: 2022-05-30 · last AC: 2022-05-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[lotusblume's solution](#)

1287.

1461D

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

Quality: 10,285 global accepts · Rating: 1600 · first AC: 2022-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings
[lotusblume's solution](#)

1288.

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2022-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
[lotusblume's solution](#)

1289.

234G

[Practice](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 1600 · first AC: 2022-05-29 · last AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, implementation
[lotusblume's solution](#)

1290.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation
[lotusblume's solution](#)

1291.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[lotusblume's solution](#)

1292.

847H

[Load Testing](#) · [Tutorial](#)

Quality: 2,608 global accepts · Rating: 1600 · first AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[lotusblume's solution](#)

1293.

1566D2

[Seating Arrangements \(hard version\) · Tutorial](#)

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[lotusblume's solution](#)

1294.

1305C

[Kuroni and Impossible Calculation · Tutorial](#)

Quality: 18,786 global accepts · Rating: 1600 · first AC: 2022-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[lotusblume's solution](#)

1295.

733D

[Kostya the Sculptor · Tutorial](#)

Quality: 4,363 global accepts · Rating: 1600 · first AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing

[lotusblume's solution](#)

1296.

1353D

[Constructing the Array · Tutorial](#)

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2022-05-27 · last AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[lotusblume's solution](#)

1297.

1243B2

[Character Swap \(Hard Version\) · Tutorial](#)

Quality: 7,307 global accepts · Rating: 1600 · first AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: strings

[lotusblume's solution](#)

1298.

371C

[Hamburgers · Tutorial](#)

Quality: 34,515 global accepts · Rating: 1600 · first AC: 2022-05-27 · last AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force

[lotusblume's solution](#)

1299.

431C

[k-Tree · Tutorial](#)

Quality: 29,782 global accepts · Rating: 1600 · first AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, trees

[lotusblume's solution](#)

1300.

1B

[Spreadsheet · Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2022-05-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[lotusblume's solution](#)

1301.

1680C

[Binary String · Tutorial](#)

Quality: 11,130 global accepts · Rating: 1600 · first AC: 2022-05-18 · last AC: 2022-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings, two pointers

[lotusblume's solution](#)

1302.

1678C

[Tokitsukaze and Strange Inequality · Tutorial](#)

Rating: 1600 · first AC: 2022-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[lotusblume's solution](#)

1303.

1345C

[Hilbert's Hotel](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[lotusblume's solution](#)

1304.

447C

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

Rating: 1600 · first AC: 2022-05-01 · last AC: 2022-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[lotusblume's solution](#)

1305.

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[lotusblume's solution](#)

1306.

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[lotusblume's solution](#)

1307.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, trees

[lotusblume's solution](#)

1308.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[lotusblume's solution](#)

1309.

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,137 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[lotusblume's solution](#)

1310.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,759 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[lotusblume's solution](#)

1311.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,491 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[lotusblume's solution](#)

1312.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[lotusblume's solution](#)

1313.

2132E

[Arithmetics Competition](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1700 · first AC: 2025-08-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search

[lotusblume's solution](#)**1314.**

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,402 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[lotusblume's solution](#)**1315.**

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 1700 · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[lotusblume's solution](#)**1316.**

2112D

[Reachability and Tree](#) · [Tutorial](#)

Quality: 9,444 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[lotusblume's solution](#)**1317.**

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[lotusblume's solution](#)**1318.**

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,608 global accepts · Rating: 1700 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[lotusblume's solution](#)**1319.**

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[lotusblume's solution](#)**1320.**

2094G

[Chimpanzini Bananini](#) · [Tutorial](#)

Quality: 7,849 global accepts · Rating: 1700 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[lotusblume's solution](#)**1321.**

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[lotusblume's solution](#)**1322.**

2065G

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

Quality: 6,286 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[lotusblume's solution](#)

1323.

2065F

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

Quality: 7,094 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[lotusblume's solution](#)

1324.

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,807 global accepts · Rating: 1700 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[lotusblume's solution](#)

1325.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[lotusblume's solution](#)

1326.

2044G1

[Medium Demon Problem \(easy version\)](#) · [Tutorial](#)

Quality: 7,332 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees

[lotusblume's solution](#)

1327.

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2024-12-15 · last AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, graphs

[lotusblume's solution](#)

1328.

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,602 global accepts · Rating: 1700 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, number theory

[lotusblume's solution](#)

1329.

2045A

[Scrambled Scrabble](#) · [Tutorial](#)

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[lotusblume's solution](#)

1330.

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,490 global accepts · Rating: 1700 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, flows, math

[lotusblume's solution](#)

1331.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[lotusblume's solution](#)

1332.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[lotusblume's solution](#)

1333.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,646 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[lotusblume's solution](#)

1334.

2006A

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

Quality: 9,371 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[lotusblume's solution](#)

1335.

1999G2

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

Quality: 11,031 global accepts · Rating: 1700 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[lotusblume's solution](#)

1336.

1085D

[Minimum Diameter Tree](#) · [Tutorial](#)

Quality: 5,907 global accepts · Rating: 1700 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, trees

[lotusblume's solution](#)

1337.

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[lotusblume's solution](#)

1338.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1700 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[lotusblume's solution](#)

1339.

559B

[Equivalent Strings](#) · [Tutorial](#)

Quality: 11,675 global accepts · Rating: 1700 · first AC: 2024-07-18 · last AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, hashing, sortings, strings

[lotusblume's solution](#)

1340.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,760 global accepts · Rating: 1700 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[lotusblume's solution](#)

1341.

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1700 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[lotusblume's solution](#)

1342.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[lotusblume's solution](#)

1343.

1985H1

[Maximize the Largest Component \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,263 global accepts · Rating: 1700 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[lotusblume's solution](#)

1344.

1984C2

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

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

[lotusblume's solution](#)

1345.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[lotusblume's solution](#)

1346.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[lotusblume's solution](#)

1347.

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[lotusblume's solution](#)

1348.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,490 global accepts · Rating: 1700 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, sortings

[lotusblume's solution](#)

1349.

634B

[XOR Equation](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-05-09 · last AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, implementation, math

[lotusblume's solution](#)

1350.

634C

[Factory Repairs](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[lotusblume's solution](#)

1351.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[lotusblume's solution](#)

1352.

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[lotusblume's solution](#)

1353.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,308 global accepts · Rating: 1700 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[lotusblume's solution](#)

1354.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 1700 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[lotusblume's solution](#)

1355.

1936A

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

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[lotusblume's solution](#)

1356.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[lotusblume's solution](#)

1357.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[lotusblume's solution](#)

1358.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,513 global accepts · Rating: 1700 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[lotusblume's solution](#)

1359.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[lotusblume's solution](#)

1360.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[lotusblume's solution](#)

1361.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[lotusblume's solution](#)

1362.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,465 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[lotusblume's solution](#)

1363.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2023-11-06 · last AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[lotusblume's solution](#)

1364.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,629 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[lotusblume's solution](#)

1365.

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,922 global accepts · Rating: 1700 · first AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[lotusblume's solution](#)

1366.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[lotusblume's solution](#)

1367.

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-12 · last AC: 2023-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[lotusblume's solution](#)

1368.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[lotusblume's solution](#)

1369.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-21 · last AC: 2023-07-21 · PyPy 3-64 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[lotusblume's solution](#)

1370.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,735 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[lotusblume's solution](#)

1371.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,801 global accepts · Rating: 1700 · first AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[lotusblume's solution](#)

1372.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,951 global accepts · Rating: 1700 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
[lotusblume's solution](#)

1373.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2023-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers
[lotusblume's solution](#)

1374.

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,478 global accepts · Rating: 1700 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory
[lotusblume's solution](#)

1375.

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees
[lotusblume's solution](#)

1376.

20A

[BerOS file system](#) · [Tutorial](#)

Quality: 7,128 global accepts · Rating: 1700 · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[lotusblume's solution](#)

1377.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,565 global accepts · Rating: 1700 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[lotusblume's solution](#)

1378.

1810D

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

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[lotusblume's solution](#)

1379.

82B

[Sets](#) · [Tutorial](#)

Quality: 2,336 global accepts · Rating: 1700 · first AC: 2023-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, implementation
[lotusblume's solution](#)

1380.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,421 global accepts · Rating: 1700 · first AC: 2023-03-27 · last AC: 2023-03-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[lotusblume's solution](#)

1381.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2023-03-23 · last AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[lotusblume's solution](#)

1382.

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,319 global accepts · Rating: 1700 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation

[lotusblume's solution](#)

1383.

1799C

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

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[lotusblume's solution](#)

1384.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-20 · last AC: 2023-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[lotusblume's solution](#)

1385.

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[lotusblume's solution](#)

1386.

126B

[Password](#) · [Tutorial](#)

Quality: 24,771 global accepts · Rating: 1700 · first AC: 2023-02-15 · last AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[lotusblume's solution](#)

1387.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-01-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[lotusblume's solution](#)

1388.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1700 · first AC: 2023-01-21 · last AC: 2023-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[lotusblume's solution](#)

1389.

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[lotusblume's solution](#)

1390.

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · last AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[lotusblume's solution](#)

1391.

1770C

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

Quality: 9,666 global accepts · Rating: 1700 · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[lotusblume's solution](#)

1392.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[lotusblume's solution](#)

1393.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,503 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
[lotusblume's solution](#)

1394.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory
[lotusblume's solution](#)

1395.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2022-12-22 · C++17 (GCC 7-32) (first AC) · Tags: games
[lotusblume's solution](#)

1396.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math
[lotusblume's solution](#)

1397.

1382C2

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

Rating: 1700 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings
[lotusblume's solution](#)

1398.

1760G

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

Quality: 10,315 global accepts · Rating: 1700 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graphs
[lotusblume's solution](#)

1399.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation
[lotusblume's solution](#)

1400.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers
[lotusblume's solution](#)

1401.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,369 global accepts · Rating: 1700 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, probabilities
[lotusblume's solution](#)

1402.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-02 · last AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[lotusblume's solution](#)

1403.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[lotusblume's solution](#)

1404.

161B

[Discounts](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2022-09-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[lotusblume's solution](#)

1405.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, math

[lotusblume's solution](#)

1406.

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 1700 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation

[lotusblume's solution](#)

1407.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,376 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[lotusblume's solution](#)

1408.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[lotusblume's solution](#)

1409.

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,212 global accepts · Rating: 1700 · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math

[lotusblume's solution](#)

1410.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[lotusblume's solution](#)

1411.

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-04 · last AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[lotusblume's solution](#)

1412.

1406C

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

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2022-06-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[lotusblume's solution](#)

1413.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2022-06-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[lotusblume's solution](#)

1414.

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,657 global accepts · Rating: 1700 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[lotusblume's solution](#)

1415.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,166 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[lotusblume's solution](#)

1416.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[lotusblume's solution](#)

1417.

1694D

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

Rating: 1700 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[lotusblume's solution](#)

1418.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,603 global accepts · Rating: 1700 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[lotusblume's solution](#)

1419.

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, math, number theory

[lotusblume's solution](#)

1420.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[lotusblume's solution](#)

1421.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, number theory, strings

[lotusblume's solution](#)

1422.

1688E

[Railway System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, interactive, sortings

[lotusblume's solution](#)

1423.

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[lotusblume's solution](#)

1424.

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,771 global accepts · Rating: 1700 · first AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[lotusblume's solution](#)

1425.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,756 global accepts · Rating: 1700 · first AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[lotusblume's solution](#)

1426.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-20 · last AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[lotusblume's solution](#)

1427.

1384C

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

Rating: 1700 · first AC: 2022-04-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[lotusblume's solution](#)

1428.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,940 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[lotusblume's solution](#)

1429.

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2022-04-23 · last AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[lotusblume's solution](#)

1430.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[lotusblume's solution](#)

1431.

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 1800 · first AC: 2026-01-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[lotusblume's solution](#)

1432.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,534 global accepts · Rating: 1800 · first AC: 2025-11-12 · last AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[lotusblume's solution](#)

1433.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,979 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers

[lotusblume's solution](#)

1434.

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[lotusblume's solution](#)

1435.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,663 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[lotusblume's solution](#)

1436.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[lotusblume's solution](#)

1437.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,396 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[lotusblume's solution](#)

1438.

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: 1800 · first AC: 2025-09-14 · last AC: 2025-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[lotusblume's solution](#)

1439.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 1800 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[lotusblume's solution](#)

1440.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[lotusblume's solution](#)

1441.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,199 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[lotusblume's solution](#)

1442.

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Quality: 1800 · first AC: 2025-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[lotusblume's solution](#)

1443.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[lotusblume's solution](#)

1444.

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[lotusblume's solution](#)

1445.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[lotusblume's solution](#)

1446.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[lotusblume's solution](#)

1447.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[lotusblume's solution](#)

1448.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[lotusblume's solution](#)

1449.

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,728 global accepts · Rating: 1800 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[lotusblume's solution](#)

1450.

2006B

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

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[lotusblume's solution](#)

1451.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math

[lotusblume's solution](#)

1452.

1082D

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

Quality: 4,090 global accepts · Rating: 1800 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[lotusblume's solution](#)

1453.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[lotusblume's solution](#)

1454.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,722 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[lotusblume's solution](#)

1455.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[lotusblume's solution](#)

1456.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[lotusblume's solution](#)

1457.

1987D

[World is Mine](#) · [Tutorial](#)

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

[lotusblume's solution](#)

1458.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,510 global accepts · Rating: 1800 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math

[lotusblume's solution](#)

1459.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-06 · last AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[lotusblume's solution](#)

1460.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[lotusblume's solution](#)

1461.

1981C

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

Quality: 6,342 global accepts · Rating: 1800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive

algorithms, greedy, implementation, math

[lotusblume's solution](#)

1462.

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,323 global accepts · Rating: 1800 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[lotusblume's solution](#)

1463.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[lotusblume's solution](#)

1464.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[lotusblume's solution](#)

1465.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[lotusblume's solution](#)

1466.

1965B

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

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[lotusblume's solution](#)

1467.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,082 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[lotusblume's solution](#)

1468.

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[lotusblume's solution](#)

1469.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[lotusblume's solution](#)

1470.

1930D1

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

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings

[lotusblume's solution](#)

1471.

1904D2

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

Quality: 5,706 global accepts · Rating: 1800 · first AC: 2024-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[lotusblume's solution](#)

1472.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,254 global accepts · Rating: 1800 · first AC: 2024-01-22 · last AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[lotusblume's solution](#)

1473.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[lotusblume's solution](#)

1474.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,718 global accepts · Rating: 1800 · first AC: 2023-12-29 · last AC: 2023-12-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[lotusblume's solution](#)

1475.

727D

[T-shirts Distribution](#) · [Tutorial](#)

Quality: 2,075 global accepts · Rating: 1800 · first AC: 2023-12-14 · last AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, greedy

[lotusblume's solution](#)

1476.

1859D

[Andrey and Escape from Copygrad](#) · [Tutorial](#)

Quality: 7,997 global accepts · Rating: 1800 · first AC: 2023-10-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[lotusblume's solution](#)

1477.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-10-19 · last AC: 2023-10-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[lotusblume's solution](#)

1478.

1852B

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

Quality: 5,461 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[lotusblume's solution](#)

1479.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory

[lotusblume's solution](#)

1480.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · PyPy 3-64 (first AC) · Tags: math, number theory

[lotusblume's solution](#)

1481.

1846F

[Rudolph and Mimic](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[lotusblume's solution](#)

1482.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,014 global accepts · Rating: 1800 · first AC: 2023-07-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[lotusblume's solution](#)

1483.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, strings

[lotusblume's solution](#)

1484.

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities, trees

[lotusblume's solution](#)

1485.

178B3

[Greedy Merchants](#) · [Tutorial](#)

Quality: 1,525 global accepts · Rating: 1800 · first AC: 2023-03-08 · last AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[lotusblume's solution](#)

1486.

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-04-02 · last AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[lotusblume's solution](#)

1487.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[lotusblume's solution](#)

1488.

1809D

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

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[lotusblume's solution](#)

1489.

777D

[Cloud of Hashtags](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, strings

[lotusblume's solution](#)

1490.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,548 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[lotusblume's solution](#)

1491.

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1800 · first AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[lotusblume's solution](#)

1492.

1573C

[Book](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-02-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, implementation

[lotusblume's solution](#)

1493.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,135 global accepts · Rating: 1800 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[lotusblume's solution](#)

1494.

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[lotusblume's solution](#)

1495.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2023-01-19 · last AC: 2023-01-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[lotusblume's solution](#)

1496.

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2023-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[lotusblume's solution](#)

1497.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · last AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[lotusblume's solution](#)

1498.

1450D

[Rating Compression](#) · [Tutorial](#)

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2023-01-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[lotusblume's solution](#)

1499.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[lotusblume's solution](#)

1500.

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[lotusblume's solution](#)

1501.

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[lotusblume's solution](#)

1502.

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[lotusblume's solution](#)

1503.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[lotusblume's solution](#)

1504.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, sortings

[lotusblume's solution](#)

1505.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[lotusblume's solution](#)

1506.

1732C1

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

Quality: 7,579 global accepts · Rating: 1800 · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[lotusblume's solution](#)

1507.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2022-10-16 · last AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[lotusblume's solution](#)

1508.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,600 global accepts · Rating: 1800 · first AC: 2022-10-07 · last AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[lotusblume's solution](#)

1509.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2022-09-17 · last AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[lotusblume's solution](#)

1510.

1713D

[Tournament Countdown](#) · [Tutorial](#)

Quality: 6,231 global accepts · Rating: 1800 · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[lotusblume's solution](#)

1511.

1719D1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[lotusblume's solution](#)

1512.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[lotusblume's solution](#)

1513.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,184 global accepts · Rating: 1800 · first AC: 2022-09-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[lotusblume's solution](#)

1514.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,917 global accepts · Rating: 1800 · first AC: 2022-09-12 · last AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: interactive, probabilities

[lotusblume's solution](#)

1515.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,244 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[lotusblume's solution](#)

1516.

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[lotusblume's solution](#)

1517.

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,393 global accepts · Rating: 1800 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[lotusblume's solution](#)

1518.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[lotusblume's solution](#)

1519.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1800 · first AC: 2022-07-22 · last AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[lotusblume's solution](#)

1520.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[lotusblume's solution](#)

1521.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2022-06-18 · last AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy

[lotusblume's solution](#)

1522.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-03-22 · last AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[lotusblume's solution](#)

1523.

1678B2

[Tokitsukaze and Good 01-String \(hard version\)](#) · [Tutorial](#)

Quality: 7,355 global accepts · Rating: 1800 · first AC: 2022-05-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[lotusblume's solution](#)

1524.

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2022-05-05 · last AC: 2022-05-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[lotusblume's solution](#)

1525.

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[lotusblume's solution](#)

1526.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,261 global accepts · Rating: 1800 · first AC: 2022-04-05 · last AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[lotusblume's solution](#)

1527.

2184F

[Cherry Tree](#) · [Tutorial](#)

Quality: 3,900 global accepts · Rating: 1900 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[lotusblume's solution](#)

1528.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,900 global accepts · Rating: 1900 · first AC: 2026-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu

[lotusblume's solution](#)

1529.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,115 global accepts · Rating: 1900 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search

[lotusblume's solution](#)

1530.

2156D

[Find the Last Number](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1900 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[lotusblume's solution](#)

1531.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1900 · first AC: 2025-08-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[lotusblume's solution](#)

1532.

506A

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[lotusblume's solution](#)

1533.

2094H

[La Vaca Saturno Saturnita](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1900 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math, number theory

[lotusblume's solution](#)

1534.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,658 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[lotusblume's solution](#)

1535.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[lotusblume's solution](#)

1536.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[lotusblume's solution](#)

1537.

2044G2

[Medium Demon Problem \(hard version\)](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[lotusblume's solution](#)

1538.

2044F

[Easy Demon Problem](#) · [Tutorial](#)

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2024-12-15 · last AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[lotusblume's solution](#)

1539.

2052E

[Expression Correction](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, expression parsing, strings

[lotusblume's solution](#)

1540.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[lotusblume's solution](#)

1541.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,384 global accepts · Rating: 1900 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees
[lotusblume's solution](#)

1542.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1900 · first AC: 2024-11-27 · last AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy
[lotusblume's solution](#)

1543.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 1900 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive
[lotusblume's solution](#)

1544.

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,370 global accepts · Rating: 1900 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers
[lotusblume's solution](#)

1545.

750D

[New Year and Fireworks](#) · [Tutorial](#)

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation
[lotusblume's solution](#)

1546.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees
[lotusblume's solution](#)

1547.

2022D1

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

Quality: 4,019 global accepts · Rating: 1900 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive
[lotusblume's solution](#)

1548.

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,689 global accepts · Rating: 1900 · first AC: 2024-09-22 · last AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, hashing
[lotusblume's solution](#)

1549.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers
[lotusblume's solution](#)

1550.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms,

data structures, greedy, implementation

[lotusblume's solution](#)

1551.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[lotusblume's solution](#)

1552.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[lotusblume's solution](#)

1553.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[lotusblume's solution](#)

1554.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[lotusblume's solution](#)

1555.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,324 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[lotusblume's solution](#)

1556.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[lotusblume's solution](#)

1557.

722D

[Generating Sets](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees

[lotusblume's solution](#)

1558.

1477B

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

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[lotusblume's solution](#)

1559.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,412 global accepts · Rating: 1900 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[lotusblume's solution](#)

1560.

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,436 global accepts · Rating: 1900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees
[lotusblume's solution](#)

1561.

1095F

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

Quality: 7,574 global accepts · Rating: 1900 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, greedy
[lotusblume's solution](#)

1562.

1095E

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

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[lotusblume's solution](#)

1563.

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, flows, hashing
[lotusblume's solution](#)

1564.

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[lotusblume's solution](#)

1565.

1980F1

[Field Division \(easy version\)](#) · [Tutorial](#)

Quality: 4,393 global accepts · Rating: 1900 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings
[lotusblume's solution](#)

1566.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1900 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings
[lotusblume's solution](#)

1567.

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers
[lotusblume's solution](#)

1568.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings
[lotusblume's solution](#)

1569.

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math
[lotusblume's solution](#)

1570.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,078 global accepts · Rating: 1900 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings
[lotusblume's solution](#)

1571.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,187 global accepts · Rating: 1900 · first AC: 2024-03-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees
[lotusblume's solution](#)

1572.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,638 global accepts · Rating: 1900 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings
[lotusblume's solution](#)

1573.

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1900 · first AC: 2024-02-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees
[lotusblume's solution](#)

1574.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees
[lotusblume's solution](#)

1575.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, ternary search
[lotusblume's solution](#)

1576.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,390 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees
[lotusblume's solution](#)

1577.

1921F

[Sum of Progression](#) · [Tutorial](#)

Quality: 5,014 global accepts · Rating: 1900 · first AC: 2024-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, math
[lotusblume's solution](#)

1578.

1918D

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

Quality: 6,195 global accepts · Rating: 1900 · first AC: 2024-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers
[lotusblume's solution](#)

1579.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, implementation, math
[lotusblume's solution](#)

1580.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation
[lotusblume's solution](#)

1581.

1854A2

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

Quality: 7,865 global accepts · Rating: 1900 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[lotusblume's solution](#)

1582.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,633 global accepts · Rating: 1900 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[lotusblume's solution](#)

1583.

1899G

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

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers
[lotusblume's solution](#)

1584.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, sortings
[lotusblume's solution](#)

1585.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees
[lotusblume's solution](#)

1586.

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math
[lotusblume's solution](#)

1587.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, shortest paths
[lotusblume's solution](#)

1588.

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings
[lotusblume's solution](#)

1589.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1900 · first AC: 2023-08-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings
[lotusblume's solution](#)

1590.

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1900 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths
[lotusblume's solution](#)

1591.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy
[lotusblume's solution](#)

1592.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs
[lotusblume's solution](#)

1593.

1823D

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

Quality: 4,313 global accepts · Rating: 1900 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings
[lotusblume's solution](#)

1594.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,538 global accepts · Rating: 1900 · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math
[lotusblume's solution](#)

1595.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers
[lotusblume's solution](#)

1596.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees
[lotusblume's solution](#)

1597.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,178 global accepts · Rating: 1900 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
[lotusblume's solution](#)

1598.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,902 global accepts · Rating: 1900 · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths
[lotusblume's solution](#)

1599.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 1900 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[lotusblume's solution](#)

1600.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,174 global accepts · Rating: 1900 · first AC: 2022-09-18 · last AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[lotusblume's solution](#)

1601.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2023-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures
[lotusblume's solution](#)

1602.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,067 global accepts · Rating: 1900 · first AC: 2023-03-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[lotusblume's solution](#)

1603.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings
[lotusblume's solution](#)

1604.

1794D

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

Quality: 4,486 global accepts · Rating: 1900 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory
[lotusblume's solution](#)

1605.

1591D

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

Rating: 1900 · first AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math, sortings
[lotusblume's solution](#)

1606.

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 1900 · first AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings
[lotusblume's solution](#)

1607.

342C

[Cupboard and Balloons](#) · [Tutorial](#)

Quality: 1,995 global accepts · Rating: 1900 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[lotusblume's solution](#)

1608.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dp
[lotusblume's solution](#)

1609.

1661D

[Progressions Covering](#) · [Tutorial](#)

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2023-02-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[lotusblume's solution](#)

1610.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation
[lotusblume's solution](#)

1611.

1791G2

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

Quality: 5,996 global accepts · Rating: 1900 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[lotusblume's solution](#)

1612.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · last AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[lotusblume's solution](#)

1613.

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,955 global accepts · Rating: 1900 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[lotusblume's solution](#)

1614.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,691 global accepts · Rating: 1900 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[lotusblume's solution](#)

1615.

839B

[Game of the Rows](#) · [Tutorial](#)

Quality: 3,438 global accepts · Rating: 1900 · first AC: 2023-01-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[lotusblume's solution](#)

1616.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[lotusblume's solution](#)

1617.

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[lotusblume's solution](#)

1618.

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[lotusblume's solution](#)

1619.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[lotusblume's solution](#)

1620.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1900 · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[lotusblume's solution](#)

1621.

1744E2

[Divisible Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[lotusblume's solution](#)

1622.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[lotusblume's solution](#)

1623.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[lotusblume's solution](#)

1624.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[lotusblume's solution](#)

1625.

1719D2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, math

[lotusblume's solution](#)

1626.

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1900 · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[lotusblume's solution](#)

1627.

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,555 global accepts · Rating: 1900 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math

[lotusblume's solution](#)

1628.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[lotusblume's solution](#)

1629.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,088 global accepts · Rating: 1900 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[lotusblume's solution](#)

1630.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[lotusblume's solution](#)

1631.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[lotusblume's solution](#)

1632.

1708D

[Difference Array](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-07-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[lotusblume's solution](#)

1633.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[lotusblume's solution](#)

1634.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[lotusblume's solution](#)

1635.

1650E

[Rescheduling the Exam](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1900 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[lotusblume's solution](#)

1636.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,994 global accepts · Rating: 1900 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, math

[lotusblume's solution](#)

1637.

1602D

[Frog Traveler](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[lotusblume's solution](#)

1638.

1561D2

[Up the Strip](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[lotusblume's solution](#)

1639.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,996 global accepts · Rating: 1900 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[lotusblume's solution](#)

1640.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, shortest paths

[lotusblume's solution](#)

1641.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[lotusblume's solution](#)

1642.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[lotusblume's solution](#)

1643.

1384D

[GameGame](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-04-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, games, math

[lotusblume's solution](#)

1644.

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

[lotusblume's solution](#)

1645.

2171E

[Anisphia Wynn Palettia and Good Permutations](#) · [Tutorial](#)

Quality: 3,655 global accepts · Rating: 2000 · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[lotusblume's solution](#)

1646.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2025-11-05 · last AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[lotusblume's solution](#)

1647.

761E

[Dasha and Puzzle](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 2000 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[lotusblume's solution](#)

1648.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2025-09-29 · last AC: 2025-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[lotusblume's solution](#)

1649.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-09 · last AC: 2025-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[lotusblume's solution](#)

1650.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,899 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[lotusblume's solution](#)

1651.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,506 global accepts · Rating: 2000 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[lotusblume's solution](#)

1652.

2096D

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

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[lotusblume's solution](#)

1653.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[lotusblume's solution](#)

1654.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[lotusblume's solution](#)

1655.

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, two pointers

[lotusblume's solution](#)

1656.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp

[lotusblume's solution](#)

1657.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-14 · last AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[lotusblume's solution](#)

1658.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[lotusblume's solution](#)

1659.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[lotusblume's solution](#)

1660.

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2024-12-15 · last AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search,

greedy, sortings

[lotusblume's solution](#)

1661.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,219 global accepts · Rating: 2000 · first AC: 2024-12-14 · last AC: 2024-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[lotusblume's solution](#)

1662.

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[lotusblume's solution](#)

1663.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[lotusblume's solution](#)

1664.

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,103 global accepts · Rating: 2000 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[lotusblume's solution](#)

1665.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,448 global accepts · Rating: 2000 · first AC: 2023-03-18 · last AC: 2024-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[lotusblume's solution](#)

1666.

1082E

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

Quality: 6,344 global accepts · Rating: 2000 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[lotusblume's solution](#)

1667.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[lotusblume's solution](#)

1668.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,011 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[lotusblume's solution](#)

1669.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 2000 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[lotusblume's solution](#)

1670.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[lotusblume's solution](#)

1671.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, two pointers

[lotusblume's solution](#)

1672.

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,608 global accepts · Rating: 2000 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[lotusblume's solution](#)

1673.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[lotusblume's solution](#)

1674.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[lotusblume's solution](#)

1675.

1976D

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

Quality: 5,801 global accepts · Rating: 2000 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[lotusblume's solution](#)

1676.

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,896 global accepts · Rating: 2000 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[lotusblume's solution](#)

1677.

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[lotusblume's solution](#)

1678.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 2000 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[lotusblume's solution](#)

1679.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[lotusblume's solution](#)

1680.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[lotusblume's solution](#)

1681.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[lotusblume's solution](#)

1682.

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings
[lotusblume's solution](#)

1683.

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-11 · last AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
[lotusblume's solution](#)

1684.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, two pointers
[lotusblume's solution](#)

1685.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees
[lotusblume's solution](#)

1686.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,967 global accepts · Rating: 2000 · first AC: 2024-02-10 · last AC: 2024-02-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths
[lotusblume's solution](#)

1687.

843B

[Interactive LowerBound](#) · [Tutorial](#)

Quality: 2,583 global accepts · Rating: 2000 · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, probabilities
[lotusblume's solution](#)

1688.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory
[lotusblume's solution](#)

1689.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · last AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
[lotusblume's solution](#)

1690.

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[lotusblume's solution](#)

1691.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, dp

[lotusblume's solution](#)

1692.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2023-10-30 · last AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[lotusblume's solution](#)

1693.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · last AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[lotusblume's solution](#)

1694.

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[lotusblume's solution](#)

1695.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,488 global accepts · Rating: 2000 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[lotusblume's solution](#)

1696.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[lotusblume's solution](#)

1697.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[lotusblume's solution](#)

1698.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[lotusblume's solution](#)

1699.

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2023-03-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[lotusblume's solution](#)

1700.

82C

[General Mobilization](#) · [Tutorial](#)

Quality: 871 global accepts · Rating: 2000 · first AC: 2023-03-27 · last AC: 2023-03-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, sortings

[lotusblume's solution](#)

1701.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[lotusblume's solution](#)

1702.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,753 global accepts · Rating: 2000 · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[lotusblume's solution](#)

1703.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2022-09-16 · last AC: 2023-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[lotusblume's solution](#)

1704.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,452 global accepts · Rating: 2000 · first AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[lotusblume's solution](#)

1705.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[lotusblume's solution](#)

1706.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[lotusblume's solution](#)

1707.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[lotusblume's solution](#)

1708.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[lotusblume's solution](#)

1709.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[lotusblume's solution](#)

1710.

1772F

[Copy of a Copy of a Copy](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2000 · first AC: 2022-12-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and

similar, graphs, implementation, sortings

[lotusblume's solution](#)

1711.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[lotusblume's solution](#)

1712.

1370D

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

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2022-12-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[lotusblume's solution](#)

1713.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2022-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[lotusblume's solution](#)

1714.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · last AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[lotusblume's solution](#)

1715.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,106 global accepts · Rating: 2000 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[lotusblume's solution](#)

1716.

1754E

[Wish I Knew How to Sort](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[lotusblume's solution](#)

1717.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers

[lotusblume's solution](#)

1718.

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2000 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, sortings

[lotusblume's solution](#)

1719.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2022-10-06 · last AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[lotusblume's solution](#)

1720.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,065 global accepts · Rating: 2000 · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[lotusblume's solution](#)

1721.

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-19 · last AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[lotusblume's solution](#)

1722.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[lotusblume's solution](#)

1723.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[lotusblume's solution](#)

1724.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[lotusblume's solution](#)

1725.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[lotusblume's solution](#)

1726.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,130 global accepts · Rating: 2000 · first AC: 2022-06-08 · last AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[lotusblume's solution](#)

1727.

1682D

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

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-06-07 · last AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[lotusblume's solution](#)

1728.

1686D

[Linguistics](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings, two pointers

[lotusblume's solution](#)

1729.

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2022-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, geometry, math

[lotusblume's solution](#)

1730.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2022-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[lotusblume's solution](#)

1731.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,348 global accepts · Rating: 2000 · first AC: 2022-05-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[lotusblume's solution](#)

1732.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[lotusblume's solution](#)

1733.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,305 global accepts · Rating: 2000 · first AC: 2022-05-02 · last AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[lotusblume's solution](#)

1734.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[lotusblume's solution](#)

1735.

2172K

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

Quality: 843 global accepts · Rating: 2100 · first AC: 2026-01-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[lotusblume's solution](#)

1736.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[lotusblume's solution](#)

1737.

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[lotusblume's solution](#)

1738.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[lotusblume's solution](#)

1739.

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[lotusblume's solution](#)

1740.

2152E

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

Quality: 2,779 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[lotusblume's solution](#)

1741.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-10-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[lotusblume's solution](#)

1742.

840B

[Leha and another game about graph](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2025-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[lotusblume's solution](#)

1743.

852D

[Exploration plan](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 2100 · first AC: 2025-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graph matchings, shortest paths

[lotusblume's solution](#)

1744.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,442 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[lotusblume's solution](#)

1745.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2025-08-22 · last AC: 2025-08-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[lotusblume's solution](#)

1746.

2132F

[Rada and the Chamomile Valley](#) · [Tutorial](#)

Quality: 2,772 global accepts · Rating: 2100 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[lotusblume's solution](#)

1747.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[lotusblume's solution](#)

1748.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,828 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[lotusblume's solution](#)

1749.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory, trees

[lotusblume's solution](#)

1750.

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2100 · first AC: 2025-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[lotusblume's solution](#)

1751.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,983 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[lotusblume's solution](#)

1752.

2074G

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

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry

[lotusblume's solution](#)

1753.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[lotusblume's solution](#)

1754.

2044H

[Hard Demon Problem](#) · [Tutorial](#)

Quality: 2,584 global accepts · Rating: 2100 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math

[lotusblume's solution](#)

1755.

2052D

[DAG Serialization](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs

[lotusblume's solution](#)

1756.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · last AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[lotusblume's solution](#)

1757.

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[lotusblume's solution](#)

1758.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[lotusblume's solution](#)

1759.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[lotusblume's solution](#)

1760.

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

[lotusblume's solution](#)

1761.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[lotusblume's solution](#)

1762.

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[lotusblume's solution](#)

1763.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[lotusblume's solution](#)

1764.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 2100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[lotusblume's solution](#)

1765.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[lotusblume's solution](#)

1766.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[lotusblume's solution](#)

1767.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[lotusblume's solution](#)

1768.

1971H

[±1](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2100 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graphs

[lotusblume's solution](#)

1769.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[lotusblume's solution](#)

1770.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[lotusblume's solution](#)

1771.

165D

[Beard Graph](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees

[lotusblume's solution](#)

1772.

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[lotusblume's solution](#)

1773.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2024-02-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[lotusblume's solution](#)

1774.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, sortings

[lotusblume's solution](#)

1775.

877D

[Ollya and Energy Drinks](#) · [Tutorial](#)

Quality: 5,085 global accepts · Rating: 2100 · first AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[lotusblume's solution](#)

1776.

821E

[Okabe and El Psy Kongroo](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2024-01-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[lotusblume's solution](#)

1777.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[lotusblume's solution](#)

1778.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[lotusblume's solution](#)

1779.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[lotusblume's solution](#)

1780.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,646 global accepts · Rating: 2100 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[lotusblume's solution](#)

1781.

1472F

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

Quality: 3,291 global accepts · Rating: 2100 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[lotusblume's solution](#)

1782.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[lotusblume's solution](#)

1783.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,791 global accepts · Rating: 2100 · first AC: 2023-10-19 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, interactive

[lotusblume's solution](#)

1784.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math

[lotusblume's solution](#)

1785.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[lotusblume's solution](#)

1786.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,193 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[lotusblume's solution](#)

1787.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[lotusblume's solution](#)

1788.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,709 global accepts · Rating: 2100 · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[lotusblume's solution](#)

1789.

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[lotusblume's solution](#)

1790.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[lotusblume's solution](#)

1791.

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation
[lotusblume's solution](#)

1792.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy
[lotusblume's solution](#)

1793.

498C

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

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, number theory
[lotusblume's solution](#)

1794.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,709 global accepts · Rating: 2100 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, two pointers
[lotusblume's solution](#)

1795.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
[lotusblume's solution](#)

1796.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2100 · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings
[lotusblume's solution](#)

1797.

1790F

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

Quality: 4,000 global accepts · Rating: 2100 · first AC: 2023-01-27 · last AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees
[lotusblume's solution](#)

1798.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,063 global accepts · Rating: 2100 · first AC: 2023-02-28 · last AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[lotusblume's solution](#)

1799.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings
[lotusblume's solution](#)

1800.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 2100 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[lotusblume's solution](#)

1801.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[lotusblume's solution](#)

1802.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[lotusblume's solution](#)

1803.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[lotusblume's solution](#)

1804.

1450C1

[Erich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 2100 · first AC: 2023-01-08 · last AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[lotusblume's solution](#)

1805.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[lotusblume's solution](#)

1806.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-15 · last AC: 2022-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory
[lotusblume's solution](#)

1807.

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[lotusblume's solution](#)

1808.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2022-12-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
[lotusblume's solution](#)

1809.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees
[lotusblume's solution](#)

1810.

1099E

[Nice table](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[lotusblume's solution](#)**1811.**

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,768 global accepts · Rating: 2100 · first AC: 2022-11-20 · last AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[lotusblume's solution](#)**1812.**

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[lotusblume's solution](#)**1813.**

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2022-11-11 · last AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[lotusblume's solution](#)**1814.**

1420C2

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

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[lotusblume's solution](#)**1815.**

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[lotusblume's solution](#)**1816.**

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[lotusblume's solution](#)**1817.**

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[lotusblume's solution](#)**1818.**

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,596 global accepts · Rating: 2100 · first AC: 2022-09-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, probabilities

[lotusblume's solution](#)**1819.**

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-06-08 · last AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[lotusblume's solution](#)

1820.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,730 global accepts · Rating: 2100 · first AC: 2022-06-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs
[lotusblume's solution](#)

1821.

2208D2

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

Quality: 1,837 global accepts · Rating: 2200 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees
[lotusblume's solution](#)

1822.

1407D

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

Quality: 5,705 global accepts · Rating: 2200 · first AC: 2026-01-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs
[lotusblume's solution](#)

1823.

2178F

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

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees
[lotusblume's solution](#)

1824.

2156F1

[Strange Operation \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings
[lotusblume's solution](#)

1825.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math
[lotusblume's solution](#)

1826.

805E

[Ice cream coloring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2025-09-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy
[lotusblume's solution](#)

1827.

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,771 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers
[lotusblume's solution](#)

1828.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2025-09-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings
[lotusblume's solution](#)

1829.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2025-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dp
[lotusblume's solution](#)

1830.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graphs

[lotusblume's solution](#)

1831.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[lotusblume's solution](#)

1832.

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2200 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[lotusblume's solution](#)

1833.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[lotusblume's solution](#)

1834.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[lotusblume's solution](#)

1835.

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings, string suffix structures, strings

[lotusblume's solution](#)

1836.

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, math, shortest paths

[lotusblume's solution](#)

1837.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[lotusblume's solution](#)

1838.

2033G

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

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[lotusblume's solution](#)

1839.

2018D

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

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[lotusblume's solution](#)

1840.

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[lotusblume's solution](#)

1841.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[lotusblume's solution](#)

1842.

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[lotusblume's solution](#)

1843.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[lotusblume's solution](#)

1844.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[lotusblume's solution](#)

1845.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2024-07-12 · last AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[lotusblume's solution](#)

1846.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2024-06-29 · last AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[lotusblume's solution](#)

1847.

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[lotusblume's solution](#)

1848.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[lotusblume's solution](#)

1849.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees

[lotusblume's solution](#)

1850.

954I

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

Quality: 1,306 global accepts · Rating: 2200 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: fft, math

[lotusblume's solution](#)

1851.

868D

[Huge Strings](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2200 · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation, strings

[lotusblume's solution](#)

1852.

1278E

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

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[lotusblume's solution](#)

1853.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2024-05-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[lotusblume's solution](#)

1854.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2024-05-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[lotusblume's solution](#)

1855.

634D

[Package Delivery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy

[lotusblume's solution](#)

1856.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[lotusblume's solution](#)

1857.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[lotusblume's solution](#)

1858.

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp

[lotusblume's solution](#)

1859.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, greedy, implementation

[lotusblume's solution](#)

1860.

1399E2

[Weights Division \(hard version\) · Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[lotusblume's solution](#)

1861.

1474D

[Cleaning · Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[lotusblume's solution](#)

1862.

1556E

[Equilibrium · Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[lotusblume's solution](#)

1863.

1437E

[Make It Increasing · Tutorial](#)

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[lotusblume's solution](#)

1864.

1406D

[Three Sequences · Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[lotusblume's solution](#)

1865.

1906H

[Twin Friends · Tutorial](#)

Quality: 1,089 global accepts · Rating: 2200 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[lotusblume's solution](#)

1866.

1520G

[To Go Or Not To Go? · Tutorial](#)

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[lotusblume's solution](#)

1867.

1520F2

[Guess the K-th Zero \(Hard version\) · Tutorial](#)

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[lotusblume's solution](#)

1868.

1328F

[Make k Equal · Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[lotusblume's solution](#)

1869.

1666F

[Fancy Stack · Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[lotusblume's solution](#)

1870.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[lotusblume's solution](#)

1871.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[lotusblume's solution](#)

1872.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[lotusblume's solution](#)

1873.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[lotusblume's solution](#)

1874.

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[lotusblume's solution](#)

1875.

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[lotusblume's solution](#)

1876.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,003 global accepts · Rating: 2200 · first AC: 2024-05-05 · last AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[lotusblume's solution](#)

1877.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[lotusblume's solution](#)

1878.

1272F

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

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings, two pointers

[lotusblume's solution](#)

1879.

1670E

[Hemose on the Tree](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[lotusblume's solution](#)

1880.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, trees

[lotusblume's solution](#)

1881.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[lotusblume's solution](#)

1882.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[lotusblume's solution](#)

1883.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[lotusblume's solution](#)

1884.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[lotusblume's solution](#)

1885.

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2024-02-20 · last AC: 2024-02-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[lotusblume's solution](#)

1886.

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[lotusblume's solution](#)

1887.

1918E

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

Quality: 2,065 global accepts · Rating: 2200 · first AC: 2024-02-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[lotusblume's solution](#)

1888.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2200 · first AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[lotusblume's solution](#)

1889.

821D

[Okabe and City](#) · [Tutorial](#)

Quality: 1,703 global accepts · Rating: 2200 · first AC: 2024-01-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[lotusblume's solution](#)

1890.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2024-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math

[lotusblume's solution](#)

1891.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[lotusblume's solution](#)

1892.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[lotusblume's solution](#)

1893.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2200 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: dp

[lotusblume's solution](#)

1894.

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[lotusblume's solution](#)

1895.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2023-07-16 · PyPy 3-64 (first AC) · Tags: binary search, brute force, math, ternary search

[lotusblume's solution](#)

1896.

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-06-06 · last AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[lotusblume's solution](#)

1897.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,797 global accepts · Rating: 2200 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[lotusblume's solution](#)

1898.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-04-27 · last AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[lotusblume's solution](#)

1899.

549C

[The Game Of Parity](#) · [Tutorial](#)

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2023-04-13 · C++17 (GCC 7-32) (first AC) · Tags: games

[lotusblume's solution](#)

1900.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[lotusblume's solution](#)**1901.**

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[lotusblume's solution](#)**1902.**

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2023-03-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[lotusblume's solution](#)**1903.**

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2200 · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[lotusblume's solution](#)**1904.**

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,450 global accepts · Rating: 2200 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[lotusblume's solution](#)**1905.**

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2023-03-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[lotusblume's solution](#)**1906.**

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2023-03-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[lotusblume's solution](#)**1907.**

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[lotusblume's solution](#)**1908.**

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2200 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[lotusblume's solution](#)**1909.**

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[lotusblume's solution](#)

1910.

1537E2

[Erase and Extend \(Hard Version\) · Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2023-02-17 · last AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[lotusblume's solution](#)

1911.

1795E

[Explosions? · Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[lotusblume's solution](#)

1912.

1788E

[Sum Over Zero · Tutorial](#)

Quality: 3,291 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp

[lotusblume's solution](#)

1913.

1777E

[Edge Reverse · Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[lotusblume's solution](#)

1914.

1552F

[Telepanting · Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings

[lotusblume's solution](#)

1915.

1615D

[X\(or\)-mas Tree · Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[lotusblume's solution](#)

1916.

839D

[Winter is here · Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2023-01-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[lotusblume's solution](#)

1917.

1763E

[Node Pairs · Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-28 · last AC: 2022-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, number theory

[lotusblume's solution](#)

1918.

1763D

[Valid Bitonic Permutations · Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-28 · last AC: 2022-12-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[lotusblume's solution](#)

1919.

1772G

[Gaining Rating · Tutorial](#)

Quality: 1,605 global accepts · Rating: 2200 · first AC: 2022-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[lotusblume's solution](#)

1920.

1616E

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

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2022-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[lotusblume's solution](#)

1921.

1741G

[Kirill and Company](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[lotusblume's solution](#)

1922.

1737D

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

Quality: 2,104 global accepts · Rating: 2200 · first AC: 2022-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[lotusblume's solution](#)

1923.

1730D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-25 · last AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings, two pointers

[lotusblume's solution](#)

1924.

1695D1

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

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[lotusblume's solution](#)

1925.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[lotusblume's solution](#)

1926.

1384B2

[Koa and the Beach \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,591 global accepts · Rating: 2200 · first AC: 2022-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[lotusblume's solution](#)

1927.

2190C

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

Quality: 1,293 global accepts · Rating: 2300 · first AC: 2026-01-21 · last AC: 2026-01-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[lotusblume's solution](#)

1928.

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2026-01-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[lotusblume's solution](#)

1929.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[lotusblume's solution](#)**1930.**

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[lotusblume's solution](#)**1931.**

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2025-09-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[lotusblume's solution](#)**1932.**

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[lotusblume's solution](#)**1933.**

78E

[Evacuation](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2300 · first AC: 2025-09-03 · last AC: 2025-09-03 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, shortest paths

[lotusblume's solution](#)**1934.**

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,645 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[lotusblume's solution](#)**1935.**

316C2

[Tidying Up](#) · [Tutorial](#)

Quality: 668 global accepts · Rating: 2300 · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings

[lotusblume's solution](#)**1936.**

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,243 global accepts · Rating: 2300 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[lotusblume's solution](#)**1937.**

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation

[lotusblume's solution](#)**1938.**

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[lotusblume's solution](#)

1939.

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[lotusblume's solution](#)

1940.

2041I

[Auto Complete](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees

[lotusblume's solution](#)

1941.

2057E1

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[lotusblume's solution](#)

1942.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[lotusblume's solution](#)

1943.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[lotusblume's solution](#)

1944.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[lotusblume's solution](#)

1945.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[lotusblume's solution](#)

1946.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[lotusblume's solution](#)

1947.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[lotusblume's solution](#)

1948.

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[lotusblume's solution](#)

1949.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[lotusblume's solution](#)

1950.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

[lotusblume's solution](#)

1951.

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[lotusblume's solution](#)

1952.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[lotusblume's solution](#)

1953.

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[lotusblume's solution](#)

1954.

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[lotusblume's solution](#)

1955.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[lotusblume's solution](#)

1956.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[lotusblume's solution](#)

1957.

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[lotusblume's solution](#)

1958.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[lotusblume's solution](#)

1959.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[lotusblume's solution](#)

1960.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: dp
[lotusblume's solution](#)

1961.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[lotusblume's solution](#)

1962.

1541D

[Tree Array](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-02-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math, probabilities, trees
[lotusblume's solution](#)

1963.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory
[lotusblume's solution](#)

1964.

1919F1

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

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[lotusblume's solution](#)

1965.

1916E

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

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[lotusblume's solution](#)

1966.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2023-11-13 · last AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, sortings
[lotusblume's solution](#)

1967.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers
[lotusblume's solution](#)

1968.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2023-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math
[lotusblume's solution](#)

1969.

512C

[Fox And Dinner](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-08-01 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings

[lotusblume's solution](#)

1970.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,718 global accepts · Rating: 2300 · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices

[lotusblume's solution](#)

1971.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[lotusblume's solution](#)

1972.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2023-04-02 · last AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[lotusblume's solution](#)

1973.

1798E

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

Quality: 2,063 global accepts · Rating: 2300 · first AC: 2023-03-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[lotusblume's solution](#)

1974.

1693C

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

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2023-03-08 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[lotusblume's solution](#)

1975.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 2300 · first AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[lotusblume's solution](#)

1976.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · last AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[lotusblume's solution](#)

1977.

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[lotusblume's solution](#)

1978.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2023-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[lotusblume's solution](#)

1979.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,621 global accepts · Rating: 2300 · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices
[lotusblume's solution](#)

1980.

1782E

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

Rating: 2300 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings
[lotusblume's solution](#)

1981.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,443 global accepts · Rating: 2300 · first AC: 2023-01-08 · last AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory
[lotusblume's solution](#)

1982.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[lotusblume's solution](#)

1983.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-05 · last AC: 2023-01-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[lotusblume's solution](#)

1984.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-15 · last AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers
[lotusblume's solution](#)

1985.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: dp
[lotusblume's solution](#)

1986.

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers
[lotusblume's solution](#)

1987.

1039A

[Timetable](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2300 · first AC: 2022-09-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math
[lotusblume's solution](#)

1988.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory
[lotusblume's solution](#)

1989.

1699D

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

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[lotusblume's solution](#)

1990.

1695D2

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

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[lotusblume's solution](#)

1991.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, math
[lotusblume's solution](#)

1992.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-05-31 · last AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings
[lotusblume's solution](#)

1993.

220E

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

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers
[lotusblume's solution](#)

1994.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search
[lotusblume's solution](#)

1995.

866D

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers
[lotusblume's solution](#)

1996.

1764E

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

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2025-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[lotusblume's solution](#)

1997.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-17 · last AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings
[lotusblume's solution](#)

1998.

164C

[Machine Programming](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2400 · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs
[lotusblume's solution](#)

1999.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[lotusblume's solution](#)

2000.

1070I

[Privatization of Roads in Berland](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2025-08-31 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[lotusblume's solution](#)

2001.

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[lotusblume's solution](#)

2002.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[lotusblume's solution](#)

2003.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-24 · last AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[lotusblume's solution](#)

2004.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[lotusblume's solution](#)

2005.

2063F1

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

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[lotusblume's solution](#)

2006.

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lotusblume's solution](#)

2007.

1083E

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

Quality: 5,615 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry

[lotusblume's solution](#)

2008.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[lotusblume's solution](#)

2009.

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[lotusblume's solution](#)

2010.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2400 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[lotusblume's solution](#)

2011.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[lotusblume's solution](#)

2012.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[lotusblume's solution](#)

2013.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[lotusblume's solution](#)

2014.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[lotusblume's solution](#)

2015.

1980F2

[Field Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[lotusblume's solution](#)

2016.

1981D

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

Quality: 2,128 global accepts · Rating: 2400 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[lotusblume's solution](#)

2017.

673E

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-05-25 · last AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[lotusblume's solution](#)

2018.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2024-05-22 · last AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[lotusblume's solution](#)

2019.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[lotusblume's solution](#)

2020.

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math

[lotusblume's solution](#)

2021.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2024-05-04 · last AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[lotusblume's solution](#)

2022.

733E

[Sleep in Class](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math, two pointers

[lotusblume's solution](#)

2023.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, matrices

[lotusblume's solution](#)

2024.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[lotusblume's solution](#)

2025.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[lotusblume's solution](#)

2026.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,886 global accepts · Rating: 2400 · first AC: 2023-10-28 · last AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[lotusblume's solution](#)

2027.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[lotusblume's solution](#)

2028.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[lotusblume's solution](#)

2029.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2023-08-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dsu, flows, graph matchings
[lotusblume's solution](#)

2030.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2023-07-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp
[lotusblume's solution](#)

2031.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,190 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings
[lotusblume's solution](#)

2032.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings
[lotusblume's solution](#)

2033.

1819C

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

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees
[lotusblume's solution](#)

2034.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, math
[lotusblume's solution](#)

2035.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[lotusblume's solution](#)

2036.

1017E

[The Supersonic Rocket](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2023-03-16 · C++17 (GCC 7-32) (first AC) · Tags: geometry, hashing, strings
[lotusblume's solution](#)

2037.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs
[lotusblume's solution](#)

2038.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-03-06 · last AC: 2023-03-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees
[lotusblume's solution](#)

2039.

1585F

[Non-equal Neighbours](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2023-03-05 · last AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[lotusblume's solution](#)

2040.

1591E

[Frequency Queries](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[lotusblume's solution](#)

2041.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,840 global accepts · Rating: 2400 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[lotusblume's solution](#)

2042.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,640 global accepts · Rating: 2400 · first AC: 2023-02-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, sortings

[lotusblume's solution](#)

2043.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[lotusblume's solution](#)

2044.

1779E

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

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[lotusblume's solution](#)

2045.

1774F1

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

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[lotusblume's solution](#)

2046.

1099F

[Cookies](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 2400 · first AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, games, trees

[lotusblume's solution](#)

2047.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, probabilities

[lotusblume's solution](#)

2048.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2400 · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[lotusblume's solution](#)

2049.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[lotusblume's solution](#)

2050.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[lotusblume's solution](#)

2051.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2500 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[lotusblume's solution](#)

2052.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2026-01-23 · last AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[lotusblume's solution](#)

2053.

2156E

[Best Time to Buy and Sell Stock](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2500 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy

[lotusblume's solution](#)

2054.

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory

[lotusblume's solution](#)

2055.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[lotusblume's solution](#)

2056.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2025-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[lotusblume's solution](#)

2057.

147B

[Smile House](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2025-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, matrices

[lotusblume's solution](#)

2058.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2025-09-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, dsu, graphs

[lotusblume's solution](#)

2059.

1187G

[Gang Up](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2500 · first AC: 2025-08-30 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[lotusblume's solution](#)

2060.

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[lotusblume's solution](#)

2061.

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,696 global accepts · Rating: 2500 · first AC: 2025-08-25 · last AC: 2025-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[lotusblume's solution](#)

2062.

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2025-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation

[lotusblume's solution](#)

2063.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[lotusblume's solution](#)

2064.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[lotusblume's solution](#)

2065.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[lotusblume's solution](#)

2066.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-12-12 · last AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[lotusblume's solution](#)

2067.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[lotusblume's solution](#)

2068.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · last AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[lotusblume's solution](#)

2069.

152E

[Garden](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 2500 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, trees

[lotusblume's solution](#)

2070.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,142 global accepts · Rating: 2500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[lotusblume's solution](#)

2071.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[lotusblume's solution](#)

2072.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[lotusblume's solution](#)

2073.

1987F1

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

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: dp

[lotusblume's solution](#)

2074.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, fft

[lotusblume's solution](#)

2075.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[lotusblume's solution](#)

2076.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2024-05-23 · last AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[lotusblume's solution](#)

2077.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, sortings

[lotusblume's solution](#)

2078.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[lotusblume's solution](#)

2079.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-02-02 · last AC: 2024-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[lotusblume's solution](#)

2080.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, graph matchings

[lotusblume's solution](#)

2081.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2023-12-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[lotusblume's solution](#)

2082.

1824C

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

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-08-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[lotusblume's solution](#)

2083.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[lotusblume's solution](#)

2084.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2500 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[lotusblume's solution](#)

2085.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2023-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[lotusblume's solution](#)

2086.

1814D

[Balancing Weapons](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-04-07 · last AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[lotusblume's solution](#)

2087.

706E

[Working routine](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2500 · first AC: 2023-04-07 · last AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[lotusblume's solution](#)

2088.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

sortings

[lotusblume's solution](#)

2089.

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2500 · first AC: 2023-03-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[lotusblume's solution](#)

2090.

1809F

[Traveling in Berland](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2500 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation

[lotusblume's solution](#)

2091.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, dsu, math

[lotusblume's solution](#)

2092.

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[lotusblume's solution](#)

2093.

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[lotusblume's solution](#)

2094.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, number theory

[lotusblume's solution](#)

2095.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2023-02-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings

[lotusblume's solution](#)

2096.

1573D

[Xor of 3](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-02-13 · last AC: 2023-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[lotusblume's solution](#)

2097.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[lotusblume's solution](#)

2098.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[lotusblume's solution](#)

2099.

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: games, two pointers

[lotusblume's solution](#)

2100.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2500 · first AC: 2022-12-11 · last AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, two pointers

[lotusblume's solution](#)

2101.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[lotusblume's solution](#)

2102.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[lotusblume's solution](#)

2103.

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[lotusblume's solution](#)

2104.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[lotusblume's solution](#)

2105.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,361 global accepts · Rating: 2500 · first AC: 2022-06-13 · last AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[lotusblume's solution](#)

2106.

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2600 · first AC: 2026-01-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[lotusblume's solution](#)

2107.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[lotusblume's solution](#)

2108.

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2025-09-28 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, interactive, math,

probabilities, sortings

[lotusblume's solution](#)

2109.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2025-09-05 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[lotusblume's solution](#)

2110.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2025-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows

[lotusblume's solution](#)

2111.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graphs

[lotusblume's solution](#)

2112.

2132G

[Famous Choreographer](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2600 · first AC: 2025-08-21 · last AC: 2025-08-22 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, strings

[lotusblume's solution](#)

2113.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[lotusblume's solution](#)

2114.

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 889 global accepts · Rating: 2600 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[lotusblume's solution](#)

2115.

2045J

[Xorderable Array](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 2600 · first AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[lotusblume's solution](#)

2116.

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[lotusblume's solution](#)

2117.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[lotusblume's solution](#)

2118.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2024-07-20 · last AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search,

data structures, dfs and similar, divide and conquer, interactive, trees

[lotusblume's solution](#)

2119.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[lotusblume's solution](#)

2120.

1987F2

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

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: dp

[lotusblume's solution](#)

2121.

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[lotusblume's solution](#)

2122.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation, trees, two pointers

[lotusblume's solution](#)

2123.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[lotusblume's solution](#)

2124.

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-06-01 · last AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[lotusblume's solution](#)

2125.

1398G

[Running Competition](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2024-05-30 · last AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, fft, math, number theory

[lotusblume's solution](#)

2126.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[lotusblume's solution](#)

2127.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[lotusblume's solution](#)

2128.

321E

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

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp
[lotusblume's solution](#)

2129.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry
[lotusblume's solution](#)

2130.

634E

[Preorder Test](#) · [Tutorial](#)

Rating: 2600 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy
[lotusblume's solution](#)

2131.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,880 global accepts · Rating: 2600 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, number theory
[lotusblume's solution](#)

2132.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[lotusblume's solution](#)

2133.

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths
[lotusblume's solution](#)

2134.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[lotusblume's solution](#)

2135.

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: math, strings
[lotusblume's solution](#)

2136.

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2023-08-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings
[lotusblume's solution](#)

2137.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2023-08-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, flows, graph matchings, greedy
[lotusblume's solution](#)

2138.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

greedy, math

[lotusblume's solution](#)

2139.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[lotusblume's solution](#)

2140.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2023-03-30 · last AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[lotusblume's solution](#)

2141.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games

[lotusblume's solution](#)

2142.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2023-03-24 · last AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, trees

[lotusblume's solution](#)

2143.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[lotusblume's solution](#)

2144.

1793E

[Velevin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[lotusblume's solution](#)

2145.

2043F

[Nim](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2700 · first AC: 2025-12-11 · last AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[lotusblume's solution](#)

2146.

132E

[Bits of merry old England](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2700 · first AC: 2025-09-05 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[lotusblume's solution](#)

2147.

62E

[World Evil](#) · [Tutorial](#)

Quality: 282 global accepts · Rating: 2700 · first AC: 2025-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows

[lotusblume's solution](#)

2148.

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, flows, graphs

[lotusblume's solution](#)

2149.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2700 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[lotusblume's solution](#)

2150.

2068H

[Statues](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2700 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[lotusblume's solution](#)

2151.

2041J

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

Quality: 265 global accepts · Rating: 2700 · first AC: 2025-01-31 · last AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, dsu, greedy

[lotusblume's solution](#)

2152.

2052M

[Managing Cluster](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, math, trees

[lotusblume's solution](#)

2153.

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,190 global accepts · Rating: 2700 · first AC: 2024-12-13 · last AC: 2024-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat

[lotusblume's solution](#)

2154.

2045E

[Narrower Passageway](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2700 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures

[lotusblume's solution](#)

2155.

1140G

[Double Tree](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2700 · first AC: 2024-11-20 · last AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, shortest paths, trees

[lotusblume's solution](#)

2156.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[lotusblume's solution](#)

2157.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[lotusblume's solution](#)

2158.

1715F

[Crop Squares](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[lotusblume's solution](#)

2159.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,117 global accepts · Rating: 2700 · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[lotusblume's solution](#)

2160.

868E

[Policeman and a Tree](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2700 · first AC: 2024-05-23 · last AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, trees

[lotusblume's solution](#)

2161.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-05-07 · last AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math

[lotusblume's solution](#)

2162.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[lotusblume's solution](#)

2163.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-23 · last AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[lotusblume's solution](#)

2164.

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-10-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[lotusblume's solution](#)

2165.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, implementation

[lotusblume's solution](#)

2166.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2023-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[lotusblume's solution](#)

2167.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[lotusblume's solution](#)

2168.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[lotusblume's solution](#)

2169.

1774F2

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

Quality: 866 global accepts · Rating: 2700 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[lotusblume's solution](#)

2170.

2155F

[Juan's Colorful Tree](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, meet-in-the-middle, trees

[lotusblume's solution](#)

2171.

2150E2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-28 · last AC: 2025-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[lotusblume's solution](#)

2172.

1286C2

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

Quality: 745 global accepts · Rating: 2800 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math

[lotusblume's solution](#)

2173.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2025-08-30 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[lotusblume's solution](#)

2174.

2068E

[Porto Vs. Benfica](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2800 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, shortest paths

[lotusblume's solution](#)

2175.

2052G

[Geometric Balance](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2024-12-16 · last AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, implementation

[lotusblume's solution](#)

2176.

2052I

[Incompetent Delivery Guy](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 2800 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[lotusblume's solution](#)

2177.

776F

[Sherlock's bet to Moriarty](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2800 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation, trees

[lotusblume's solution](#)

2178.

2031F

[Penchick and Even Medians](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2800 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[lotusblume's solution](#)

2179.

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers

[lotusblume's solution](#)

2180.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2024-05-30 · last AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[lotusblume's solution](#)

2181.

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, sortings

[lotusblume's solution](#)

2182.

1919F2

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

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[lotusblume's solution](#)

2183.

1766F

[MCF](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2800 · first AC: 2023-08-08 · C++17 (GCC 7-32) (first AC) · Tags: flows

[lotusblume's solution](#)

2184.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[lotusblume's solution](#)

2185.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings, trees

[lotusblume's solution](#)

2186.

1375G

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

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[lotusblume's solution](#)

2187.

736E

[Chess Championship](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 2900 · first AC: 2025-12-04 · last AC: 2025-12-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, greedy, math

[lotusblume's solution](#)

2188.

2152H1

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

Quality: 615 global accepts · Rating: 2900 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy
[lotusblume's solution](#)

2189.

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2025-09-05 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings
[lotusblume's solution](#)

2190.

126E

[Pills](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: 2900 · first AC: 2025-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, flows
[lotusblume's solution](#)

2191.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive
[lotusblume's solution](#)

2192.

2046E1

[Cheops and a Contest \(Easy Version\)](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[lotusblume's solution](#)

2193.

2042E

[Vertex Pairs](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2900 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, divide and conquer, greedy, implementation, trees
[lotusblume's solution](#)

2194.

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[lotusblume's solution](#)

2195.

1979F

[Kostyanych's Theorem](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2900 · first AC: 2024-06-08 · last AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, interactive
[lotusblume's solution](#)

2196.

1288F

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows
[lotusblume's solution](#)

2197.

2150F

[Cycle Closing](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3000 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation, shortest paths, trees
[lotusblume's solution](#)

2198.

2109F

[Penguin Steps](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3000 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, flows, graphs, shortest paths

[lotusblume's solution](#)

2199.

2075F

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

Quality: 521 global accepts · Rating: 3000 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, implementation

[lotusblume's solution](#)

2200.

2068K

[Amusement Park Rides](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3000 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[lotusblume's solution](#)

2201.

2045F

[Grid Game 3-angle](#) · [Tutorial](#)

Quality: 154 global accepts · Rating: 3000 · first AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[lotusblume's solution](#)

2202.

2045L

[Buggy DFS](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3000 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[lotusblume's solution](#)

2203.

2038H

[Galactic Council](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3000 · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows

[lotusblume's solution](#)

2204.

1989F

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

Quality: 604 global accepts · Rating: 3000 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs

[lotusblume's solution](#)

2205.

634F

[Orchestra](#) · [Tutorial](#)

Rating: 3000 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: two pointers

[lotusblume's solution](#)

2206.

843E

[Maximum Flow](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 3000 · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[lotusblume's solution](#)

2207.

1286F

[Harry The Potter](#) · [Tutorial](#)

Quality: 294 global accepts · Rating: 3100 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, fft, implementation, math

[lotusblume's solution](#)

2208.

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2025-09-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, trees
[lotusblume's solution](#)

2209.

1728F

[Fishermen](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 3100 · first AC: 2025-08-22 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, greedy
[lotusblume's solution](#)

2210.

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 3100 · first AC: 2025-08-07 · last AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees
[lotusblume's solution](#)

2211.

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2024-12-03 · last AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs
[lotusblume's solution](#)

2212.

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2025-08-15 · last AC: 2025-08-15 · C++17 (GCC 7-32) (first AC) · Tags: flows, greedy
[lotusblume's solution](#)

2213.

2068D

[Morse Code](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 3100 · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings, trees
[lotusblume's solution](#)

2214.

2041K

[Trophic Balance Species](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3100 · first AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, graphs
[lotusblume's solution](#)

2215.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees
[lotusblume's solution](#)

2216.

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games
[lotusblume's solution](#)

2217.

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive
[lotusblume's solution](#)

2218.

1383F

[Special Edges](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 3200 · first AC: 2025-08-21 · last AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs
[lotusblume's solution](#)

2219.

1666K

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

Quality: 357 global accepts · Rating: 3200 · first AC: 2024-01-26 · last AC: 2024-01-26 · C++17 (GCC 7-32) (first AC) · Tags: flows
[lotusblume's solution](#)

2220.

2147I1

[Longest Increasing Path \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3300 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[lotusblume's solution](#)

2221.

1556H

[DIY Tree](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2024-10-17 · last AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, math, probabilities
[lotusblume's solution](#)

2222.

2174D

[Secret Message](#) · [Tutorial](#)

Quality: 292 global accepts · Rating: 3400 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, trees
[lotusblume's solution](#)

2223.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2023-08-03 · last AC: 2023-08-03 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs, number theory
[lotusblume's solution](#)

2224.

2147H

[Maxflow GCD Coloring](#) · [Tutorial](#)

Quality: 192 global accepts · Rating: 3500 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs
[lotusblume's solution](#)

2225.

2147I2

[Longest Increasing Path \(Hard Version\)](#) · [Tutorial](#)

Quality: 104 global accepts · Rating: 3500 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[lotusblume's solution](#)

2226.

2097F

[Lost Luggage](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2025-08-15 · last AC: 2025-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows
[lotusblume's solution](#)

2227.

2068I

[Pinball](#) · [Tutorial](#)

Quality: 61 global accepts · Rating: 3500 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths
[lotusblume's solution](#)

2228.

2052H

[Hunting Hoglins in Hogwarts](#) · [Tutorial](#)

Quality: 68 global accepts · Rating: 3500 · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[lotusblume's solution](#)

2229.

2227H

[Fallen Leaves](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: — · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[lotusblume's solution](#)

2230.

105394A

[Alien Attack 2](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[lotusblume's solution](#)

2231.

105394L

[Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[lotusblume's solution](#)

2232.

106160F

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

Rating: — · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[lotusblume's solution](#)

2233.

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[lotusblume's solution](#)

2234.

106157H

[Hybrid Search](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[lotusblume's solution](#)

2235.

106157D

[Depot](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[lotusblume's solution](#)

2236.

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[lotusblume's solution](#)

2237.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[lotusblume's solution](#)

2238.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, interactive, math

[lotusblume's solution](#)

2239.

2168A1

[Encode and Decode \(Easy Version\) · Tutorial](#)

Quality: 5,028 global accepts · Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: communication, constructive algorithms, interactive

[lotusblume's solution](#)

2240.

101873H

[Ratatoskr · Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[lotusblume's solution](#)

2241.

101873J

[Word Clock · Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[lotusblume's solution](#)

2242.

101873K

[You Are Fired · Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[lotusblume's solution](#)

2243.

101873I

[Uberwatch · Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[lotusblume's solution](#)

2244.

101873A

[Drawing Borders · Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[lotusblume's solution](#)

2245.

104871D

[Drying Laundry · Tutorial](#)

Rating: — · first AC: 2025-02-26 · last AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lotusblume's solution](#)

2246.

101221I

[Sensor Network · Tutorial](#)

Rating: — · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[lotusblume's solution](#)

2247.

104634E

[Replace All · Tutorial](#)

Rating: — · first AC: 2025-08-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[lotusblume's solution](#)

2248.

104708B2

[Square Free B2 · Tutorial](#)

Rating: — · first AC: 2025-08-20 · last AC: 2025-08-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[lotusblume's solution](#)

2249.

104716C2

[Slide Parade C2 · Tutorial](#)

Rating: — · first AC: 2025-08-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[lotusblume's solution](#)

2250.

101981I

[Magic Potion](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-14 · last AC: 2025-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[lotusblume's solution](#)

2251.

100199B

[Reactor Cooling](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · last AC: 2025-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[lotusblume's solution](#)

2252.

102694C

[Sloth Naptime](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lotusblume's solution](#)

2253.

102694B

[Dynamic Diameter](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lotusblume's solution](#)

2254.

102694A

[Circumference of a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lotusblume's solution](#)

2255.

102694D

[Cycle Free Flow](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lotusblume's solution](#)

2256.

102694F

[The Lorax](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lotusblume's solution](#)

2257.

102694E

[Filthy Rich Trees](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lotusblume's solution](#)

2258.

2095H

[Blurry Vision](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: — · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, fft, math

[lotusblume's solution](#)

2259.

104871K

[Keys](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lotusblume's solution](#)

2260.

104871G

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

Rating: — · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lotusblume's solution](#)

2261.

104871I

[Interactive Reconstruction](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[lotusblume's solution](#)

2262.

104871H

[Human Resources](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[lotusblume's solution](#)

2263.

104871C

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[lotusblume's solution](#)

2264.

104871B

[Ball Passing](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[lotusblume's solution](#)

2265.

104871E

[Equal Schedules](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[lotusblume's solution](#)

2266.

105677L

[The Charioteer](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-13 · last AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[lotusblume's solution](#)

2267.

105677G

[Guess How the Ballet Will End](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[lotusblume's solution](#)

2268.

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[lotusblume's solution](#)

2269.

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[lotusblume's solution](#)

2270.

105677D

[Temple Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[lotusblume's solution](#)

2271.

105677H

[The king of SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[lotusblume's solution](#)

2272.

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[lotusblume's solution](#)

2273.

105673A

[Biggest Field](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[lotusblume's solution](#)

2274.

105705D

[Simple Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[lotusblume's solution](#)

2275.

105705B

[Segment Trees ?](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[lotusblume's solution](#)

2276.

105705A

[Max Xor Pair](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[lotusblume's solution](#)

2277.

105705C

[Farthest Apart](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[lotusblume's solution](#)

2278.

104466H

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

Rating: — · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[lotusblume's solution](#)

2279.

104466B

[Balloon Darts](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[lotusblume's solution](#)

2280.

104466C

[Cosmic Commute](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[lotusblume's solution](#)

2281.

105562G

[Glued Grid](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[lotusblume's solution](#)

2282.

101398I

[Idol](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · last AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[lotusblume's solution](#)

2283.

101398G

[Guards](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[lotusblume's solution](#)

2284.

101398F

[Foul Play](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[lotusblume's solution](#)

2285.

101398B

[Beer Pressure](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[lotusblume's solution](#)

2286.

101398D

[Digital Clock](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[lotusblume's solution](#)

2287.

101398K

[Key Insight](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[lotusblume's solution](#)

2288.

101398A

[Admiral](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[lotusblume's solution](#)

2289.

101398J

[Joint Venture](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[lotusblume's solution](#)

2290.

101398E

[Edge Case](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · PyPy 3-64 (first AC) · Tags: —
[lotusblume's solution](#)

2291.

105562B

[Binary Search](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[lotusblume's solution](#)

2292.

105431G

[Guessing Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[lotusblume's solution](#)

2293.

105446E

[Eradication Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · last AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[lotusblume's solution](#)

2294.

105492B

[Buggy Blinkers](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[lotusblume's solution](#)

2295.

105492L

[Levelling Locks](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[lotusblume's solution](#)

2296.

105492M

[Museum Visit](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[lotusblume's solution](#)

2297.

105492I

[Interrail Pass](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[lotusblume's solution](#)

2298.

105492C

[Concurrent Contests](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[lotusblume's solution](#)

2299.

105492F

[Failing Factory](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[lotusblume's solution](#)

2300.

105492K

[Karaoke Compression](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[lotusblume's solution](#)

2301.

105492E

[Extraterrestrial Exploration](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[lotusblume's solution](#)

2302.

105492G

[Grocery Greed](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[lotusblume's solution](#)

2303.

105492A

[``Aaawww...'' or ``Aaayyy!!!''](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[lotusblume's solution](#)

2304.

105492J

[Jumbled Scoreboards](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[lotusblume's solution](#)

2305.

101778D

[Help Conan](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[lotusblume's solution](#)

2306.

101908J

[Joining Capitals](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[lotusblume's solution](#)

2307.

105112B

[Brickwork](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[lotusblume's solution](#)

2308.

105112C

[Chair Dance](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · last AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[lotusblume's solution](#)

2309.

105446J

[Jabber Network](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · last AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[lotusblume's solution](#)

2310.

105446F

[Finding Suspicious Proteins](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[lotusblume's solution](#)

2311.

105446D

[Drone Control](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[lotusblume's solution](#)

2312.

105446G

[Word Search](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[lotusblume's solution](#)

2313.

105446I

[Inconsistent Patterns](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[lotusblume's solution](#)

2314.

105446K

[Knitting](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[lotusblume's solution](#)

2315.

105446L

[Leg Day](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[lotusblume's solution](#)

2316.

105446A

[Amalgram](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[lotusblume's solution](#)

2317.

104555B

[Best Fair Shuffles](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[lotusblume's solution](#)

2318.

104555D

[Detour](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[lotusblume's solution](#)

2319.

104555E

[Extracting Pollen](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[lotusblume's solution](#)

2320.

104555H

[Honest Worker](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[lotusblume's solution](#)

2321.

104555G

[Great Treaty of Byteland](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[lotusblume's solution](#)

2322.

104555C

[Challenging Hike](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[lotusblume's solution](#)

2323.

104555F

[Fatigue-Fighting Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[lotusblume's solution](#)

2324.

104555I

[Investigating Zeroes and Ones](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[lotusblume's solution](#)

2325.

104555M

[Maximizing Flight Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[lotusblume's solution](#)

2326.

104555L

[Lexicographical Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[lotusblume's solution](#)

2327.

104555A

[Amusement Park Adventure](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[lotusblume's solution](#)

2328.

101615H

[Avoiding Airports](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-17 · last AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[lotusblume's solution](#)

2329.

101615M

[Unsatisfying](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[lotusblume's solution](#)

2330.

101615B

[Enlarging Enthusiasm](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[lotusblume's solution](#)

2331.

101615G

[Security Badge](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[lotusblume's solution](#)

2332.

101615D

[Rainbow Roads](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[lotusblume's solution](#)

2333.

101615L

[Delayed Work](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[lotusblume's solution](#)

2334.

101615J

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[lotusblume's solution](#)

2335.

101615A

[Odd Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[lotusblume's solution](#)

2336.

105257K

[Lethal Company](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[lotusblume's solution](#)

2337.

105257L

[Chess](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[lotusblume's solution](#)

2338.

105257C

[Seats](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[lotusblume's solution](#)

2339.

105257M

[Window Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[lotusblume's solution](#)

2340.

105257G

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

Rating: — · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[lotusblume's solution](#)

2341.

105257F

[Try a try, AC is OK](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[lotusblume's solution](#)

2342.

105257B

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

Rating: — · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[lotusblume's solution](#)

2343.

105257A

[chmod](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[lotusblume's solution](#)

2344.

105259C

[Parcel Post](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[lotusblume's solution](#)

2345.

105259D

[Double Agents](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[lotusblume's solution](#)

2346.

105259A

[Make All Equal](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[lotusblume's solution](#)

2347.

105259B

[Mazes](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[lotusblume's solution](#)

2348.

105239H

[These Piles of Stones Again!](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[lotusblume's solution](#)

2349.

100753B

[Bounty Hunter II](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-13 · last AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[lotusblume's solution](#)

2350.

100753F

[Divisions](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[lotusblume's solution](#)

2351.

100753D

[Carpets](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[lotusblume's solution](#)

2352.

100753J

[Souvenirs](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[lotusblume's solution](#)

2353.

100753A

[A Journey to Greece](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[lotusblume's solution](#)

2354.

100753E

[Change of Scenery](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[lotusblume's solution](#)

2355.

100753H

[Legacy Code](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[lotusblume's solution](#)

2356.

100753I

[Milling machines](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[lotusblume's solution](#)

2357.

100753K

[Upside down primes](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[lotusblume's solution](#)

2358.

100753G

[Extreme Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[lotusblume's solution](#)

2359.

104059F

[Formula Flatland](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[lotusblume's solution](#)

2360.

104925D

[Filesystem](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[lotusblume's solution](#)

2361.

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[lotusblume's solution](#)

2362.

104854I

[Intelligent Cat Embedding](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[lotusblume's solution](#)

2363.

104854E

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

Rating: — · first AC: 2024-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[lotusblume's solution](#)

2364.

104059K

[K.O. Kids](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[lotusblume's solution](#)

2365.

104059E

[Enjoyable Entree](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[lotusblume's solution](#)

2366.

104059B

[Breeding Bugs](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[lotusblume's solution](#)

2367.

104059J

[Jesting Jabberwocky](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[lotusblume's solution](#)

2368.

101388B

[Bring Them There](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[lotusblume's solution](#)

2369.

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-17 · last AC: 2024-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[lotusblume's solution](#)

2370.

101982E

[Cops And Roobers](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[lotusblume's solution](#)

2371.

104782B

[The floor is lava!](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[lotusblume's solution](#)

2372.

104090I

[Guess Cycle Length](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[lotusblume's solution](#)

2373.

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, geometry, math

[lotusblume's solution](#)

2374.

1812J

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

Quality: 6,291 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[lotusblume's solution](#)

2375.

1812D

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

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, math, number theory

[lotusblume's solution](#)

2376.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, implementation

[lotusblume's solution](#)

2377.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, expression parsing, strings

[lotusblume's solution](#)

2378.

100952H

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

Rating: — · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[lotusblume's solution](#)

2379.

100952D

[Time to go back](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[lotusblume's solution](#)

2380.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: *special

[lotusblume's solution](#)

2381.

102697077

[That Hertz!](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[lotusblume's solution](#)

2382.

102873D

[Sanda's Job](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-20 · last AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[lotusblume's solution](#)

2383.

102873F

[Game on Grid](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[lotusblume's solution](#)

2384.

102873E

[Count Substrings](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[lotusblume's solution](#)

2385.

102873C

[Similar Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[lotusblume's solution](#)

2386.

102873A

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

Rating: — · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[lotusblume's solution](#)

2387.

102961H

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

Rating: — · first AC: 2022-05-28 · last AC: 2022-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[lotusblume's solution](#)

2388.

103415H

[Three Integers](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-20 · last AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[lotusblume's solution](#)

2389.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[lotusblume's solution](#)

2390.

102873B

[Rabbit Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[lotusblume's solution](#)