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Unique solved — luka.heric

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2193A
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2209A
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2149B
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- 9.**
2149A
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1674B
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11.

1674A

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12.

2207A

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13.

2205B

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14.

2205A

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15.

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19.

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2148A

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26.

2133B

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29.

2146A

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2147A

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32.

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35.

2125A

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36.

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42.

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2113A

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2118A

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2117B

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48.

2117A

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49.

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51.

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52.

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54.

2027A

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2106A

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58.

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60.

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63.

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2071A
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2069A
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2059A
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2063A
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2048A
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2055A
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75.

2057A

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76.

2049A

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77.

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78.

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79.

2044A

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80.

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81.

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83.

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86.

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87.

2036A

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88.

2024A

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89.

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90.

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91.

1929B

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92.

1929A

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93.

1934A

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94.

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95.

2019A

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96.

1935A

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97.

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98.

1968B

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99.

1968A

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100.

2008C

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

Quality: 36,481 global accepts · Rating: 800 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math
[luka.heric's solution](#)

101.

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,957 global accepts · Rating: 800 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, strings
[luka.heric's solution](#)

102.

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,791 global accepts · Rating: 800 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[luka.heric's solution](#)

103.

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[luka.heric's solution](#)

104.

1944A

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

Quality: 28,736 global accepts · Rating: 800 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math
[luka.heric's solution](#)

105.

1946A

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

Quality: 28,570 global accepts · Rating: 800 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[luka.heric's solution](#)

106.

1956B

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

Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[luka.heric's solution](#)

107.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, games, greedy
[luka.heric's solution](#)

108.

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,252 global accepts · Rating: 800 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[luka.heric's solution](#)

109.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,348 global accepts · Rating: 800 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math
[luka.heric's solution](#)

110.

2003B

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

Quality: 27,529 global accepts · Rating: 800 · first AC: 2024-08-25 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
[luka.heric's solution](#)

111.

2003A

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

Quality: 32,665 global accepts · Rating: 800 · first AC: 2024-08-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[luka.heric's solution](#)

112.

1942A

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

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-08-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[luka.heric's solution](#)

113.

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[luka.heric's solution](#)

114.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[luka.heric's solution](#)

115.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,711 global accepts · Rating: 800 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[luka.heric's solution](#)

116.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[luka.heric's solution](#)

117.

1998A

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

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[luka.heric's solution](#)

118.

1948A

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

Quality: 30,994 global accepts · Rating: 800 · first AC: 2024-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[luka.heric's solution](#)

119.

710A

[King Moves](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 800 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[luka.heric's solution](#)

120.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,171 global accepts · Rating: 800 · first AC: 2024-08-04 · last AC: 2024-08-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[luka.heric's solution](#)

121.

1966A

[Card Exchange](#) · [Tutorial](#)

Quality: 19,570 global accepts · Rating: 800 · first AC: 2024-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

[luka.heric's solution](#)

122.

1930A

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

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[luka.heric's solution](#)

123.

1985B

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

Quality: 56,771 global accepts · Rating: 800 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[luka.heric's solution](#)

124.

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,373 global accepts · Rating: 800 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[luka.heric's solution](#)

125.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,432 global accepts · Rating: 800 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[luka.heric's solution](#)

126.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,177 global accepts · Rating: 800 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[luka.heric's solution](#)

127.

1991A

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

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[luka.heric's solution](#)

128.

1975A

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

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[luka.heric's solution](#)

129.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,425 global accepts · Rating: 800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[luka.heric's solution](#)

130.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,200 global accepts · Rating: 800 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[luka.heric's solution](#)

131.

1979A

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

Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[luka.heric's solution](#)

132.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[luka.heric's solution](#)

133.

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,946 global accepts · Rating: 800 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[luka.heric's solution](#)

134.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,238 global accepts · Rating: 800 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[luka.heric's solution](#)

135.

1981A

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

Quality: 24,250 global accepts · Rating: 800 · first AC: 2024-07-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[luka.heric's solution](#)

136.

1983A

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

Quality: 28,116 global accepts · Rating: 800 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[luka.heric's solution](#)

137.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search

[luka.heric's solution](#)

138.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[luka.heric's solution](#)

139.

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,987 global accepts · Rating: 800 · first AC: 2024-07-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, sortings

[luka.heric's solution](#)

140.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,992 global accepts · Rating: 800 · first AC: 2024-07-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[luka.heric's solution](#)

141.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,358 global accepts · Rating: 800 · first AC: 2024-07-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[luka.heric's solution](#)

142.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-06-25 · last AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[luka.heric's solution](#)

143.

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,156 global accepts · Rating: 800 · first AC: 2024-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[luka.heric's solution](#)

144.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[luka.heric's solution](#)

145.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,645 global accepts · Rating: 800 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[luka.heric's solution](#)

146.

1925A

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

Quality: 31,149 global accepts · Rating: 800 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[luka.heric's solution](#)

147.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,245 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[luka.heric's solution](#)

148.

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
[luka.heric's solution](#)

149.

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
[luka.heric's solution](#)

150.

1898A

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

Quality: 17,423 global accepts · Rating: 800 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[luka.heric's solution](#)

151.

1899A

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

Quality: 92,760 global accepts · Rating: 800 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory
[luka.heric's solution](#)

152.

1890B

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

Quality: 18,766 global accepts · Rating: 800 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[luka.heric's solution](#)

153.

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,116 global accepts · Rating: 800 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[luka.heric's solution](#)

154.

1881A

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

Quality: 59,328 global accepts · Rating: 800 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings
[luka.heric's solution](#)

155.

1877A

[Goals of Victory](#) · [Tutorial](#)

Quality: 52,325 global accepts · Rating: 800 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math
[luka.heric's solution](#)

156.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[luka.heric's solution](#)

157.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[luka.heric's solution](#)

158.

1867A

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

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[luka.heric's solution](#)

159.

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,178 global accepts · Rating: 800 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[luka.heric's solution](#)

160.

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 54,996 global accepts · Rating: 800 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[luka.heric's solution](#)

161.

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,266 global accepts · Rating: 800 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings
[luka.heric's solution](#)

162.

1843C

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

Quality: 39,499 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, trees
[luka.heric's solution](#)

163.

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,103 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, two pointers
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164.

1843A

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

Quality: 37,311 global accepts · Rating: 800 · first AC: 2023-06-20 · last AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
[luka.heric's solution](#)

165.

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,605 global accepts · Rating: 800 · first AC: 2023-04-25 · last AC: 2023-04-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[luka.heric's solution](#)

166.

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2023-04-25 · last AC: 2023-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[luka.heric's solution](#)

167.

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,776 global accepts · Rating: 800 · first AC: 2023-04-25 · C++17 (GCC 7-32) (first AC) · Tags: math
[luka.heric's solution](#)

168.

1805B

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

Quality: 19,974 global accepts · Rating: 800 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[luka.heric's solution](#)

169.

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,936 global accepts · Rating: 800 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force
[luka.heric's solution](#)

170.

1783A

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

Quality: 48,726 global accepts · Rating: 800 · first AC: 2023-01-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings
[luka.heric's solution](#)

171.

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[luka.heric's solution](#)

172.

910A

[The Way to Home](#) · [Tutorial](#)

Quality: 13,996 global accepts · Rating: 800 · first AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation
[luka.heric's solution](#)

173.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,454 global accepts · Rating: 800 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[luka.heric's solution](#)

174.

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,924 global accepts · Rating: 800 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[luka.heric's solution](#)

175.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,337 global accepts · Rating: 800 · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[luka.heric's solution](#)

176.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,484 global accepts · Rating: 800 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[luka.heric's solution](#)

177.

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
[luka.heric's solution](#)

178.

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
[luka.heric's solution](#)

179.

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,056 global accepts · Rating: 800 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[luka.heric's solution](#)

180.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[luka.heric's solution](#)

181.

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

[luka.heric's solution](#)

182.

1734A

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

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[luka.heric's solution](#)

183.

1734B

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

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[luka.heric's solution](#)

184.

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

[luka.heric's solution](#)

185.

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,855 global accepts · Rating: 800 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[luka.heric's solution](#)

186.

2209B

[Array](#) · [Tutorial](#)

Quality: 19,389 global accepts · Rating: 900 · first AC: 2026-03-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[luka.heric's solution](#)

187.

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,142 global accepts · Rating: 900 · first AC: 2026-03-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[luka.heric's solution](#)

188.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,882 global accepts · Rating: 900 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[luka.heric's solution](#)

189.

2140B

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

Quality: 22,136 global accepts · Rating: 900 · first AC: 2025-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[luka.heric's solution](#)

190.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,365 global accepts · Rating: 900 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[luka.heric's solution](#)

191.

2114B

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

Quality: 30,501 global accepts · Rating: 900 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[luka.heric's solution](#)

192.

2110B

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

Quality: 27,343 global accepts · Rating: 900 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: strings

[luka.heric's solution](#)

193.

1918B

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

Quality: 27,024 global accepts · Rating: 900 · first AC: 2025-05-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[luka.heric's solution](#)

194.

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,835 global accepts · Rating: 900 · first AC: 2025-04-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[luka.heric's solution](#)

195.

2042B

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

Quality: 19,486 global accepts · Rating: 900 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[luka.heric's solution](#)

196.

2060C

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

Quality: 32,075 global accepts · Rating: 900 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings, two pointers

[luka.heric's solution](#)

197.

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[luka.heric's solution](#)

198.

2047B

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

Quality: 19,249 global accepts · Rating: 900 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, strings

[luka.heric's solution](#)

199.

2026A

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

Quality: 20,265 global accepts · Rating: 900 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[luka.heric's solution](#)

200.

2031B

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

Quality: 20,785 global accepts · Rating: 900 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

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201.

2028A

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2013B

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203.

2005A

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2007B

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205.

1869A

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206.

1951A

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207.

1954A

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1973A

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209.

1985D

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210.

1990A

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211.

1988B

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212.

1988A

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213.

1992C

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214.

1881B

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215.

870A

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216.

1875A

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217.

1872B

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218.

1768B

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219.

1771A

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220.

1764B

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221.

1747B

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222.

1735B

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223.

1733B

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224.

2217B

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225.

2193C

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226.

1674C

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227.

2203B

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228.

2192B

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229.

2194B

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230.

2144B

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231.

2147B

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232.

2120B

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233.

2123C

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234.

2091C

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235.

2114C

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236.

2093C

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237.

2092B

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238.

2060B

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239.

2055B

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240.

2057B

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241.

2040B

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242.

2034B

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243.

2039B

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244.

1566C

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245.

1485A

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246.

1968C

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247.

2005B1

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248.

1858C

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249.

2004B

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250.

2002B

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251.

1998B

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252.

1930B

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253.

1985C

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254.

1969B

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255.

1975B

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256.

1979B

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257.

1986B

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258.

1987B

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259.

1395A

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260.

766A

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261.

1520C

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262.

1877B

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263.

1725B

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264.

1A

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265.

2208B

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266.

2131C

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267.

1827A

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268.

2193D

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269.

2025B

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270.

2173B

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271.

2155B

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272.

2146B

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273.

2138A

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274.

2128B

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275.

2125C

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276.

1920B

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277.

2030C

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278.

2112B

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279.

792A

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280.

2027B

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281.

2107B

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Quality: 19,803 global accepts · Rating: 1100 · first AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

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282.

2104C

[Card Game](#) · [Tutorial](#)

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283.

2086B

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

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[luka.heric's solution](#)

284.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[luka.heric's solution](#)

285.

2070B

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Quality: 19,690 global accepts · Rating: 1100 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[luka.heric's solution](#)

286.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[luka.heric's solution](#)

287.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,733 global accepts · Rating: 1100 · first AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[luka.heric's solution](#)

288.

2063B

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

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[luka.heric's solution](#)

289.

2060D

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

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[luka.heric's solution](#)

290.

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,103 global accepts · Rating: 1100 · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[luka.heric's solution](#)

291.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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292.

2024B

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Quality: 17,043 global accepts · Rating: 1100 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, sortings

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293.

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1100 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[luka.heric's solution](#)

294.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[luka.heric's solution](#)

295.

1869B

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Quality: 25,723 global accepts · Rating: 1100 · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, shortest paths, sortings

[luka.heric's solution](#)

296.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-08-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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297.

2004C

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Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
[luka.heric's solution](#)

298.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,274 global accepts · Rating: 1100 · first AC: 2024-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[luka.heric's solution](#)

299.

1966B

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

Quality: 17,212 global accepts · Rating: 1100 · first AC: 2024-08-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[luka.heric's solution](#)

300.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[luka.heric's solution](#)

301.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,432 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[luka.heric's solution](#)

302.

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, two pointers
[luka.heric's solution](#)

303.

1991B

[AND Reconstruction](#) · [Tutorial](#)

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[luka.heric's solution](#)

304.

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers
[luka.heric's solution](#)

305.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,899 global accepts · Rating: 1100 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[luka.heric's solution](#)

306.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[luka.heric's solution](#)

307.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,021 global accepts · Rating: 1100 · first AC: 2024-07-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[luka.heric's solution](#)

308.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,703 global accepts · Rating: 1100 · first AC: 2024-06-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[luka.heric's solution](#)

309.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[luka.heric's solution](#)

310.

1976B

[Increase/Decrease/Copy](#) · [Tutorial](#)

Quality: 25,080 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[luka.heric's solution](#)

311.

1917B

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

Quality: 36,358 global accepts · Rating: 1100 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[luka.heric's solution](#)

312.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,868 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[luka.heric's solution](#)

313.

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,362 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory

[luka.heric's solution](#)

314.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,634 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, strings

[luka.heric's solution](#)

315.

1872C

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

Quality: 26,385 global accepts · Rating: 1100 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[luka.heric's solution](#)

316.

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings

[luka.heric's solution](#)

317.

501B

[Misha and Changing Handles](#) · [Tutorial](#)

Quality: 19,423 global accepts · Rating: 1100 · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, strings

[luka.heric's solution](#)

318.

2135A

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

Quality: 18,345 global accepts · Rating: 1200 · first AC: 2026-04-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[luka.heric's solution](#)

319.

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,354 global accepts · Rating: 1200 · first AC: 2026-03-23 · C++17 (GCC 7-32) (first AC) · Tags: strings

[luka.heric's solution](#)

320.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,791 global accepts · Rating: 1200 · first AC: 2026-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[luka.heric's solution](#)

321.

2196A

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

Quality: 15,829 global accepts · Rating: 1200 · first AC: 2026-02-16 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[luka.heric's solution](#)

322.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,137 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

[luka.heric's solution](#)

323.

2174A

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

Quality: 14,305 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers

[luka.heric's solution](#)

324.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,950 global accepts · Rating: 1200 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[luka.heric's solution](#)

325.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,874 global accepts · Rating: 1200 · first AC: 2025-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[luka.heric's solution](#)

326.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,595 global accepts · Rating: 1200 · first AC: 2025-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[luka.heric's solution](#)

327.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,307 global accepts · Rating: 1200 · first AC: 2025-07-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[luka.heric's solution](#)

328.

2123D

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

Quality: 21,890 global accepts · Rating: 1200 · first AC: 2025-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

[luka.heric's solution](#)

329.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,625 global accepts · Rating: 1200 · first AC: 2025-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[luka.heric's solution](#)

330.

2118B

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

Quality: 20,037 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[luka.heric's solution](#)

331.

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,124 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory

[luka.heric's solution](#)

332.

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,069 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[luka.heric's solution](#)

333.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,754 global accepts · Rating: 1200 · first AC: 2025-05-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[luka.heric's solution](#)

334.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,337 global accepts · Rating: 1200 · first AC: 2025-05-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[luka.heric's solution](#)

335.

2092C

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

Quality: 22,585 global accepts · Rating: 1200 · first AC: 2025-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[luka.heric's solution](#)

336.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, matrices

[luka.heric's solution](#)

337.

2062C

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

Quality: 18,390 global accepts · Rating: 1200 · first AC: 2025-01-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[luka.heric's solution](#)

338.

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[luka.heric's solution](#)

339.

2047C

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

Rating: 1200 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[luka.heric's solution](#)

340.

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[luka.heric's solution](#)

341.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,818 global accepts · Rating: 1200 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[luka.heric's solution](#)

342.

1934B

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

Quality: 22,014 global accepts · Rating: 1200 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[luka.heric's solution](#)

343.

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[luka.heric's solution](#)

344.

2019B

[All Pairs Segments](#) · [Tutorial](#)

Quality: 17,280 global accepts · Rating: 1200 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[luka.heric's solution](#)

345.

1935B

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

Quality: 20,896 global accepts · Rating: 1200 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[luka.heric's solution](#)

346.

2005B2

[The Strict Teacher \(Hard Version\)](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 1200 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[luka.heric's solution](#)

347.

2003C

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

Quality: 21,664 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[luka.heric's solution](#)

348.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[luka.heric's solution](#)

349.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, math

[luka.heric's solution](#)

350.

1954C

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

Quality: 22,744 global accepts · Rating: 1200 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[luka.heric's solution](#)

351.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,514 global accepts · Rating: 1200 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[luka.heric's solution](#)

352.

1975C

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

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[luka.heric's solution](#)

353.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,866 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[luka.heric's solution](#)

354.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[luka.heric's solution](#)

355.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,005 global accepts · Rating: 1200 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[luka.heric's solution](#)

356.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,412 global accepts · Rating: 1200 · first AC: 2024-07-08 · last AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[luka.heric's solution](#)

357.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[luka.heric's solution](#)

358.

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,317 global accepts · Rating: 1200 · first AC: 2024-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[luka.heric's solution](#)

359.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,902 global accepts · Rating: 1200 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[luka.heric's solution](#)

360.

1982B

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

Quality: 19,756 global accepts · Rating: 1200 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[luka.heric's solution](#)

361.

1925B

[A Balanced Problemset?](#) · [Tutorial](#)

Quality: 23,129 global accepts · Rating: 1200 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[luka.heric's solution](#)

362.

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

[luka.heric's solution](#)

363.

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,837 global accepts · Rating: 1200 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[luka.heric's solution](#)

364.

1875B

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

Rating: 1200 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[luka.heric's solution](#)

365.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[luka.heric's solution](#)

366.

1872D

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

Quality: 38,832 global accepts · Rating: 1200 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[luka.heric's solution](#)

367.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,693 global accepts · Rating: 1200 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[luka.heric's solution](#)

368.

1822D

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

Quality: 19,022 global accepts · Rating: 1200 · first AC: 2023-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[luka.heric's solution](#)

369.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,828 global accepts · Rating: 1200 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, dp, graphs, trees
[luka.heric's solution](#)

370.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,536 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: games
[luka.heric's solution](#)

371.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,634 global accepts · Rating: 1200 · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[luka.heric's solution](#)

372.

1738B

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

Quality: 18,794 global accepts · Rating: 1200 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[luka.heric's solution](#)

373.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,937 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings
[luka.heric's solution](#)

374.

2208C

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

Quality: 11,102 global accepts · Rating: 1300 · first AC: 2026-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[luka.heric's solution](#)

375.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,437 global accepts · Rating: 1300 · first AC: 2026-04-19 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory
[luka.heric's solution](#)

376.

2206K

[Time Display Stickers](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 1300 · first AC: 2026-04-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search
[luka.heric's solution](#)

377.

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,205 global accepts · Rating: 1300 · first AC: 2026-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, shortest paths
[luka.heric's solution](#)

378.

2201A1

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

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[luka.heric's solution](#)

379.

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,014 global accepts · Rating: 1300 · first AC: 2026-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[luka.heric's solution](#)

380.

2170C

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

Quality: 11,250 global accepts · Rating: 1300 · first AC: 2026-02-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[luka.heric's solution](#)

381.

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,900 global accepts · Rating: 1300 · first AC: 2026-02-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[luka.heric's solution](#)

382.

2187A

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

Quality: 15,870 global accepts · Rating: 1300 · first AC: 2026-01-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[luka.heric's solution](#)

383.

2189C1

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

Quality: 13,901 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[luka.heric's solution](#)

384.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2026-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[luka.heric's solution](#)

385.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,116 global accepts · Rating: 1300 · first AC: 2025-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[luka.heric's solution](#)

386.

2144C

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

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2025-09-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[luka.heric's solution](#)

387.

2146C

[Wrong Binary Search](#) · [Tutorial](#)

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms

[luka.heric's solution](#)

388.

2129A

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

Quality: 16,643 global accepts · Rating: 1300 · first AC: 2025-09-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[luka.heric's solution](#)

389.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,304 global accepts · Rating: 1300 · first AC: 2025-07-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[luka.heric's solution](#)

390.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,729 global accepts · Rating: 1300 · first AC: 2025-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, two pointers

[luka.heric's solution](#)

391.

2118C

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

Quality: 18,480 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, greedy, math

[luka.heric's solution](#)

392.

792B

[Counting-out Rhyme](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2025-06-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[luka.heric's solution](#)

393.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,430 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[luka.heric's solution](#)

394.

2108B

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

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[luka.heric's solution](#)

395.

2086C

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

Quality: 16,127 global accepts · Rating: 1300 · first AC: 2025-04-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[luka.heric's solution](#)

396.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,833 global accepts · Rating: 1300 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[luka.heric's solution](#)

397.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[luka.heric's solution](#)

398.

2059B

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

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[luka.heric's solution](#)

399.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[luka.heric's solution](#)

400.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[luka.heric's solution](#)

401.

2031C

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

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[luka.heric's solution](#)

402.

2024C

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

Rating: 1300 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[luka.heric's solution](#)

403.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1300 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[luka.heric's solution](#)

404.

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[luka.heric's solution](#)

405.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,425 global accepts · Rating: 1300 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[luka.heric's solution](#)

406.

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,331 global accepts · Rating: 1300 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[luka.heric's solution](#)

407.

1944C

[MEX Game 1](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

[luka.heric's solution](#)

408.

1869C

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

Quality: 1300 · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[luka.heric's solution](#)

409.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-08-23 · last AC: 2024-08-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[luka.heric's solution](#)

410.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,095 global accepts · Rating: 1300 · first AC: 2024-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[luka.heric's solution](#)

411.

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,829 global accepts · Rating: 1300 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[luka.heric's solution](#)

412.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[luka.heric's solution](#)

413.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,295 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[luka.heric's solution](#)

414.

1981B

[Turtle and an Infinite Sequence](#) · [Tutorial](#)

Quality: 16,437 global accepts · Rating: 1300 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[luka.heric's solution](#)

415.

1978C

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

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[luka.heric's solution](#)

416.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[luka.heric's solution](#)

417.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,278 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[luka.heric's solution](#)

418.

1890C

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

Rating: 1300 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, two pointers
[luka.heric's solution](#)

419.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,256 global accepts · Rating: 1300 · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[luka.heric's solution](#)

420.

1882B

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Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy
[luka.heric's solution](#)

421.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers
[luka.heric's solution](#)

422.

1867C

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

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive
[luka.heric's solution](#)

423.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,842 global accepts · Rating: 1300 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math
[luka.heric's solution](#)

424.

862B

[Mahmoud and Ehab and the bipartiteness](#) · [Tutorial](#)

Quality: 25,652 global accepts · Rating: 1300 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[luka.heric's solution](#)

425.

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[luka.heric's solution](#)

426.

1746C

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Quality: 14,101 global accepts · Rating: 1300 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
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427.

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,102 global accepts · Rating: 1300 · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[luka.heric's solution](#)

428.

1824A

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

Quality: 12,525 global accepts · Rating: 1400 · first AC: 2026-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[luka.heric's solution](#)

429.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,122 global accepts · Rating: 1400 · first AC: 2026-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[luka.heric's solution](#)

430.

2131D

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

Quality: 14,324 global accepts · Rating: 1400 · first AC: 2026-04-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, trees
[luka.heric's solution](#)

431.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,647 global accepts · Rating: 1400 · first AC: 2026-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive
[luka.heric's solution](#)

432.

2173C

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Quality: 12,392 global accepts · Rating: 1400 · first AC: 2026-01-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory
[luka.heric's solution](#)

433.

2190B1

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

Quality: 10,676 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers
[luka.heric's solution](#)

434.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,066 global accepts · Rating: 1400 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy
[luka.heric's solution](#)

435.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,255 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[luka.heric's solution](#)

436.

2154C1

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

Quality: 13,543 global accepts · Rating: 1400 · first AC: 2025-11-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory
[luka.heric's solution](#)

437.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,794 global accepts · Rating: 1400 · first AC: 2025-09-30 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive
[luka.heric's solution](#)

438.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,594 global accepts · Rating: 1400 · first AC: 2025-08-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[luka.heric's solution](#)

439.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,907 global accepts · Rating: 1400 · first AC: 2025-07-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

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440.

2114D

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

Quality: 14,643 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[luka.heric's solution](#)

441.

2114E

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Quality: 14,009 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[luka.heric's solution](#)

442.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,827 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[luka.heric's solution](#)

443.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,665 global accepts · Rating: 1400 · first AC: 2025-05-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math

[luka.heric's solution](#)

444.

1887A1

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

Rating: 1400 · first AC: 2025-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[luka.heric's solution](#)

445.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,585 global accepts · Rating: 1400 · first AC: 2025-05-04 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, math, sortings

[luka.heric's solution](#)

446.

2098C

[Sports Betting](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-05-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[luka.heric's solution](#)

447.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,231 global accepts · Rating: 1400 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, number theory

[luka.heric's solution](#)

448.

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,272 global accepts · Rating: 1400 · first AC: 2025-04-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, implementation

[luka.heric's solution](#)

449.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[luka.heric's solution](#)

450.

2035C

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

Quality: 11,531 global accepts · Rating: 1400 · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[luka.heric's solution](#)

451.

1893A

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

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[luka.heric's solution](#)

452.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2025-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[luka.heric's solution](#)

453.

2066A

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Quality: 7,173 global accepts · Rating: 1400 · first AC: 2025-02-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation, interactive

[luka.heric's solution](#)

454.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,246 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[luka.heric's solution](#)

455.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[luka.heric's solution](#)

456.

2032C

[Trinity](#) · [Tutorial](#)

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[luka.heric's solution](#)

457.

2028B

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Quality: 13,291 global accepts · Rating: 1400 · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

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458.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,948 global accepts · Rating: 1400 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dp

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459.

1929C

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Quality: 17,286 global accepts · Rating: 1400 · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[luka.heric's solution](#)

460.

2020C

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Quality: 18,298 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

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461.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,582 global accepts · Rating: 1400 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[luka.heric's solution](#)

462.

1951C

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Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[luka.heric's solution](#)

463.

1967B1

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

Quality: 16,058 global accepts · Rating: 1400 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[luka.heric's solution](#)

464.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[luka.heric's solution](#)

465.

710B

[Optimal Point on a Line](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[luka.heric's solution](#)

466.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[luka.heric's solution](#)

467.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[luka.heric's solution](#)

468.

1919C

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Quality: 28,584 global accepts · Rating: 1400 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[luka.heric's solution](#)

469.

1983C

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

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation
[luka.heric's solution](#)

470.

1986D

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

Quality: 17,964 global accepts · Rating: 1400 · first AC: 2024-07-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers
[luka.heric's solution](#)

471.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,449 global accepts · Rating: 1400 · first AC: 2024-07-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[luka.heric's solution](#)

472.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,383 global accepts · Rating: 1400 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation
[luka.heric's solution](#)

473.

30A

[Accounting](#) · [Tutorial](#)

Quality: 3,989 global accepts · Rating: 1400 · first AC: 2023-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[luka.heric's solution](#)

474.

1875C

[Jellyfish and Green Apple](#) · [Tutorial](#)

Quality: 13,880 global accepts · Rating: 1400 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, number theory
[luka.heric's solution](#)

475.

60B

[Serial Time!](#) · [Tutorial](#)

Quality: 5,312 global accepts · Rating: 1400 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu
[luka.heric's solution](#)

476.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,186 global accepts · Rating: 1400 · first AC: 2023-01-11 · last AC: 2023-01-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths
[luka.heric's solution](#)

477.

24A

[Ring road](#) · [Tutorial](#)

Quality: 6,866 global accepts · Rating: 1400 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs
[luka.heric's solution](#)

478.

414B

[Mashmokh and ACM](#) · [Tutorial](#)

Quality: 29,185 global accepts · Rating: 1400 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory
[luka.heric's solution](#)

479.

1771B

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

Quality: 21,333 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers
[luka.heric's solution](#)

480.

120D

[Three Sons](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 1400 · first AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[luka.heric's solution](#)

481.

1764C

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

Quality: 10,446 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy
[luka.heric's solution](#)

482.

158C

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Quality: 10,392 global accepts · Rating: 1400 · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, implementation
[luka.heric's solution](#)

483.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[luka.heric's solution](#)

484.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings
[luka.heric's solution](#)

485.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[luka.heric's solution](#)

486.

2149E

[Hidden Knowledge of the Ancients](#) · [Tutorial](#)

Quality: 9,276 global accepts · Rating: 1500 · first AC: 2026-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers
[luka.heric's solution](#)

487.

2205C

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

Quality: 7,735 global accepts · Rating: 1500 · first AC: 2026-03-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[luka.heric's solution](#)

488.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,033 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, math
[luka.heric's solution](#)

489.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,029 global accepts · Rating: 1500 · first AC: 2025-12-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

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490.

2155C

[The Ancient Wizards' Capes](#) · [Tutorial](#)

Quality: 10,255 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[luka.heric's solution](#)

491.

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,461 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[luka.heric's solution](#)

492.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,748 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[luka.heric's solution](#)

493.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,375 global accepts · Rating: 1500 · first AC: 2025-09-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games, greedy

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494.

2121E

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

Quality: 14,683 global accepts · Rating: 1500 · first AC: 2025-06-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[luka.heric's solution](#)

495.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,957 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[luka.heric's solution](#)

496.

2109C1

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

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[luka.heric's solution](#)

497.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2025-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[luka.heric's solution](#)

498.

2107C

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

Quality: 12,095 global accepts · Rating: 1500 · first AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[luka.heric's solution](#)

499.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,686 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[luka.heric's solution](#)

500.

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,444 global accepts · Rating: 1500 · first AC: 2025-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[luka.heric's solution](#)

501.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math

[luka.heric's solution](#)

502.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,582 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[luka.heric's solution](#)

503.

2070C

[Limited Repainting](#) · [Tutorial](#)

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[luka.heric's solution](#)

504.

2069C

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

Quality: 14,822 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[luka.heric's solution](#)

505.

2060E

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Quality: 12,254 global accepts · Rating: 1500 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[luka.heric's solution](#)

506.

2057C

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

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[luka.heric's solution](#)

507.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,641 global accepts · Rating: 1500 · first AC: 2024-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[luka.heric's solution](#)

508.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,631 global accepts · Rating: 1500 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[luka.heric's solution](#)

509.

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,935 global accepts · Rating: 1500 · first AC: 2024-10-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[luka.heric's solution](#)

510.

1515D

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

Quality: 12,821 global accepts · Rating: 1500 · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[luka.heric's solution](#)

511.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,897 global accepts · Rating: 1500 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[luka.heric's solution](#)

512.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[luka.heric's solution](#)

513.

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[luka.heric's solution](#)

514.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[luka.heric's solution](#)

515.

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[luka.heric's solution](#)

516.

1997D

[Maximize the Root](#) · [Tutorial](#)

Quality: 15,913 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[luka.heric's solution](#)

517.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,570 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[luka.heric's solution](#)

518.

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,612 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[luka.heric's solution](#)

519.

1877D

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

Rating: 1500 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, number theory, sortings

[luka.heric's solution](#)

520.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[luka.heric's solution](#)

521.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,979 global accepts · Rating: 1500 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[luka.heric's solution](#)

522.

144C

[Anagram Search](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1500 · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[luka.heric's solution](#)

523.

1180C

[Valeriy and Deque](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[luka.heric's solution](#)

524.

91B

[Queue](#) · [Tutorial](#)

Quality: 7,738 global accepts · Rating: 1500 · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[luka.heric's solution](#)

525.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,485 global accepts · Rating: 1500 · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[luka.heric's solution](#)

526.

1738C

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

Quality: 12,775 global accepts · Rating: 1500 · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math

[luka.heric's solution](#)

527.

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,464 global accepts · Rating: 1600 · first AC: 2026-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[luka.heric's solution](#)

528.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 1600 · first AC: 2026-03-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, two pointers

[luka.heric's solution](#)

529.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,448 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, math

[luka.heric's solution](#)

530.

2207B

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

Quality: 5,811 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[luka.heric's solution](#)

531.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[luka.heric's solution](#)

532.

2171F

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

Quality: 7,129 global accepts · Rating: 1600 · first AC: 2026-03-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees

[luka.heric's solution](#)

533.

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,893 global accepts · Rating: 1600 · first AC: 2026-03-03 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math

[luka.heric's solution](#)

534.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,155 global accepts · Rating: 1600 · first AC: 2026-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[luka.heric's solution](#)

535.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,313 global accepts · Rating: 1600 · first AC: 2026-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[luka.heric's solution](#)

536.

2167G

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

Quality: 11,018 global accepts · Rating: 1600 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[luka.heric's solution](#)

537.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,412 global accepts · Rating: 1600 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[luka.heric's solution](#)

538.

2196B

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

Quality: 8,583 global accepts · Rating: 1600 · first AC: 2026-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, two pointers

[luka.heric's solution](#)

539.

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1600 · first AC: 2026-02-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[luka.heric's solution](#)

540.

2182D

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

Quality: 8,950 global accepts · Rating: 1600 · first AC: 2026-01-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math
[luka.heric's solution](#)

541.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,011 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers
[luka.heric's solution](#)

542.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,268 global accepts · Rating: 1600 · first AC: 2025-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[luka.heric's solution](#)

543.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,291 global accepts · Rating: 1600 · first AC: 2025-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math
[luka.heric's solution](#)

544.

2125D

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

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities
[luka.heric's solution](#)

545.

1920C

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

Quality: 19,921 global accepts · Rating: 1600 · first AC: 2025-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[luka.heric's solution](#)

546.

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 1600 · first AC: 2025-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[luka.heric's solution](#)

547.

1928C

[Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1600 · first AC: 2025-05-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[luka.heric's solution](#)

548.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,554 global accepts · Rating: 1600 · first AC: 2025-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings
[luka.heric's solution](#)

549.

2082B

[Floor or Ceil](#) · [Tutorial](#)

Quality: 8,257 global accepts · Rating: 1600 · first AC: 2025-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[luka.heric's solution](#)

550.

2094F

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

Quality: 11,413 global accepts · Rating: 1600 · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[luka.heric's solution](#)

551.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math
[luka.heric's solution](#)

552.

2085C

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

Quality: 13,563 global accepts · Rating: 1600 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[luka.heric's solution](#)

553.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[luka.heric's solution](#)

554.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings
[luka.heric's solution](#)

555.

2063C

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

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees
[luka.heric's solution](#)

556.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers
[luka.heric's solution](#)

557.

2046B

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

Quality: 10,868 global accepts · Rating: 1600 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings
[luka.heric's solution](#)

558.

2040C

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers
[luka.heric's solution](#)

559.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[luka.heric's solution](#)

560.

2028C

[Alice's Adventures in Cutting Cake](#) · [Tutorial](#)

Quality: 9,983 global accepts · Rating: 1600 · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, two pointers

[luka.heric's solution](#)

561.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[luka.heric's solution](#)

562.

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[luka.heric's solution](#)

563.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[luka.heric's solution](#)

564.

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,148 global accepts · Rating: 1600 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[luka.heric's solution](#)

565.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[luka.heric's solution](#)

566.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,165 global accepts · Rating: 1600 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, sortings

[luka.heric's solution](#)

567.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[luka.heric's solution](#)

568.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,421 global accepts · Rating: 1600 · first AC: 2024-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[luka.heric's solution](#)

569.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[luka.heric's solution](#)

570.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,524 global accepts · Rating: 1600 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[luka.heric's solution](#)

571.

237C

[Primes on Interval](#) · [Tutorial](#)

Quality: 6,648 global accepts · Rating: 1600 · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, number theory, two pointers

[luka.heric's solution](#)

572.

568A

[Primes or Palindromes?](#) · [Tutorial](#)

Quality: 5,403 global accepts · Rating: 1600 · first AC: 2023-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[luka.heric's solution](#)

573.

1875D

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

Quality: 11,405 global accepts · Rating: 1600 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[luka.heric's solution](#)

574.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[luka.heric's solution](#)

575.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,779 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, trees

[luka.heric's solution](#)

576.

165C

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

Quality: 13,824 global accepts · Rating: 1600 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers

[luka.heric's solution](#)

577.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 1600 · first AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[luka.heric's solution](#)

578.

2206J

[Worldwide Playlist](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 1700 · first AC: 2026-04-18 · C++20 (GCC 13-64) (first AC) · Tags: math

[luka.heric's solution](#)

579.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2026-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[luka.heric's solution](#)

580.

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,499 global accepts · Rating: 1700 · first AC: 2026-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[luka.heric's solution](#)

581.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,344 global accepts · Rating: 1700 · first AC: 2026-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[luka.heric's solution](#)

582.

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,921 global accepts · Rating: 1700 · first AC: 2026-03-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[luka.heric's solution](#)

583.

2201B

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

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[luka.heric's solution](#)

584.

2201A2

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

Quality: 5,089 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[luka.heric's solution](#)

585.

2203D

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

Quality: 5,434 global accepts · Rating: 1700 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, number theory

[luka.heric's solution](#)

586.

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2025-12-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[luka.heric's solution](#)

587.

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,133 global accepts · Rating: 1700 · first AC: 2025-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[luka.heric's solution](#)

588.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[luka.heric's solution](#)

589.

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,759 global accepts · Rating: 1700 · first AC: 2025-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[luka.heric's solution](#)

590.

2030D

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

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2025-06-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[luka.heric's solution](#)

591.

2112D

[Reachability and Tree](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1700 · first AC: 2025-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[luka.heric's solution](#)

592.

2113C

[Smilo and Minecraft](#) · [Tutorial](#)

Quality: 7,975 global accepts · Rating: 1700 · first AC: 2025-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[luka.heric's solution](#)

593.

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1700 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[luka.heric's solution](#)

594.

2094G

[Chimpanzini Bananini](#) · [Tutorial](#)

Quality: 7,848 global accepts · Rating: 1700 · first AC: 2025-05-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[luka.heric's solution](#)

595.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,607 global accepts · Rating: 1700 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[luka.heric's solution](#)

596.

2109C2

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

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[luka.heric's solution](#)

597.

35D

[Animals](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2025-05-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[luka.heric's solution](#)

598.

2027D1

[The Endspeaker \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2025-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[luka.heric's solution](#)

599.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings

[luka.heric's solution](#)

600.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[luka.heric's solution](#)

601.

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,447 global accepts · Rating: 1700 · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[luka.heric's solution](#)

602.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[luka.heric's solution](#)

603.

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[luka.heric's solution](#)

604.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,462 global accepts · Rating: 1700 · first AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[luka.heric's solution](#)

605.

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,697 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[luka.heric's solution](#)

606.

1936A

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

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[luka.heric's solution](#)

607.

2006A

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

Quality: 9,370 global accepts · Rating: 1700 · first AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[luka.heric's solution](#)

608.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,677 global accepts · Rating: 1700 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[luka.heric's solution](#)

609.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[luka.heric's solution](#)

610.

2024D

[Skipping](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, dp, flows, graphs, greedy, implementation, shortest paths

[luka.heric's solution](#)

611.

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[luka.heric's solution](#)

612.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,073 global accepts · Rating: 1700 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[luka.heric's solution](#)

613.

2019E

[Tree Pruning](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees

[luka.heric's solution](#)

614.

1869D1

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

Rating: 1700 · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[luka.heric's solution](#)

615.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-08-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[luka.heric's solution](#)

616.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,308 global accepts · Rating: 1700 · first AC: 2024-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[luka.heric's solution](#)

617.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[luka.heric's solution](#)

618.

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[luka.heric's solution](#)

619.

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,496 global accepts · Rating: 1700 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[luka.heric's solution](#)

620.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,903 global accepts · Rating: 1700 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, two pointers
[luka.heric's solution](#)

621.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees
[luka.heric's solution](#)

622.

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers
[luka.heric's solution](#)

623.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,051 global accepts · Rating: 1700 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings
[luka.heric's solution](#)

624.

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1700 · first AC: 2024-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory, sortings
[luka.heric's solution](#)

625.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,769 global accepts · Rating: 1700 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory
[luka.heric's solution](#)

626.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2024-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[luka.heric's solution](#)

627.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1700 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu
[luka.heric's solution](#)

628.

1890D

[Doremy's Connecting Plan](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math, sortings
[luka.heric's solution](#)

629.

691D

[Swaps in Permutation](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, math
[luka.heric's solution](#)

630.

294B

[Shaass and Bookshelf](#) · [Tutorial](#)

Quality: 5,037 global accepts · Rating: 1700 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[luka.heric's solution](#)

631.

1228C

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

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[luka.heric's solution](#)

632.

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2026-04-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities, trees

[luka.heric's solution](#)

633.

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 857 global accepts · Rating: 1800 · first AC: 2026-04-18 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[luka.heric's solution](#)

634.

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2026-03-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[luka.heric's solution](#)

635.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2026-03-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy

[luka.heric's solution](#)

636.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[luka.heric's solution](#)

637.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1800 · first AC: 2026-03-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings, two pointers

[luka.heric's solution](#)

638.

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 1800 · first AC: 2026-03-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[luka.heric's solution](#)

639.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2026-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[luka.heric's solution](#)

640.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2026-03-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[luka.heric's solution](#)

641.

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,307 global accepts · Rating: 1800 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math
[luka.heric's solution](#)

642.

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[luka.heric's solution](#)

643.

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,551 global accepts · Rating: 1800 · first AC: 2026-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees
[luka.heric's solution](#)

644.

2196C1

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

Quality: 3,594 global accepts · Rating: 1800 · first AC: 2026-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive
[luka.heric's solution](#)

645.

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 1800 · first AC: 2026-01-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[luka.heric's solution](#)

646.

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,210 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[luka.heric's solution](#)

647.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2026-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers
[luka.heric's solution](#)

648.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,567 global accepts · Rating: 1800 · first AC: 2026-01-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers
[luka.heric's solution](#)

649.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,761 global accepts · Rating: 1800 · first AC: 2026-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, sortings
[luka.heric's solution](#)

650.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,662 global accepts · Rating: 1800 · first AC: 2025-10-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[luka.heric's solution](#)

651.

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

[luka.heric's solution](#)

652.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,000 global accepts · Rating: 1800 · first AC: 2025-09-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[luka.heric's solution](#)

653.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[luka.heric's solution](#)

654.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-08-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[luka.heric's solution](#)

655.

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1800 · first AC: 2025-06-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

[luka.heric's solution](#)

656.

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,930 global accepts · Rating: 1800 · first AC: 2025-06-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, trees

[luka.heric's solution](#)

657.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,827 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[luka.heric's solution](#)

658.

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-04-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[luka.heric's solution](#)

659.

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[luka.heric's solution](#)

660.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[luka.heric's solution](#)

661.

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[luka.heric's solution](#)

662.

2069D

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

Quality: 7,049 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[luka.heric's solution](#)

663.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[luka.heric's solution](#)

664.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[luka.heric's solution](#)

665.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[luka.heric's solution](#)

666.

909C

[Python Indentation](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: dp

[luka.heric's solution](#)

667.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,838 global accepts · Rating: 1800 · first AC: 2024-10-14 · last AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[luka.heric's solution](#)

668.

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,413 global accepts · Rating: 1800 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[luka.heric's solution](#)

669.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,400 global accepts · Rating: 1800 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dp

[luka.heric's solution](#)

670.

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dp

[luka.heric's solution](#)

671.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[luka.heric's solution](#)

672.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1800 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math

[luka.heric's solution](#)

673.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,773 global accepts · Rating: 1800 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[luka.heric's solution](#)

674.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[luka.heric's solution](#)

675.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,081 global accepts · Rating: 1800 · first AC: 2024-08-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[luka.heric's solution](#)

676.

1930D1

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

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings

[luka.heric's solution](#)

677.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,810 global accepts · Rating: 1800 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[luka.heric's solution](#)

678.

120H

[Brevity is Soul of Wit](#) · [Tutorial](#)

Quality: 1,590 global accepts · Rating: 1800 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings

[luka.heric's solution](#)

679.

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[luka.heric's solution](#)

680.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[luka.heric's solution](#)

681.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,719 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[luka.heric's solution](#)

682.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[luka.heric's solution](#)

683.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[luka.heric's solution](#)

684.

436C

[Dungeons and Candies](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 1800 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, trees

[luka.heric's solution](#)

685.

242C

[King's Path](#) · [Tutorial](#)

Quality: 10,925 global accepts · Rating: 1800 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[luka.heric's solution](#)

686.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,179 global accepts · Rating: 1800 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[luka.heric's solution](#)

687.

222C

[Reducing Fractions](#) · [Tutorial](#)

Quality: 2,926 global accepts · Rating: 1800 · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory, sortings

[luka.heric's solution](#)

688.

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,724 global accepts · Rating: 1900 · first AC: 2026-04-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[luka.heric's solution](#)

689.

2217D

[Flip the Bit \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2026-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[luka.heric's solution](#)

690.

2149F

[Nezuko in the Clearing](#) · [Tutorial](#)

Quality: 4,813 global accepts · Rating: 1900 · first AC: 2026-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search
[luka.heric's solution](#)

691.

1421D

[Hexagons](#) · [Tutorial](#)

Quality: 4,382 global accepts · Rating: 1900 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths
[luka.heric's solution](#)

692.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,464 global accepts · Rating: 1900 · first AC: 2026-03-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory
[luka.heric's solution](#)

693.

2200F

[Moclear Reactor 2](#) · [Tutorial](#)

Quality: 2,892 global accepts · Rating: 1900 · first AC: 2026-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings
[luka.heric's solution](#)

694.

2184F

[Cherry Tree](#) · [Tutorial](#)

Quality: 3,897 global accepts · Rating: 1900 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[luka.heric's solution](#)

695.

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,960 global accepts · Rating: 1900 · first AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math, number theory
[luka.heric's solution](#)

696.

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,639 global accepts · Rating: 1900 · first AC: 2026-01-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math
[luka.heric's solution](#)

697.

2190B2

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

Quality: 3,180 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, implementation, strings
[luka.heric's solution](#)

698.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,255 global accepts · Rating: 1900 · first AC: 2026-01-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math
[luka.heric's solution](#)

699.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,970 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dp
[luka.heric's solution](#)

700.

2166D

[Marble Council](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[luka.heric's solution](#)

701.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[luka.heric's solution](#)

702.

2156D

[Find the Last Number](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 1900 · first AC: 2025-11-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[luka.heric's solution](#)

703.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[luka.heric's solution](#)

704.

2130E1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive, strings

[luka.heric's solution](#)

705.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1900 · first AC: 2025-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[luka.heric's solution](#)

706.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[luka.heric's solution](#)

707.

2128E1

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

Quality: 6,542 global accepts · Rating: 1900 · first AC: 2025-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[luka.heric's solution](#)

708.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2025-06-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[luka.heric's solution](#)

709.

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,362 global accepts · Rating: 1900 · first AC: 2025-06-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, sortings

[luka.heric's solution](#)

710.

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings

[luka.heric's solution](#)

711.

792D

[Paths in a Complete Binary Tree](#) · [Tutorial](#)

Quality: 3,396 global accepts · Rating: 1900 · first AC: 2025-06-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, trees

[luka.heric's solution](#)

712.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2025-05-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[luka.heric's solution](#)

713.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,621 global accepts · Rating: 1900 · first AC: 2025-05-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[luka.heric's solution](#)

714.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2025-05-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, shortest paths

[luka.heric's solution](#)

715.

1887A2

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

Rating: 1900 · first AC: 2025-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[luka.heric's solution](#)

716.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-05-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[luka.heric's solution](#)

717.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[luka.heric's solution](#)

718.

5C

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

Quality: 18,068 global accepts · Rating: 1900 · first AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[luka.heric's solution](#)

719.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[luka.heric's solution](#)

720.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[luka.heric's solution](#)

721.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,022 global accepts · Rating: 1900 · first AC: 2024-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[luka.heric's solution](#)

722.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[luka.heric's solution](#)

723.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,957 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[luka.heric's solution](#)

724.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math

[luka.heric's solution](#)

725.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: dp

[luka.heric's solution](#)

726.

2022D1

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

Quality: 4,018 global accepts · Rating: 1900 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[luka.heric's solution](#)

727.

1361B

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

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[luka.heric's solution](#)

728.

2021C2

[Adjust The Presentation \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[luka.heric's solution](#)

729.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[luka.heric's solution](#)

730.

2019D

[Speedbreaker](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math
[luka.heric's solution](#)

731.

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[luka.heric's solution](#)

732.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation
[luka.heric's solution](#)

733.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation
[luka.heric's solution](#)

734.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees
[luka.heric's solution](#)

735.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation
[luka.heric's solution](#)

736.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings
[luka.heric's solution](#)

737.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive
[luka.heric's solution](#)

738.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory
[luka.heric's solution](#)

739.

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dp
[luka.heric's solution](#)

740.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,410 global accepts · Rating: 1900 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[luka.heric's solution](#)

741.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,040 global accepts · Rating: 1900 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[luka.heric's solution](#)

742.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[luka.heric's solution](#)

743.

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,434 global accepts · Rating: 1900 · first AC: 2024-07-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[luka.heric's solution](#)

744.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,101 global accepts · Rating: 1900 · first AC: 2024-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[luka.heric's solution](#)

745.

437D

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

Quality: 3,667 global accepts · Rating: 1900 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: dsu, sortings

[luka.heric's solution](#)

746.

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,076 global accepts · Rating: 1900 · first AC: 2024-01-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[luka.heric's solution](#)

747.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,886 global accepts · Rating: 1900 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[luka.heric's solution](#)

748.

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2023-01-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[luka.heric's solution](#)

749.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,314 global accepts · Rating: 1900 · first AC: 2022-12-31 · C++17 (GCC 7-32) (first AC) · Tags: dp

[luka.heric's solution](#)

750.

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[luka.heric's solution](#)

751.

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,772 global accepts · Rating: 2000 · first AC: 2026-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math
[luka.heric's solution](#)

752.

2217E

[Definitely Larger](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2000 · first AC: 2026-04-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings
[luka.heric's solution](#)

753.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2026-04-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers
[luka.heric's solution](#)

754.

2215B

[RReeppeettiitiiioonn](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2000 · first AC: 2026-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math, number theory
[luka.heric's solution](#)

755.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 2000 · first AC: 2026-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math
[luka.heric's solution](#)

756.

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2026-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs
[luka.heric's solution](#)

757.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 2000 · first AC: 2026-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math
[luka.heric's solution](#)

758.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2026-03-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation
[luka.heric's solution](#)

759.

2074F

[Counting Necessary Nodes](#) · [Tutorial](#)

Quality: 2,478 global accepts · Rating: 2000 · first AC: 2026-03-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math

[luka.heric's solution](#)

760.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2026-03-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[luka.heric's solution](#)

761.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2026-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games

[luka.heric's solution](#)

762.

2181D

[Doorway](#) · [Tutorial](#)

Quality: 1,358 global accepts · Rating: 2000 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[luka.heric's solution](#)

763.

2196C2

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

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[luka.heric's solution](#)

764.

2194E

[The Turtle Strikes Back](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2000 · first AC: 2026-02-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, implementation

[luka.heric's solution](#)

765.

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2026-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[luka.heric's solution](#)

766.

2158D

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

Quality: 3,284 global accepts · Rating: 2000 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings

[luka.heric's solution](#)

767.

2154C2

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

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-11-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[luka.heric's solution](#)

768.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2000 · first AC: 2025-10-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[luka.heric's solution](#)

769.

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,890 global accepts · Rating: 2000 · first AC: 2025-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[luka.heric's solution](#)

770.

2130E2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive, strings
[luka.heric's solution](#)

771.

2146D2

[Max Sum OR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy
[luka.heric's solution](#)

772.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees
[luka.heric's solution](#)

773.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 4,999 global accepts · Rating: 2000 · first AC: 2025-06-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory
[luka.heric's solution](#)

774.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,505 global accepts · Rating: 2000 · first AC: 2025-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings
[luka.heric's solution](#)

775.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,309 global accepts · Rating: 2000 · first AC: 2025-05-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, greedy
[luka.heric's solution](#)

776.

2103D

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

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers
[luka.heric's solution](#)

777.

2096D

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

Quality: 5,603 global accepts · Rating: 2000 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math
[luka.heric's solution](#)

778.

2037G

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779.

2075D

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780.

1893C

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781.

2062E1

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782.

2063D

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783.

2048E

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784.

2055D

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785.

1936B

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786.

1513D

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787.

468B

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788.

2057D

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789.

2028D

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790.

1209G1

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791.

453B

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792.

1956D

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793.

1951E

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794.

1951D

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795.

710E

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796.

15C

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797.

8C

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798.

1992G

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799.

1978E

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800.

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801.

1976D

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802.

1988D

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803.

449B

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804.

58D

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805.

2193G

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806.

2149G

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807.

1560F2

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808.

2207E1

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809.

1364D

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810.

2205E

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811.

2183D2

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812.

2161D

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813.

1863E

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814.

936B

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815.

2132F

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816.

2192E

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817.

2163D1

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818.

2162F

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819.

2150C

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820.

2124E

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821.

2152E

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822.

2119D

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823.

894E

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824.

321C

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825.

2123G

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826.

1920E

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827.

2115B

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828.

2107D

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829.

2092E

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830.

2040E

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831.

2031E

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832.

1799D2

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833.

1934D1

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834.

2004E

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835.

1998D

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836.

1930D2

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837.

519E

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838.

1000E

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839.

1975E

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840.

466E

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841.

2206C

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842.

1635E

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843.

2207D

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844.

1400E

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845.

1437E

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846.

2203E

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847.

1627E

[Not Escaping](#) · [Tutorial](#)

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848.

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,682 global accepts · Rating: 2200 · first AC: 2026-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

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849.

2189D2

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850.

2025E

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851.

2173E

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852.

2162G

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Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, probabilities, trees

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853.

2155E

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854.

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

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855.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2025-06-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

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856.

2112E

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Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

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857.

2113D

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858.

2114G

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859.

2102E

[23 Kingdom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2025-05-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, ternary search, two pointers

[luka.heric's solution](#)

860.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

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861.

2108D

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862.

2070E

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863.

2065H

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Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[luka.heric's solution](#)

864.

2062D

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865.

2060F

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Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory

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866.

965E

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Quality: 1,882 global accepts · Rating: 2200 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, strings, trees

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867.

707D

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Quality: 2,990 global accepts · Rating: 2200 · first AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

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868.

2034E

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Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

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869.

2039E

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870.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[luka.heric's solution](#)

871.

1967B2

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

Quality: 4,858 global accepts · Rating: 2200 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[luka.heric's solution](#)

872.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[luka.heric's solution](#)

873.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,972 global accepts · Rating: 2200 · first AC: 2024-08-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[luka.heric's solution](#)

874.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[luka.heric's solution](#)

875.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[luka.heric's solution](#)

876.

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[luka.heric's solution](#)

877.

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[luka.heric's solution](#)

878.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,249 global accepts · Rating: 2200 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[luka.heric's solution](#)

879.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[luka.heric's solution](#)

880.

1730D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings, two pointers

[luka.heric's solution](#)

881.

1824B2

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

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2026-04-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[luka.heric's solution](#)

882.

2217F

[Interval Game](#) · [Tutorial](#)

Quality: 704 global accepts · Rating: 2300 · first AC: 2026-04-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities

[luka.heric's solution](#)

883.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-02-01 · last AC: 2026-02-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[luka.heric's solution](#)

884.

2190C

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

Quality: 1,292 global accepts · Rating: 2300 · first AC: 2026-01-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[luka.heric's solution](#)

885.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2026-01-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[luka.heric's solution](#)

886.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2026-01-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[luka.heric's solution](#)

887.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,564 global accepts · Rating: 2300 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[luka.heric's solution](#)

888.

2130E3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-09-30 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[luka.heric's solution](#)

889.

2146E

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

Quality: 2,056 global accepts · Rating: 2300 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[luka.heric's solution](#)

890.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy

[luka.heric's solution](#)

891.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-05-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[luka.heric's solution](#)

892.

1093G

[Multidimensional Queries](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2025-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[luka.heric's solution](#)

893.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[luka.heric's solution](#)

894.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[luka.heric's solution](#)

895.

91C

[Ski Base](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2300 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dsu, graphs

[luka.heric's solution](#)

896.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[luka.heric's solution](#)

897.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[luka.heric's solution](#)

898.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer,

math, number theory, two pointers

[luka.herics solution](#)

899.

2057E1

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[luka.herics solution](#)

900.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[luka.herics solution](#)

901.

1972E

[Fenwick Tree](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, matrices

[luka.herics solution](#)

902.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[luka.herics solution](#)

903.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[luka.herics solution](#)

904.

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2300 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[luka.herics solution](#)

905.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings

[luka.herics solution](#)

906.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,402 global accepts · Rating: 2300 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings

[luka.herics solution](#)

907.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[luka.herics solution](#)

908.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[luka.heric's solution](#)

909.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[luka.heric's solution](#)

910.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[luka.heric's solution](#)

911.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-07-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[luka.heric's solution](#)

912.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, sortings

[luka.heric's solution](#)

913.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2026-04-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[luka.heric's solution](#)

914.

2193H

[Remove the Grail Tree](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2400 · first AC: 2026-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees

[luka.heric's solution](#)

915.

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[luka.heric's solution](#)

916.

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2026-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[luka.heric's solution](#)

917.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2026-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[luka.heric's solution](#)

918.

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[luka.heric's solution](#)

919.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2025-06-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[luka.heric's solution](#)

920.

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,428 global accepts · Rating: 2400 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[luka.heric's solution](#)

921.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[luka.heric's solution](#)

922.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[luka.heric's solution](#)

923.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[luka.heric's solution](#)

924.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2400 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[luka.heric's solution](#)

925.

2024E

[C+K+S](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, hashing, strings

[luka.heric's solution](#)

926.

710F

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

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2025-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[luka.heric's solution](#)

927.

866D

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-12-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[luka.heric's solution](#)

928.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[luka.heric's solution](#)

929.

796E

[Exam Cheating](#) · [Tutorial](#)

Quality: 733 global accepts · Rating: 2400 · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp
[luka.herics solution](#)

930.

1852C

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

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math
[luka.herics solution](#)

931.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, games, greedy, interactive
[luka.herics solution](#)

932.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math
[luka.herics solution](#)

933.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees
[luka.herics solution](#)

934.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory
[luka.herics solution](#)

935.

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math
[luka.herics solution](#)

936.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees
[luka.herics solution](#)

937.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers
[luka.herics solution](#)

938.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: dp
[luka.herics solution](#)

939.

1824C

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

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2026-04-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[luka.heric's solution](#)

940.

2206E

[Parallel Sums](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2500 · first AC: 2026-04-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry

[luka.heric's solution](#)

941.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2026-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[luka.heric's solution](#)

942.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[luka.heric's solution](#)

943.

2196D

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

Quality: 995 global accepts · Rating: 2500 · first AC: 2026-02-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[luka.heric's solution](#)

944.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[luka.heric's solution](#)

945.

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2026-01-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[luka.heric's solution](#)

946.

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[luka.heric's solution](#)

947.

2163D2

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

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2025-12-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, math, sortings

[luka.heric's solution](#)

948.

2156E

[Best Time to Buy and Sell Stock](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2500 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy

[luka.heric's solution](#)

949.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 2500 · first AC: 2025-11-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[luka.heric's solution](#)

950.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,301 global accepts · Rating: 2500 · first AC: 2025-10-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[luka.heric's solution](#)

951.

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,696 global accepts · Rating: 2500 · first AC: 2025-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[luka.heric's solution](#)

952.

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2025-06-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[luka.heric's solution](#)

953.

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[luka.heric's solution](#)

954.

2071D2

[Infinite Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,100 global accepts · Rating: 2500 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math

[luka.heric's solution](#)

955.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[luka.heric's solution](#)

956.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2025-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[luka.heric's solution](#)

957.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2025-02-21 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[luka.heric's solution](#)

958.

2059E1

[Stop Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[luka.heric's solution](#)

959.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings
[luka.heric's solution](#)

960.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2024-11-01 · last AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math
[luka.heric's solution](#)

961.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation
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962.

710D

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Quality: 1,845 global accepts · Rating: 2500 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
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963.

1973E

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964.

15D

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965.

152E

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966.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

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[luka.heric's solution](#)

967.

1976E

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Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees
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968.

161E

[Polycarpus the Safecracker](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2500 · first AC: 2022-12-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
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969.

2203F

[Binary Search with One Swap](#) · [Tutorial](#)

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[luka.heric's solution](#)

970.

1389F

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Quality: 1,246 global accepts · Rating: 2600 · first AC: 2026-02-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graph matchings, sortings

[luka.heric's solution](#)

971.

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2600 · first AC: 2025-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, two pointers

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972.

2108E

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973.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

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974.

321E

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

Quality: 6,273 global accepts · Rating: 2600 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[luka.heric's solution](#)

975.

631E

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Quality: 3,204 global accepts · Rating: 2600 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[luka.heric's solution](#)

976.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,110 global accepts · Rating: 2600 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

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977.

1627F

[Not Splitting](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2700 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths

[luka.heric's solution](#)

978.

2154F1

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

Quality: 565 global accepts · Rating: 2700 · first AC: 2025-11-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math

[luka.heric's solution](#)

979.

1452G

[Game On Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2700 · first AC: 2025-03-07 · last AC: 2025-03-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

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980.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

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981.

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

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982.

2021E3

[Digital Village \(Extreme Version\)](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2800 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees

[luka.heric's solution](#)

983.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

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984.

2031F

[Penchick and Even Medians](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[luka.heric's solution](#)

985.

2108F

[Fallen Towers](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2900 · first AC: 2025-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

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986.

1055F

[Tree and XOR](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2025-02-20 · C++17 (GCC 7-32) (first AC) · Tags: strings, trees

[luka.heric's solution](#)

987.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,612 global accepts · Rating: 2900 · first AC: 2024-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[luka.heric's solution](#)

988.

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2025-02-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[luka.heric's solution](#)

989.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,211 global accepts · Rating: — · first AC: 2026-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[luka.heric's solution](#)

990.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,604 global accepts · Rating: — · first AC: 2026-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[luka.heric's solution](#)

991.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,995 global accepts · Rating: — · first AC: 2026-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

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992.

104797I

[Regional development](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-26 · C++17 (GCC 7-32) (first AC) · Tags: —

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993.

104797D

[DJ Darko](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

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994.

104797K

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995.

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[Airline](#) · [Tutorial](#)

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996.

104797F

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104686G

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998.

104686C

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999.

104686D

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[luka.heric's solution](#)

1000.

103148C

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Rating: — · first AC: 2025-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[luka.heric's solution](#)

1001.

103148B

[Luna Likes Love](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[luka.heric's solution](#)

1002.

103148A

[Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —
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1003.

104520H

[Permutator](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[luka.heric's solution](#)

1004.

undefined107

[987654321 problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: *special
[luka.heric's solution](#)

1005.

undefined276

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Rating: — · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —
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1006.

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Rating: — · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: *special
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1007.

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Rating: — · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: *special
[luka.heric's solution](#)

1008.

undefined106

[The Equation](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: *special
[luka.heric's solution](#)

1009.

undefined154

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Rating: — · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: *special
[luka.heric's solution](#)

1010.

undefined231

[Prime Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —

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1011.

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Rating: — · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: *special

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1012.

undefined184

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1013.

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1014.

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1015.

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1017.

undefined105

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1018.

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1019.

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1020.

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1021.

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1022.

105259B

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Rating: — · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —

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1023.

396C

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Quality: 1,806 global accepts · Rating: — · first AC: 2024-03-14 · last AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, trees

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