

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

<https://cfelitetracker.vercel.app>

Unique solved — lzyrapx

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

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

Filters: none

Count: 637

- 1.**
2217A
[The Equalizer](#) · [Tutorial](#)
Quality: 21,768 global accepts · Rating: 800 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[lzyrapx's solution](#)
- 2.**
1950C
[Clock Conversion](#) · [Tutorial](#)
Quality: 46,903 global accepts · Rating: 800 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[lzyrapx's solution](#)
- 3.**
2211A
[Antimedian Deletion](#) · [Tutorial](#)
Quality: 16,071 global accepts · Rating: 800 · first AC: 2026-04-07 · last AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[lzyrapx's solution](#)
- 4.**
2218C
[The 67th Permutation Problem](#) · [Tutorial](#)
Quality: 26,418 global accepts · Rating: 800 · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[lzyrapx's solution](#)
- 5.**
2218B
[The 67th 6-7 Integer Problem](#) · [Tutorial](#)
Quality: 33,668 global accepts · Rating: 800 · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[lzyrapx's solution](#)
- 6.**
2218A
[The 67th Integer Problem](#) · [Tutorial](#)
Quality: 34,902 global accepts · Rating: 800 · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, implementation, math
[lzyrapx's solution](#)
- 7.**
2210A
[A Simple Sequence](#) · [Tutorial](#)
Quality: 22,237 global accepts · Rating: 800 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, number theory
[lzyrapx's solution](#)
- 8.**
2044C
[Hard Problem](#) · [Tutorial](#)
Quality: 45,268 global accepts · Rating: 800 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[lzyrapx's solution](#)
- 9.**
1850C
[Word on the Paper](#) · [Tutorial](#)
Quality: 53,542 global accepts · Rating: 800 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[lzyrapx's solution](#)

10.

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,175 global accepts · Rating: 800 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[lzyrapx's solution](#)

11.

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,009 global accepts · Rating: 800 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, two pointers

[lzyrapx's solution](#)

12.

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 69,992 global accepts · Rating: 800 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[lzyrapx's solution](#)

13.

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,839 global accepts · Rating: 800 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, strings

[lzyrapx's solution](#)

14.

2209A

[Flip Flops](#) · [Tutorial](#)

Quality: 21,496 global accepts · Rating: 800 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[lzyrapx's solution](#)

15.

1829C

[Mr. Perfectly Fine](#) · [Tutorial](#)

Quality: 32,459 global accepts · Rating: 800 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, implementation

[lzyrapx's solution](#)

16.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,183 global accepts · Rating: 800 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation

[lzyrapx's solution](#)

17.

1915B

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

Quality: 50,352 global accepts · Rating: 800 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, implementation

[lzyrapx's solution](#)

18.

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,030 global accepts · Rating: 800 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[lzyrapx's solution](#)

19.

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,332 global accepts · Rating: 800 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings

[lzyrapx's solution](#)

20.

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,350 global accepts · Rating: 800 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[lzyrapx's solution](#)

21.

1850B

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

Quality: 50,377 global accepts · Rating: 800 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[lzyrapx's solution](#)

22.

1791C

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

Quality: 74,163 global accepts · Rating: 800 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, two pointers

[lzyrapx's solution](#)

23.

1791B

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

Quality: 52,663 global accepts · Rating: 800 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, implementation

[lzyrapx's solution](#)

24.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,819 global accepts · Rating: 800 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings

[lzyrapx's solution](#)

25.

1760B

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

Quality: 53,341 global accepts · Rating: 800 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings

[lzyrapx's solution](#)

26.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,097 global accepts · Rating: 800 · first AC: 2026-03-19 · last AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[lzyrapx's solution](#)

27.

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,451 global accepts · Rating: 800 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, implementation

[lzyrapx's solution](#)

28.

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,707 global accepts · Rating: 800 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[lzyrapx's solution](#)

29.

1985B

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

Quality: 56,769 global accepts · Rating: 800 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[lzyrapx's solution](#)

- 30.**
2204A
[Passing the Ball](#) · [Tutorial](#)
Quality: 21,741 global accepts · Rating: 800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation
[lzyrapx's solution](#)
- 31.**
1999C
[Showering](#) · [Tutorial](#)
Quality: 41,641 global accepts · Rating: 800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[lzyrapx's solution](#)
- 32.**
2009B
[osu!mania](#) · [Tutorial](#)
Quality: 53,225 global accepts · Rating: 800 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation
[lzyrapx's solution](#)
- 33.**
2065B
[Skibidus and Ohio](#) · [Tutorial](#)
Quality: 42,073 global accepts · Rating: 800 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings
[lzyrapx's solution](#)
- 34.**
2208A
[Bingo Candies](#) · [Tutorial](#)
Quality: 20,221 global accepts · Rating: 800 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[lzyrapx's solution](#)
- 35.**
1703B
[ICPC Balloons](#) · [Tutorial](#)
Quality: 66,171 global accepts · Rating: 800 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation
[lzyrapx's solution](#)
- 36.**
1873B
[Good Kid](#) · [Tutorial](#)
Quality: 62,692 global accepts · Rating: 800 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math
[lzyrapx's solution](#)
- 37.**
1722B
[Colourblindness](#) · [Tutorial](#)
Quality: 56,456 global accepts · Rating: 800 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[lzyrapx's solution](#)
- 38.**
2207A
[1-1](#) · [Tutorial](#)
Quality: 13,682 global accepts · Rating: 800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[lzyrapx's solution](#)
- 39.**
1692C
[Where's the Bishop?](#) · [Tutorial](#)
Quality: 38,918 global accepts · Rating: 800 · first AC: 2026-03-06 · last AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[lzyrapx's solution](#)
- 40.**
1692B
[All Distinct](#) · [Tutorial](#)
Quality: 39,438 global accepts · Rating: 800 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[lzyrapx's solution](#)

41.

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,211 global accepts · Rating: 800 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[lzyrapx's solution](#)

42.

1676C

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

Quality: 34,636 global accepts · Rating: 800 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math, strings

[lzyrapx's solution](#)

43.

1676B

[Equal Candies](#) · [Tutorial](#)

Quality: 60,642 global accepts · Rating: 800 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[lzyrapx's solution](#)

44.

2200B

[Deletion Sort](#) · [Tutorial](#)

Quality: 25,468 global accepts · Rating: 800 · first AC: 2026-03-02 · last AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, sortings

[lzyrapx's solution](#)

45.

2200A

[Eating Game](#) · [Tutorial](#)

Quality: 28,123 global accepts · Rating: 800 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[lzyrapx's solution](#)

46.

2205B

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

Quality: 16,170 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[lzyrapx's solution](#)

47.

2202A

[Parkour Design](#) · [Tutorial](#)

Quality: 16,354 global accepts · Rating: 800 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[lzyrapx's solution](#)

48.

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,371 global accepts · Rating: 800 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[lzyrapx's solution](#)

49.

1971A

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

Quality: 59,481 global accepts · Rating: 800 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[lzyrapx's solution](#)

50.

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,933 global accepts · Rating: 800 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[lzyrapx's solution](#)

51.

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,965 global accepts · Rating: 800 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[lzyrapx's solution](#)

52.

2065A

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

Quality: 55,632 global accepts · Rating: 800 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[lzyrapx's solution](#)

53.

1926A

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

Quality: 62,195 global accepts · Rating: 800 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[lzyrapx's solution](#)

54.

1950A

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

Quality: 69,444 global accepts · Rating: 800 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[lzyrapx's solution](#)

55.

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,394 global accepts · Rating: 800 · first AC: 2026-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[lzyrapx's solution](#)

56.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,797 global accepts · Rating: 800 · first AC: 2026-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, implementation

[lzyrapx's solution](#)

57.

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,692 global accepts · Rating: 800 · first AC: 2026-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[lzyrapx's solution](#)

58.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,715 global accepts · Rating: 800 · first AC: 2026-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[lzyrapx's solution](#)

59.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,203 global accepts · Rating: 800 · first AC: 2026-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[lzyrapx's solution](#)

60.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,301 global accepts · Rating: 800 · first AC: 2026-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[lzyrapx's solution](#)

61.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,938 global accepts · Rating: 800 · first AC: 2026-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[lzyrapx's solution](#)

62.

1791A

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

Quality: 80,613 global accepts · Rating: 800 · first AC: 2026-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings
[lzyrapx's solution](#)

63.

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,748 global accepts · Rating: 800 · first AC: 2026-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[lzyrapx's solution](#)

64.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,241 global accepts · Rating: 800 · first AC: 2026-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, strings
[lzyrapx's solution](#)

65.

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,627 global accepts · Rating: 800 · first AC: 2026-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[lzyrapx's solution](#)

66.

1676A

[Lucky?](#) · [Tutorial](#)

Quality: 87,419 global accepts · Rating: 800 · first AC: 2026-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[lzyrapx's solution](#)

67.

2192A

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

Quality: 17,911 global accepts · Rating: 800 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, strings
[lzyrapx's solution](#)

68.

1669C

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

Quality: 41,475 global accepts · Rating: 800 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math
[lzyrapx's solution](#)

69.

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,545 global accepts · Rating: 800 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings
[lzyrapx's solution](#)

70.

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,537 global accepts · Rating: 800 · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[lzyrapx's solution](#)

71.

1352A

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

Quality: 104,116 global accepts · Rating: 800 · first AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[lzyrapx's solution](#)

72.

2195A

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

Quality: 35,449 global accepts · Rating: 800 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[lzyrapx's solution](#)

73.

2197A

[Friendly Numbers](#) · [Tutorial](#)

Quality: 22,856 global accepts · Rating: 800 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, expression parsing, math, schedules

[lzyrapx's solution](#)

74.

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,834 global accepts · Rating: 800 · first AC: 2026-02-08 · last AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[lzyrapx's solution](#)

75.

2044B

[Normal Problem](#) · [Tutorial](#)

Quality: 51,976 global accepts · Rating: 800 · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[lzyrapx's solution](#)

76.

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,214 global accepts · Rating: 800 · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[lzyrapx's solution](#)

77.

2188A

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

Quality: 25,906 global accepts · Rating: 800 · first AC: 2026-02-01 · last AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[lzyrapx's solution](#)

78.

2193B

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

Quality: 30,116 global accepts · Rating: 800 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[lzyrapx's solution](#)

79.

2193A

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

Quality: 42,652 global accepts · Rating: 800 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[lzyrapx's solution](#)

80.

2189A

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

Quality: 24,365 global accepts · Rating: 800 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[lzyrapx's solution](#)

81.

2185B

[Prefix Max](#) · [Tutorial](#)

Quality: 40,701 global accepts · Rating: 800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[lzyrapx's solution](#)

82.

2185A

[Perfect Root](#) · [Tutorial](#)

Quality: 43,084 global accepts · Rating: 800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[lzyrapx's solution](#)

83.

2184A

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

Quality: 38,085 global accepts · Rating: 800 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[lzyrapx's solution](#)

84.

2183A

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

Quality: 23,668 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games
[lzyrapx's solution](#)

85.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,331 global accepts · Rating: 800 · first AC: 2025-12-31 · last AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[lzyrapx's solution](#)

86.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,440 global accepts · Rating: 800 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force
[lzyrapx's solution](#)

87.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[lzyrapx's solution](#)

88.

2171A

[Shizuku Hoshikawa and Farm Legs](#) · [Tutorial](#)

Quality: 37,248 global accepts · Rating: 800 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[lzyrapx's solution](#)

89.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,577 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[lzyrapx's solution](#)

90.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory
[lzyrapx's solution](#)

91.

2176A

[Operations with Inversions](#) · [Tutorial](#)

Quality: 29,071 global accepts · Rating: 800 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math
[lzyrapx's solution](#)

92.

2170A

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

Quality: 19,926 global accepts · Rating: 800 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math
[lzyrapx's solution](#)

93.

2167C

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

Quality: 36,060 global accepts · Rating: 800 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[lzyrapx's solution](#)

94.

2167B

[Your Name](#) · [Tutorial](#)

Quality: 51,818 global accepts · Rating: 800 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings, strings
[lzyrapx's solution](#)

95.

2167A

[Square?](#) · [Tutorial](#)

Quality: 58,460 global accepts · Rating: 800 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings
[lzyrapx's solution](#)

96.

2156A

[Pizza Time](#) · [Tutorial](#)

Quality: 26,872 global accepts · Rating: 800 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy
[lzyrapx's solution](#)

97.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,166 global accepts · Rating: 800 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, two pointers
[lzyrapx's solution](#)

98.

2162A

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

Quality: 41,589 global accepts · Rating: 800 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
[lzyrapx's solution](#)

99.

2143A

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

Quality: 20,699 global accepts · Rating: 800 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, two pointers
[lzyrapx's solution](#)

100.

2160A

[MEX Partition](#) · [Tutorial](#)

Quality: 22,457 global accepts · Rating: 800 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[lzyrapx's solution](#)

101.

2153B

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

Quality: 22,587 global accepts · Rating: 800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy
[lzyrapx's solution](#)

102.

2153A

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

Quality: 26,369 global accepts · Rating: 800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[lzyrapx's solution](#)

103.

2145A

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

Quality: 30,758 global accepts · Rating: 800 · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[lzyrapx's solution](#)

104.

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,162 global accepts · Rating: 800 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[lzyrapx's solution](#)

105.

2152A

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

Quality: 22,304 global accepts · Rating: 800 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[lzyrapx's solution](#)

106.

2149B

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

Quality: 33,040 global accepts · Rating: 800 · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[lzyrapx's solution](#)

107.

2149A

[Be Positive](#) · [Tutorial](#)

Quality: 40,906 global accepts · Rating: 800 · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[lzyrapx's solution](#)

108.

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,049 global accepts · Rating: 800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry
[lzyrapx's solution](#)

109.

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,422 global accepts · Rating: 800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, hashing, math
[lzyrapx's solution](#)

110.

2094B

[Bobritto Bandito](#) · [Tutorial](#)

Quality: 33,150 global accepts · Rating: 800 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms
[lzyrapx's solution](#)

111.

2094A

[Trippi Troppi](#) · [Tutorial](#)

Quality: 56,282 global accepts · Rating: 800 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings
[lzyrapx's solution](#)

112.

2126B

[No Casino in the Mountains](#) · [Tutorial](#)

Quality: 37,694 global accepts · Rating: 800 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[lzyrapx's solution](#)

113.

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,084 global accepts · Rating: 800 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math
[lzyrapx's solution](#)

114.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,641 global accepts · Rating: 800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[lzyrapx's solution](#)

115.

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,909 global accepts · Rating: 800 · first AC: 2025-03-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[lzyrapx's solution](#)

116.

2060A

[Fibonacci](#) · [Tutorial](#)

Quality: 41,098 global accepts · Rating: 800 · first AC: 2025-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[lzyrapx's solution](#)

117.

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,640 global accepts · Rating: 800 · first AC: 2025-01-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, math
[lzyrapx's solution](#)

118.

1466B

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

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[lzyrapx's solution](#)

119.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math
[lzyrapx's solution](#)

120.

1269A

[Equation](#) · [Tutorial](#)

Quality: 24,103 global accepts · Rating: 800 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[lzyrapx's solution](#)

121.

1271A

[Suits](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 800 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[lzyrapx's solution](#)

122.

1255A

[Changing Volume](#) · [Tutorial](#)

Quality: 17,987 global accepts · Rating: 800 · first AC: 2019-11-30 · C++14 (GCC 6-32) (first AC) · Tags: math
[lzyrapx's solution](#)

123.

1257A

[Two Rival Students](#) · [Tutorial](#)

Quality: 21,663 global accepts · Rating: 800 · first AC: 2019-11-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[lzyrapx's solution](#)

124.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,824 global accepts · Rating: 800 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[lzyrapx's solution](#)

125.

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,490 global accepts · Rating: 800 · first AC: 2018-12-29 · Python 3 (first AC) · Tags: implementation
[lzyrapx's solution](#)

126.

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[lzyrapx's solution](#)

127.

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,310 global accepts · Rating: 800 · first AC: 2018-07-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lzyrapx's solution](#)

128.

952A

[Quirky Quantifiers](#) · [Tutorial](#)

Quality: 11,976 global accepts · Rating: 800 · first AC: 2018-04-01 · GNU C++11 (first AC) · Tags: *special, math

[lzyrapx's solution](#)

129.

854A

[Fraction](#) · [Tutorial](#)

Quality: 14,534 global accepts · Rating: 800 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[lzyrapx's solution](#)

130.

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,407 global accepts · Rating: 900 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[lzyrapx's solution](#)

131.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,809 global accepts · Rating: 900 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, sortings

[lzyrapx's solution](#)

132.

1915D

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

Quality: 35,084 global accepts · Rating: 900 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings

[lzyrapx's solution](#)

133.

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,760 global accepts · Rating: 900 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[lzyrapx's solution](#)

134.

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,084 global accepts · Rating: 900 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[lzyrapx's solution](#)

135.

1971C

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

Quality: 41,577 global accepts · Rating: 900 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[lzyrapx's solution](#)

136.

2195B

[Heapify 1](#) · [Tutorial](#)

Quality: 24,855 global accepts · Rating: 900 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[lzyrapx's solution](#)

137.

2185C

[Shifted MEX](#) · [Tutorial](#)

Quality: 28,981 global accepts · Rating: 900 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings
[lzyrapx's solution](#)

138.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,088 global accepts · Rating: 900 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, implementation, interactive
[lzyrapx's solution](#)

139.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,584 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings
[lzyrapx's solution](#)

140.

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,141 global accepts · Rating: 900 · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[lzyrapx's solution](#)

141.

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,338 global accepts · Rating: 900 · first AC: 2025-09-20 · last AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[lzyrapx's solution](#)

142.

2094C

[Brr Brr Patapim](#) · [Tutorial](#)

Quality: 30,490 global accepts · Rating: 900 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[lzyrapx's solution](#)

143.

1225A

[Forgetting Things](#) · [Tutorial](#)

Quality: 16,624 global accepts · Rating: 900 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: math
[lzyrapx's solution](#)

144.

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,073 global accepts · Rating: 900 · first AC: 2019-12-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, sortings
[lzyrapx's solution](#)

145.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,027 global accepts · Rating: 900 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: math
[lzyrapx's solution](#)

146.

1095B

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

Quality: 24,339 global accepts · Rating: 900 · first AC: 2018-12-29 · Python 3 (first AC) · Tags: implementation
[lzyrapx's solution](#)

147.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[lzyrapx's solution](#)

148.

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,954 global accepts · Rating: 900 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[lzyrapx's solution](#)

149.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,167 global accepts · Rating: 1000 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[lzyrapx's solution](#)

150.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,266 global accepts · Rating: 1000 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, strings

[lzyrapx's solution](#)

151.

1760D

[Challenging Valleys](#) · [Tutorial](#)

Quality: 27,015 global accepts · Rating: 1000 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, two pointers

[lzyrapx's solution](#)

152.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,106 global accepts · Rating: 1000 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[lzyrapx's solution](#)

153.

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,397 global accepts · Rating: 1000 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[lzyrapx's solution](#)

154.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,745 global accepts · Rating: 1000 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation

[lzyrapx's solution](#)

155.

2199A

[Game](#) · [Tutorial](#)

Quality: 1,341 global accepts · Rating: 1000 · first AC: 2026-03-09 · Kotlin 1.7 (first AC) · Tags: *special

[lzyrapx's solution](#)

156.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[lzyrapx's solution](#)

157.

2203B

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

Quality: 14,290 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, fft, greedy, math

[lzyrapx's solution](#)

158.

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,417 global accepts · Rating: 1000 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[lzyrapx's solution](#)

159.

2188B

[Seats](#) · [Tutorial](#)

Quality: 21,012 global accepts · Rating: 1000 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[lzyrapx's solution](#)

160.

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,904 global accepts · Rating: 1000 · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, strings

[lzyrapx's solution](#)

161.

2167D

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

Quality: 30,207 global accepts · Rating: 1000 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory

[lzyrapx's solution](#)

162.

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,762 global accepts · Rating: 1000 · first AC: 2025-10-24 · last AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation

[lzyrapx's solution](#)

163.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,813 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[lzyrapx's solution](#)

164.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,907 global accepts · Rating: 1000 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[lzyrapx's solution](#)

165.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,550 global accepts · Rating: 1000 · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[lzyrapx's solution](#)

166.

2148D

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

Quality: 26,739 global accepts · Rating: 1000 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[lzyrapx's solution](#)

167.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[lzyrapx's solution](#)

168.

1266A

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

Quality: 17,513 global accepts · Rating: 1000 · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math
[lzyrapx's solution](#)

169.

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,894 global accepts · Rating: 1000 · first AC: 2019-12-13 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[lzyrapx's solution](#)

170.

1256A

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

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2019-12-13 · C++14 (GCC 6-32) (first AC) · Tags: math
[lzyrapx's solution](#)

171.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,817 global accepts · Rating: 1000 · first AC: 2019-11-30 · C++14 (GCC 6-32) (first AC) · Tags: math
[lzyrapx's solution](#)

172.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2019-11-26 · C++14 (GCC 6-32) (first AC) · Tags: math
[lzyrapx's solution](#)

173.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,198 global accepts · Rating: 1000 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: math
[lzyrapx's solution](#)

174.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: math
[lzyrapx's solution](#)

175.

1873E

[Building an Aquarium](#) · [Tutorial](#)

Quality: 43,458 global accepts · Rating: 1100 · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings
[lzyrapx's solution](#)

176.

1950D

[Product of Binary Decimals](#) · [Tutorial](#)

Quality: 26,495 global accepts · Rating: 1100 · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, number theory
[lzyrapx's solution](#)

177.

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,556 global accepts · Rating: 1100 · first AC: 2026-04-10 · last AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, sortings, strings
[lzyrapx's solution](#)

178.

2218D

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

Quality: 18,410 global accepts · Rating: 1100 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

greedy, math, number theory

[lzyrapx's solution](#)

179.

2009C

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

Quality: 33,010 global accepts · Rating: 1100 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[lzyrapx's solution](#)

180.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,105 global accepts · Rating: 1100 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, number theory

[lzyrapx's solution](#)

181.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,071 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings

[lzyrapx's solution](#)

182.

2065C1

[Skibidus and Fanum Tax \(easy version\)](#) · [Tutorial](#)

Quality: 27,761 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy

[lzyrapx's solution](#)

183.

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,100 global accepts · Rating: 1100 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[lzyrapx's solution](#)

184.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,554 global accepts · Rating: 1100 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[lzyrapx's solution](#)

185.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,660 global accepts · Rating: 1100 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[lzyrapx's solution](#)

186.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,206 global accepts · Rating: 1100 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, strings

[lzyrapx's solution](#)

187.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,619 global accepts · Rating: 1100 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, two pointers

[lzyrapx's solution](#)

188.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,421 global accepts · Rating: 1100 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[lzyrapx's solution](#)

189.

2195C

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

Quality: 20,528 global accepts · Rating: 1100 · first AC: 2026-02-15 · last AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[lzyrapx's solution](#)

190.

2197B

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

Quality: 15,896 global accepts · Rating: 1100 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, schedules, sortings, two pointers

[lzyrapx's solution](#)

191.

2183B

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

Quality: 16,174 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[lzyrapx's solution](#)

192.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,324 global accepts · Rating: 1100 · first AC: 2025-10-17 · last AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[lzyrapx's solution](#)

193.

2160B

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

Quality: 17,761 global accepts · Rating: 1100 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[lzyrapx's solution](#)

194.

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,861 global accepts · Rating: 1100 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[lzyrapx's solution](#)

195.

2126C

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

Quality: 26,277 global accepts · Rating: 1100 · first AC: 2025-08-09 · last AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[lzyrapx's solution](#)

196.

1227A

[Math Problem](#) · [Tutorial](#)

Quality: 10,267 global accepts · Rating: 1100 · first AC: 2019-11-30 · C++14 (GCC 6-32) (first AC) · Tags: math

[lzyrapx's solution](#)

197.

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,226 global accepts · Rating: 1100 · first AC: 2019-11-30 · C++14 (GCC 6-32) (first AC) · Tags: math

[lzyrapx's solution](#)

198.

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[lzyrapx's solution](#)

199.

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[lzyrapx's solution](#)

200.

2065D

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

Quality: 20,629 global accepts · Rating: 1200 · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[lzyrapx's solution](#)

201.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,536 global accepts · Rating: 1200 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, math

[lzyrapx's solution](#)

202.

2218E

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

Quality: 14,073 global accepts · Rating: 1200 · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force

[lzyrapx's solution](#)

203.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,279 global accepts · Rating: 1200 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, two pointers

[lzyrapx's solution](#)

204.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,621 global accepts · Rating: 1200 · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[lzyrapx's solution](#)

205.

2210C1

[A Simple GCD Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,811 global accepts · Rating: 1200 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory

[lzyrapx's solution](#)

206.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,585 global accepts · Rating: 1200 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[lzyrapx's solution](#)

207.

1926C

[Vlad and a Sum of Sum of Digits](#) · [Tutorial](#)

Quality: 32,746 global accepts · Rating: 1200 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[lzyrapx's solution](#)

208.

2202B

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

Quality: 11,144 global accepts · Rating: 1200 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[lzyrapx's solution](#)

209.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, implementation

[lzyrapx's solution](#)

210.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1200 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, strings

[lzyrapx's solution](#)

211.

1352C

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

Quality: 69,769 global accepts · Rating: 1200 · first AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[lzyrapx's solution](#)

212.

1352B

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

Quality: 44,819 global accepts · Rating: 1200 · first AC: 2026-02-19 · last AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[lzyrapx's solution](#)

213.

2196A

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

Quality: 15,822 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[lzyrapx's solution](#)

214.

171A

[Mysterious numbers - 1](#) · [Tutorial](#)

Quality: 5,067 global accepts · Rating: 1200 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, constructive algorithms

[lzyrapx's solution](#)

215.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,135 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[lzyrapx's solution](#)

216.

2182C

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

Quality: 15,517 global accepts · Rating: 1200 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[lzyrapx's solution](#)

217.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[lzyrapx's solution](#)

218.

2170B

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

Quality: 14,289 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[lzyrapx's solution](#)

219.

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,352 global accepts · Rating: 1200 · first AC: 2025-10-02 · last AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[lzyrapx's solution](#)

220.

2148E

[Split](#) · [Tutorial](#)

Quality: 14,063 global accepts · Rating: 1200 · first AC: 2025-09-27 · last AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers

[lzyrapx's solution](#)

221.

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,567 global accepts · Rating: 1200 · first AC: 2025-09-13 · last AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks

[lzyrapx's solution](#)

222.

2126D

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

Quality: 24,014 global accepts · Rating: 1200 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[lzyrapx's solution](#)

223.

1149A

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

Quality: 17,894 global accepts · Rating: 1200 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[lzyrapx's solution](#)

224.

1028B

[Unnatural Conditions](#) · [Tutorial](#)

Quality: 10,241 global accepts · Rating: 1200 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[lzyrapx's solution](#)

225.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[lzyrapx's solution](#)

226.

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,263 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[lzyrapx's solution](#)

227.

701B

[Cells Not Under Attack](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1200 · first AC: 2018-03-14 · last AC: 2018-03-14 · Go (first AC) · Tags: data structures, math

[lzyrapx's solution](#)

228.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[lzyrapx's solution](#)

229.

854B

[Maxim Buys an Apartment](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1200 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[lzyrapx's solution](#)

230.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,703 global accepts · Rating: 1300 · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[lzyrapx's solution](#)

231.

1926D

[Vlad and Division](#) · [Tutorial](#)

Quality: 18,372 global accepts · Rating: 1300 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy

[lzyrapx's solution](#)

232.

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,070 global accepts · Rating: 1300 · first AC: 2026-04-21 · last AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, math, number theory

[lzyrapx's solution](#)

233.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,427 global accepts · Rating: 1300 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math, number theory

[lzyrapx's solution](#)

234.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,149 global accepts · Rating: 1300 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[lzyrapx's solution](#)

235.

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 24,003 global accepts · Rating: 1300 · first AC: 2026-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[lzyrapx's solution](#)

236.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,190 global accepts · Rating: 1300 · first AC: 2026-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[lzyrapx's solution](#)

237.

2065C2

[Skibidus and Fanum Tax \(hard version\)](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[lzyrapx's solution](#)

238.

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,049 global accepts · Rating: 1300 · first AC: 2026-03-25 · last AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[lzyrapx's solution](#)

239.

2208C

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

Quality: 11,094 global accepts · Rating: 1300 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[lzyrapx's solution](#)

240.

2206K

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

Quality: 1,426 global accepts · Rating: 1300 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search
[lzyrapx's solution](#)

241.

2201A1

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

Quality: 11,052 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
[lzyrapx's solution](#)

242.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,111 global accepts · Rating: 1300 · first AC: 2026-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math
[lzyrapx's solution](#)

243.

1352D

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

Quality: 29,855 global accepts · Rating: 1300 · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[lzyrapx's solution](#)

244.

2195D

[Absolute Cinema](#) · [Tutorial](#)

Quality: 13,658 global accepts · Rating: 1300 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[lzyrapx's solution](#)

245.

2187A

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

Quality: 15,868 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[lzyrapx's solution](#)

246.

2189C1

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

Quality: 13,897 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math
[lzyrapx's solution](#)

247.

171D

[Broken checker](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1300 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, brute force
[lzyrapx's solution](#)

248.

171B

[Star](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: 1300 · first AC: 2026-01-22 · last AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, combinatorics
[lzyrapx's solution](#)

249.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1300 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[lzyrapx's solution](#)

250.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 1300 · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[lzyrapx's solution](#)

251.

2170C

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

Quality: 11,248 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[lzyrapx's solution](#)

252.

2160C

[Reverse XOR](#) · [Tutorial](#)

Quality: 15,158 global accepts · Rating: 1300 · first AC: 2025-10-13 · last AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks

[lzyrapx's solution](#)

253.

2145C

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

Quality: 15,402 global accepts · Rating: 1300 · first AC: 2025-10-10 · last AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings

[lzyrapx's solution](#)

254.

2152B

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

Quality: 12,853 global accepts · Rating: 1300 · first AC: 2025-10-04 · last AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[lzyrapx's solution](#)

255.

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[lzyrapx's solution](#)

256.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,833 global accepts · Rating: 1300 · first AC: 2025-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[lzyrapx's solution](#)

257.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[lzyrapx's solution](#)

258.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,098 global accepts · Rating: 1300 · first AC: 2019-12-16 · last AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[lzyrapx's solution](#)

259.

1265B

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

Quality: 13,525 global accepts · Rating: 1300 · first AC: 2019-12-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers

[lzyrapx's solution](#)

260.

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2019-11-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[lzyrapx's solution](#)

261.

1119B

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

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, sortings

[lzyrapx's solution](#)

262.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1300 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[lzyrapx's solution](#)

263.

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,774 global accepts · Rating: 1400 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math

[lzyrapx's solution](#)

264.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,408 global accepts · Rating: 1400 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, sortings, two pointers

[lzyrapx's solution](#)

265.

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,326 global accepts · Rating: 1400 · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[lzyrapx's solution](#)

266.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,643 global accepts · Rating: 1400 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive

[lzyrapx's solution](#)

267.

2199B

[Two Towers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 1400 · first AC: 2026-03-09 · Kotlin 1.7 (first AC) · Tags: *special, greedy, math

[lzyrapx's solution](#)

268.

290D

[Orange](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 1400 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, implementation

[lzyrapx's solution](#)

269.

290A

[Mysterious strings](#) · [Tutorial](#)

Quality: 3,236 global accepts · Rating: 1400 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, implementation

[lzyrapx's solution](#)

270.

2190B1

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

Quality: 10,673 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[lzyrapx's solution](#)

271.

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, implementation
[lzyrapx's solution](#)

272.

2156C

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

Quality: 12,285 global accepts · Rating: 1400 · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory
[lzyrapx's solution](#)

273.

2154C1

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

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2025-10-19 · last AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory
[lzyrapx's solution](#)

274.

2162D

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

Quality: 12,361 global accepts · Rating: 1400 · first AC: 2025-10-17 · last AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive
[lzyrapx's solution](#)

275.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 1400 · first AC: 2025-10-04 · last AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math
[lzyrapx's solution](#)

276.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,017 global accepts · Rating: 1400 · first AC: 2025-08-09 · last AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[lzyrapx's solution](#)

277.

1263C

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

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-11-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory
[lzyrapx's solution](#)

278.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,593 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[lzyrapx's solution](#)

279.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,842 global accepts · Rating: 1500 · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[lzyrapx's solution](#)

280.

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,338 global accepts · Rating: 1500 · first AC: 2026-04-10 · last AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, sortings
[lzyrapx's solution](#)

281.

2218F

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

Quality: 7,267 global accepts · Rating: 1500 · first AC: 2026-04-06 · last AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, trees

[lzyrapx's solution](#)

282.

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, sortings

[lzyrapx's solution](#)

283.

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, math

[lzyrapx's solution](#)

284.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,016 global accepts · Rating: 1500 · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, two pointers

[lzyrapx's solution](#)

285.

2195E

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

Quality: 8,553 global accepts · Rating: 1500 · first AC: 2026-02-15 · last AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[lzyrapx's solution](#)

286.

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,489 global accepts · Rating: 1500 · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation

[lzyrapx's solution](#)

287.

290B

[QR code](#) · [Tutorial](#)

Quality: 2,617 global accepts · Rating: 1500 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, implementation

[lzyrapx's solution](#)

288.

2183D1

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

Quality: 8,855 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[lzyrapx's solution](#)

289.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[lzyrapx's solution](#)

290.

2149E

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

Quality: 9,276 global accepts · Rating: 1500 · first AC: 2025-10-02 · last AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data

structures, two pointers

[lzyrapx's solution](#)

291.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[lzyrapx's solution](#)

292.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-12-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[lzyrapx's solution](#)

293.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,304 global accepts · Rating: 1500 · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, sortings

[lzyrapx's solution](#)

294.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[lzyrapx's solution](#)

295.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[lzyrapx's solution](#)

296.

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[lzyrapx's solution](#)

297.

1070H

[BerOS File Suggestion](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[lzyrapx's solution](#)

298.

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,794 global accepts · Rating: 1500 · first AC: 2018-03-14 · Go (first AC) · Tags: binary search, strings, two pointers

[lzyrapx's solution](#)

299.

875B

[Sorting the Coins](#) · [Tutorial](#)

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation, sortings, two pointers

[lzyrapx's solution](#)

300.

854C

[Planning](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[lzyrapx's solution](#)

301.

1722E

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

Quality: 13,367 global accepts · Rating: 1600 · first AC: 2026-05-05 · last AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, implementation

[lzyrapx's solution](#)

302.

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,470 global accepts · Rating: 1600 · first AC: 2026-04-10 · last AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[lzyrapx's solution](#)

303.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,744 global accepts · Rating: 1600 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[lzyrapx's solution](#)

304.

2199C

[Minesweeper](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 1600 · first AC: 2026-03-09 · Kotlin 1.7 (first AC) · Tags: *special, constructive algorithms, greedy

[lzyrapx's solution](#)

305.

2207C

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

Quality: 5,445 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math

[lzyrapx's solution](#)

306.

2207B

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

Quality: 5,808 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[lzyrapx's solution](#)

307.

1352G

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

Quality: 24,799 global accepts · Rating: 1600 · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[lzyrapx's solution](#)

308.

2196B

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

Quality: 8,582 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers

[lzyrapx's solution](#)

309.

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1600 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[lzyrapx's solution](#)

310.

171G

[Mysterious numbers - 2](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 1600 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[lzyrapx's solution](#)

311.

171F

[ucyhf](#) · [Tutorial](#)

Quality: 1,485 global accepts · Rating: 1600 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, brute force, implementation, number theory

[lzyrapx's solution](#)

312.

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, implementation, number theory

[lzyrapx's solution](#)

313.

2182D

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

Quality: 8,949 global accepts · Rating: 1600 · first AC: 2026-01-01 · last AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[lzyrapx's solution](#)

314.

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,133 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, math, trees

[lzyrapx's solution](#)

315.

2167G

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

Quality: 11,018 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[lzyrapx's solution](#)

316.

2162E

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

Quality: 9,336 global accepts · Rating: 1600 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, schedules

[lzyrapx's solution](#)

317.

2094F

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

Quality: 11,413 global accepts · Rating: 1600 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[lzyrapx's solution](#)

318.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2019-06-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[lzyrapx's solution](#)

319.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, sortings

[lzyrapx's solution](#)

320.

1025B

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

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, number theory

[lzyrapx's solution](#)

321.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[lzyrapx's solution](#)

322.

952C

[Ravioli Sort](#) · [Tutorial](#)

Quality: 3,061 global accepts · Rating: 1600 · first AC: 2018-04-01 · Python 3 (first AC) · Tags: implementation

[lzyrapx's solution](#)

323.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[lzyrapx's solution](#)

324.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,487 global accepts · Rating: 1700 · first AC: 2026-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, sortings

[lzyrapx's solution](#)

325.

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,492 global accepts · Rating: 1700 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[lzyrapx's solution](#)

326.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,602 global accepts · Rating: 1700 · first AC: 2026-04-04 · last AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[lzyrapx's solution](#)

327.

2206J

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

Quality: 1,009 global accepts · Rating: 1700 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[lzyrapx's solution](#)

328.

2201B

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

Quality: 4,953 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[lzyrapx's solution](#)

329.

2201A2

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

Quality: 5,085 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[lzyrapx's solution](#)

330.

656B

[Scrambled](#) · [Tutorial](#)

Quality: 1,768 global accepts · Rating: 1700 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, implementation

[lzyrapx's solution](#)

331.

784A

[Numbers Joke](#) · [Tutorial](#)

Quality: 3,344 global accepts · Rating: 1700 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special
[lzyrapx's solution](#)

332.

409D

[Big Data](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 1700 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special
[lzyrapx's solution](#)

333.

409C

[Magnum Opus](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special
[lzyrapx's solution](#)

334.

409B

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

Quality: 1,429 global accepts · Rating: 1700 · first AC: 2026-01-24 · Mysterious Language (first AC) · Tags: *special
[lzyrapx's solution](#)

335.

409A

[The Great Game](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 1700 · first AC: 2026-01-24 · last AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special
[lzyrapx's solution](#)

336.

290C

[WTF?](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 1700 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, graph matchings, implementation, trees
[lzyrapx's solution](#)

337.

171H

[A polyline](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 1700 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, implementation
[lzyrapx's solution](#)

338.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[lzyrapx's solution](#)

339.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 1700 · first AC: 2025-10-04 · last AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math
[lzyrapx's solution](#)

340.

2094G

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

Quality: 7,848 global accepts · Rating: 1700 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math
[lzyrapx's solution](#)

341.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[lzyrapx's solution](#)

342.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2019-11-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[lzyrapx's solution](#)

343.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-03-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[lzyrapx's solution](#)

344.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures
[lzyrapx's solution](#)

345.

2218G

[The 67th Iteration of "Counting is Fun"](#) · [Tutorial](#)

Quality: 3,620 global accepts · Rating: 1800 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[lzyrapx's solution](#)

346.

2199D

[Two Arrays](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 1800 · first AC: 2026-03-09 · Kotlin 1.7 (first AC) · Tags: *special, math
[lzyrapx's solution](#)

347.

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 1800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory
[lzyrapx's solution](#)

348.

2196C1

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

Quality: 3,594 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive
[lzyrapx's solution](#)

349.

409E

[Dome](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 1800 · first AC: 2026-01-24 · last AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special
[lzyrapx's solution](#)

350.

2187B

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

Quality: 5,287 global accepts · Rating: 1800 · first AC: 2026-01-29 · last AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[lzyrapx's solution](#)

351.

784C

[INTERCALC](#) · [Tutorial](#)

Quality: 773 global accepts · Rating: 1800 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, implementation

[lzyrapx's solution](#)

352.

1505E

[Cakewalk](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, greedy, implementation, shortest paths

[lzyrapx's solution](#)

353.

1505D

[Xenolith? Hippodrome?](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 1800 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, number theory

[lzyrapx's solution](#)

354.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 1800 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[lzyrapx's solution](#)

355.

2179E

[Blackslex and Girls](#) · [Tutorial](#)

Quality: 5,783 global accepts · Rating: 1800 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, math

[lzyrapx's solution](#)

356.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,760 global accepts · Rating: 1800 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, sortings

[lzyrapx's solution](#)

357.

2145D

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

Quality: 6,661 global accepts · Rating: 1800 · first AC: 2025-10-12 · last AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[lzyrapx's solution](#)

358.

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: 1800 · first AC: 2025-09-27 · last AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[lzyrapx's solution](#)

359.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math

[lzyrapx's solution](#)

360.

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2019-12-10 · last AC: 2019-12-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[lzyrapx's solution](#)

361.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[lzyrapx's solution](#)

362.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[lzyrapx's solution](#)

363.

952D

[I'm Feeling Lucky!](#) · [Tutorial](#)

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2018-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, probabilities

[lzyrapx's solution](#)

364.

854D

[Jury Meeting](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-09-06 · last AC: 2017-09-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[lzyrapx's solution](#)

365.

409F

[000001](#) · [Tutorial](#)

Quality: 2,173 global accepts · Rating: 1900 · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[lzyrapx's solution](#)

366.

656G

[You're a Professional](#) · [Tutorial](#)

Quality: 512 global accepts · Rating: 1900 · first AC: 2026-01-31 · PyPy 3 (first AC) · Tags: *special

[lzyrapx's solution](#)

367.

656F

[Ace It!](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 1900 · first AC: 2026-01-31 · last AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[lzyrapx's solution](#)

368.

656A

[Da Vinci Powers](#) · [Tutorial](#)

Quality: 3,815 global accepts · Rating: 1900 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[lzyrapx's solution](#)

369.

784F

[Crunching Numbers Just for You](#) · [Tutorial](#)

Quality: 1,144 global accepts · Rating: 1900 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, implementation

[lzyrapx's solution](#)

370.

784D

[Touchy-Feely Palindromes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 1900 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, implementation

[lzyrapx's solution](#)

371.

2190B2

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

Quality: 3,180 global accepts · Rating: 1900 · first AC: 2026-01-17 · last AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[lzyrapx's solution](#)

372.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 1900 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

[lzyrapx's solution](#)

373.

2180C

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

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[lzyrapx's solution](#)

374.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,254 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[lzyrapx's solution](#)

375.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1900 · first AC: 2025-12-07 · last AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy

[lzyrapx's solution](#)

376.

2156D

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

Quality: 5,374 global accepts · Rating: 1900 · first AC: 2025-10-25 · last AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[lzyrapx's solution](#)

377.

2149F

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

Quality: 4,813 global accepts · Rating: 1900 · first AC: 2025-10-03 · last AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, ternary search

[lzyrapx's solution](#)

378.

2148G

[Farmer John's Last Wish](#) · [Tutorial](#)

Quality: 4,192 global accepts · Rating: 1900 · first AC: 2025-09-13 · last AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, number theory

[lzyrapx's solution](#)

379.

2094H

[La Vaca Saturno Saturnita](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1900 · first AC: 2025-09-13 · last AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math, number theory

[lzyrapx's solution](#)

380.

1277D

[Let's Play the Words?](#) · [Tutorial](#)

Quality: 3,276 global accepts · Rating: 1900 · first AC: 2019-12-21 · last AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation, math

[lzyrapx's solution](#)

381.

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary

search

[lzyrapx's solution](#)

382.

952B

[A Map of the Cat](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 1900 · first AC: 2018-04-01 · Python 3 (first AC) · Tags: *special, brute force, interactive

[lzyrapx's solution](#)

383.

2199F

[Self-Produced Sequences](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 2000 · first AC: 2026-03-09 · Kotlin 1.7 (first AC) · Tags: *special, combinatorics, math

[lzyrapx's solution](#)

384.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2026-03-05 · last AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[lzyrapx's solution](#)

385.

2201C

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

Quality: 1,989 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy

[lzyrapx's solution](#)

386.

2195F

[Parabola Independence](#) · [Tutorial](#)

Quality: 2,703 global accepts · Rating: 2000 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, math, sortings

[lzyrapx's solution](#)

387.

2196C2

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

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[lzyrapx's solution](#)

388.

656E

[Out of Controls](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2000 · first AC: 2026-01-31 · last AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[lzyrapx's solution](#)

389.

656C

[Without Text](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2000 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[lzyrapx's solution](#)

390.

784G

[BF Calculator](#) · [Tutorial](#)

Quality: 773 global accepts · Rating: 2000 · first AC: 2026-01-28 · last AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[lzyrapx's solution](#)

391.

784E

[Twisted Circuit](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2000 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, brute force, implementation

[lzyrapx's solution](#)

392.

784B

[Kids' Riddle](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2000 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special
[lzyrapx's solution](#)

393.

171E

[MYSTERIOUS LANGUAGE](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2000 · first AC: 2026-01-22 · Secret_171 (first AC) · Tags: *special
[lzyrapx's solution](#)

394.

171C

[A Piece of Cake](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2000 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, implementation
[lzyrapx's solution](#)

395.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive
[lzyrapx's solution](#)

396.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,521 global accepts · Rating: 2000 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math
[lzyrapx's solution](#)

397.

2126F

[1-1-1, Free Tree!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees
[lzyrapx's solution](#)

398.

1142B

[Lynyrd Skynyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2019-03-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees
[lzyrapx's solution](#)

399.

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 2000 · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[lzyrapx's solution](#)

400.

952E

[Cheese Board](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2000 · first AC: 2018-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special
[lzyrapx's solution](#)

401.

1971H

[±1](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2100 · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, dfs and similar, graphs
[lzyrapx's solution](#)

402.

2199E

[Supersequence](#) · [Tutorial](#)

Quality: 183 global accepts · Rating: 2100 · first AC: 2026-03-09 · Kotlin 1.7 (first AC) · Tags: *special, binary search, greedy

[lzyrapx's solution](#)

403.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[lzyrapx's solution](#)

404.

2192E

[Swap to Rearrange](#) · [Tutorial](#)

Quality: 2,080 global accepts · Rating: 2100 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings

[lzyrapx's solution](#)

405.

656D

[Rosetta Problem](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2100 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[lzyrapx's solution](#)

406.

2193G

[Paths in a Tree](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, interactive, sortings, trees

[lzyrapx's solution](#)

407.

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[lzyrapx's solution](#)

408.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[lzyrapx's solution](#)

409.

2170E

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

Quality: 2,318 global accepts · Rating: 2100 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[lzyrapx's solution](#)

410.

2162F

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

Quality: 2,915 global accepts · Rating: 2100 · first AC: 2025-10-18 · last AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[lzyrapx's solution](#)

411.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[lzyrapx's solution](#)

412.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-05 · last AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[lzyrapx's solution](#)

413.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-09-26 · last AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[lzyrapx's solution](#)

414.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2019-12-16 · last AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math

[lzyrapx's solution](#)

415.

1265E

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

Quality: 4,521 global accepts · Rating: 2100 · first AC: 2019-12-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math, probabilities

[lzyrapx's solution](#)

416.

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2019-12-11 · last AC: 2019-12-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[lzyrapx's solution](#)

417.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[lzyrapx's solution](#)

418.

1070E

[Getting Deals Done](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2100 · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[lzyrapx's solution](#)

419.

1028D

[Order book](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2100 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, greedy

[lzyrapx's solution](#)

420.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory, trees

[lzyrapx's solution](#)

421.

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, matrices

[lzyrapx's solution](#)

422.

875C

[National Property](#) · [Tutorial](#)

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

[lzyrapx's solution](#)

423.

854E

[Boredom](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[lzyrapx's solution](#)

424.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[lzyrapx's solution](#)

425.

2206C

[Upside Down Dijkstra](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar

[lzyrapx's solution](#)

426.

409G

[On a plane](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: 2200 · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, geometry

[lzyrapx's solution](#)

427.

952G

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

Quality: 253 global accepts · Rating: 2200 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, constructive algorithms

[lzyrapx's solution](#)

428.

1505F

[Math](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2200 · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, math

[lzyrapx's solution](#)

429.

1505I

[Mysterious language again, seriously?](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2200 · first AC: 2026-01-14 · Secret 2021 (first AC) · Tags: *special

[lzyrapx's solution](#)

430.

2178F

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

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[lzyrapx's solution](#)

431.

2179G

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

Quality: 1,208 global accepts · Rating: 2200 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, interactive, math

[lzyrapx's solution](#)

432.

2179H

[Blackslex and Plants](#) · [Tutorial](#)

Quality: 1,302 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, implementation, math

[lzyrapx's solution](#)

433.

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,682 global accepts · Rating: 2200 · first AC: 2025-11-28 · last AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[lzyrapx's solution](#)

434.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, probabilities, trees

[lzyrapx's solution](#)

435.

2126G1

[Big Wins! \(easy version\)](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 2200 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers

[lzyrapx's solution](#)

436.

1227F1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2019-12-02 · last AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

[lzyrapx's solution](#)

437.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[lzyrapx's solution](#)

438.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · last AC: 2019-03-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[lzyrapx's solution](#)

439.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings

[lzyrapx's solution](#)

440.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, number theory, shortest paths

[lzyrapx's solution](#)

441.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[lzyrapx's solution](#)

442.

868D

[Huge Strings](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2200 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, implementation, strings

[lzyrapx's solution](#)

443.

2199H

[Sum of MEX](#) · [Tutorial](#)

Quality: 90 global accepts · Rating: 2300 · first AC: 2026-03-09 · Kotlin 1.7 (first AC) · Tags: *special, combinatorics, data structures, dp, math
[lzyrapx's solution](#)

444.

2195G

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

Quality: 1,046 global accepts · Rating: 2300 · first AC: 2026-02-18 · last AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, graphs, trees
[lzyrapx's solution](#)

445.

2194F1

[Again Trees... \(Easy Version\)](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2300 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, trees
[lzyrapx's solution](#)

446.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees
[lzyrapx's solution](#)

447.

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers
[lzyrapx's solution](#)

448.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math
[lzyrapx's solution](#)

449.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math
[lzyrapx's solution](#)

450.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2019-12-21 · last AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math
[lzyrapx's solution](#)

451.

1070J

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

Quality: 786 global accepts · Rating: 2300 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dp
[lzyrapx's solution](#)

452.

1070G

[Monsters and Potions](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[lzyrapx's solution](#)

453.

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[lzyrapx's solution](#)

454.

2206F

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

Quality: 422 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, number theory

[lzyrapx's solution](#)

455.

2195H

[Codeforces Heuristic Contest 001](#) · [Tutorial](#)

Quality: 467 global accepts · Rating: 2400 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, geometry, implementation

[lzyrapx's solution](#)

456.

409I

[Feed the Golorp](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 2400 · first AC: 2026-02-05 · last AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[lzyrapx's solution](#)

457.

2193H

[Remove the Grail Tree](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2400 · first AC: 2026-01-28 · last AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees

[lzyrapx's solution](#)

458.

952F

[2 + 2 != 4](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2400 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[lzyrapx's solution](#)

459.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-11 · last AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[lzyrapx's solution](#)

460.

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[lzyrapx's solution](#)

461.

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[lzyrapx's solution](#)

462.

2126G2

[Big Wins! \(hard version\)](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers

[lzyrapx's solution](#)

463.

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[lzyrapx's solution](#)

464.

1227F2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2019-12-02 · last AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[lzyrapx's solution](#)

465.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2019-03-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[lzyrapx's solution](#)

466.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2018-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp

[lzyrapx's solution](#)

467.

1070B

[Berkomnadzor](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2400 · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[lzyrapx's solution](#)

468.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[lzyrapx's solution](#)

469.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2018-01-05 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[lzyrapx's solution](#)

470.

2199G

[Jammer](#) · [Tutorial](#)

Quality: 59 global accepts · Rating: 2500 · first AC: 2026-03-09 · Kotlin 1.7 (first AC) · Tags: *special, math

[lzyrapx's solution](#)

471.

2202G1

[Monotone Monochrome Matrices \(Easy Version\)](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 2500 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[lzyrapx's solution](#)

472.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[lzyrapx's solution](#)

473.

2196D

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

Quality: 994 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[lzyrapx's solution](#)

474.

290E

[HQ](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 2500 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, constructive algorithms

[lzyrapx's solution](#)

475.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[lzyrapx's solution](#)

476.

1505H

[L BREAK into program](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2500 · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[lzyrapx's solution](#)

477.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[lzyrapx's solution](#)

478.

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2026-01-02 · last AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[lzyrapx's solution](#)

479.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[lzyrapx's solution](#)

480.

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[lzyrapx's solution](#)

481.

2156E

[Best Time to Buy and Sell Stock](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2500 · first AC: 2025-10-25 · last AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy

[lzyrapx's solution](#)

482.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy

[lzyrapx's solution](#)

483.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp
[lzyrapx's solution](#)

484.

2173F

[Isla's Memory Thresholds](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2600 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math
[lzyrapx's solution](#)

485.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math
[lzyrapx's solution](#)

486.

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2600 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings
[lzyrapx's solution](#)

487.

1505G

[Encoded message](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2600 · first AC: 2026-01-17 · last AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, implementation
[lzyrapx's solution](#)

488.

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2600 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp
[lzyrapx's solution](#)

489.

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2019-11-28 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, fft, greedy, math, number theory
[lzyrapx's solution](#)

490.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[lzyrapx's solution](#)

491.

1023F

[Mobile Phone Network](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees
[lzyrapx's solution](#)

492.

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp
[lzyrapx's solution](#)

493.

1149C

[Tree Generator™ · Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, trees
[lzyrapx's solution](#)

494.

2201F2

[Monotone Monochrome Matrices \(Hard Version\) · Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, hashing, math
[lzyrapx's solution](#)

495.

290F

[Greedy Petya · Tutorial](#)

Quality: 153 global accepts · Rating: 2800 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, dfs and similar, graphs, greedy
[lzyrapx's solution](#)

496.

2182G

[Short Garland · Tutorial](#)

Quality: 350 global accepts · Rating: 2800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees
[lzyrapx's solution](#)

497.

2178G

[deCH OR Dations · Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities
[lzyrapx's solution](#)

498.

2180F1

[Control Car \(Easy Version\) · Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities
[lzyrapx's solution](#)

499.

2181L

[LLM Training · Tutorial](#)

Quality: 133 global accepts · Rating: 2800 · first AC: 2025-12-19 · last AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, string suffix structures
[lzyrapx's solution](#)

500.

2174F

[Mosaic Tree · Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math, trees
[lzyrapx's solution](#)

501.

2155F

[Juan's Colorful Tree · Tutorial](#)

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-10-06 · last AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, meet-in-the-middle, trees
[lzyrapx's solution](#)

502.

2207F

[Hanabi · Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy

[lzyrapx's solution](#)

503.

2206I

[Growth Factor](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 2900 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[lzyrapx's solution](#)

504.

2201E

[ABBA Counting](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2900 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math, number theory, strings

[lzyrapx's solution](#)

505.

2201F1

[Monotone Monochrome Matrices \(Medium Version\)](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2900 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing

[lzyrapx's solution](#)

506.

2196E1

[Fuzzy Concatenation \(Easy Version\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 2900 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures

[lzyrapx's solution](#)

507.

2162H

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

Quality: 314 global accepts · Rating: 2900 · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[lzyrapx's solution](#)

508.

2145G

[Cost of Coloring](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-10-06 · last AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[lzyrapx's solution](#)

509.

1028F

[Make Symmetrical](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2900 · first AC: 2018-08-27 · last AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[lzyrapx's solution](#)

510.

2196E2

[Fuzzy Concatenation \(Hard version\)](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3000 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, greedy, string suffix structures

[lzyrapx's solution](#)

511.

2194F2

[Again Trees... \(hard version\)](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, fft, trees

[lzyrapx's solution](#)

512.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2019-12-10 · last AC: 2019-12-10 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[lzyrapx's solution](#)

513.

2187F1

[AI Fine \(Maximizing Version\)](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 3100 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[lzyrapx's solution](#)

514.

2147G

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

Quality: 359 global accepts · Rating: 3100 · first AC: 2025-12-13 · last AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[lzyrapx's solution](#)

515.

1261F

[Xor-Set](#) · [Tutorial](#)

Quality: 442 global accepts · Rating: 3100 · first AC: 2019-12-14 · last AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, math

[lzyrapx's solution](#)

516.

2157H

[Keygen 3](#) · [Tutorial](#)

Quality: 116 global accepts · Rating: 3200 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, math

[lzyrapx's solution](#)

517.

2207G

[Toothless](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 3300 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[lzyrapx's solution](#)

518.

2196F

[Indivisible](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 3300 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs

[lzyrapx's solution](#)

519.

2178H

[Create or Duplicate](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3300 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths

[lzyrapx's solution](#)

520.

2178I

[Numbers or Fireworks](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 3300 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, graphs

[lzyrapx's solution](#)

521.

2174D

[Secret Message](#) · [Tutorial](#)

Quality: 292 global accepts · Rating: 3400 · first AC: 2025-12-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, trees

[lzyrapx's solution](#)

522.

2201G

[Codeforces Heuristic Contest 1001](#) · [Tutorial](#)

Quality: 65 global accepts · Rating: 3500 · first AC: 2026-02-25 · last AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags:

constructive algorithms

[lzyrapx's solution](#)

523.

2187G

[Many Cartesian Trees](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: 3500 · first AC: 2026-02-02 · last AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, trees

[lzyrapx's solution](#)

524.

2187E

[Doors and Keys](#) · [Tutorial](#)

Quality: 325 global accepts · Rating: 3500 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp

[lzyrapx's solution](#)

525.

2188G

[Doors and Keys](#) · [Tutorial](#)

Rating: 3500 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[lzyrapx's solution](#)

526.

2183H

[Minimise Cost](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 3500 · first AC: 2026-01-08 · last AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, sortings

[lzyrapx's solution](#)

527.

2159E

[Super-Short-Polynomial-San](#) · [Tutorial](#)

Quality: 201 global accepts · Rating: 3500 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, meet-in-the-middle

[lzyrapx's solution](#)

528.

2227A

[Koshary](#) · [Tutorial](#)

Quality: 19,483 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[lzyrapx's solution](#)

529.

2226A

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

Quality: 11,095 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[lzyrapx's solution](#)

530.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[lzyrapx's solution](#)

531.

2222D

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

Quality: 3,182 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[lzyrapx's solution](#)

532.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,768 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[lzyrapx's solution](#)

533.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,267 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[lzyrapx's solution](#)

534.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,981 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math
[lzyrapx's solution](#)

535.

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,671 global accepts · Rating: — · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[lzyrapx's solution](#)

536.

2225D

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

Quality: 6,606 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math
[lzyrapx's solution](#)

537.

2220A

[Blocked](#) · [Tutorial](#)

Quality: 18,113 global accepts · Rating: — · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[lzyrapx's solution](#)

538.

2219E

[Weird Chessboard](#) · [Tutorial](#)

Quality: 96 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[lzyrapx's solution](#)

539.

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,050 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, shortest paths
[lzyrapx's solution](#)

540.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,542 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, brute force, games, interactive
[lzyrapx's solution](#)

541.

2214G

[Anomaly](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, communication
[lzyrapx's solution](#)

542.

2214H

[Double Vision](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special
[lzyrapx's solution](#)

543.

2214F

[Numbers](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special
[lzyrapx's solution](#)

544.

2214I

[You Are a Robot](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special
[lzyrapx's solution](#)

545.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,268 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, strings
[lzyrapx's solution](#)

546.

2214C

[And?](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, bitmasks
[lzyrapx's solution](#)

547.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,562 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, strings
[lzyrapx's solution](#)

548.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,131 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, graph matchings, implementation
[lzyrapx's solution](#)

549.

105940C

[The Great Zebra Quest at ASZoo \(Hard\)](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[lzyrapx's solution](#)

550.

105940B

[The Great Zebra Quest at ASZoo \(Easy\)](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[lzyrapx's solution](#)

551.

105940J

[Zmeh The ASZoo Keeper](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[lzyrapx's solution](#)

552.

105940E

[Kilani The Tiger \(Easy\)](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[lzyrapx's solution](#)

553.

105940H

[Cheetahs Hunting Deers \(Hard\)](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[lzyrapx's solution](#)

554.

105940G

[Cheetahs Hunting Deers \(Easy\)](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[lzyrapx's solution](#)

555.

105940M

[The Smartest at ASZoo](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[lzyrapx's solution](#)

556.

105940D

[ASZoo Animals](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[lzyrapx's solution](#)

557.

105940I

[The Youngest in ASZoo](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[lzyrapx's solution](#)

558.

2198D

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

Rating: — · first AC: 2026-03-02 · Kotlin 1.7 (first AC) · Tags: *special, math
[lzyrapx's solution](#)

559.

2198C

[Preparing for the Exam](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-02 · Kotlin 1.7 (first AC) · Tags: *special
[lzyrapx's solution](#)

560.

2198E

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

Rating: — · first AC: 2026-03-01 · Kotlin 1.7 (first AC) · Tags: *special, dfs and similar, graphs
[lzyrapx's solution](#)

561.

2198B

[Fibonacciess](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-01 · Kotlin 1.7 (first AC) · Tags: *special
[lzyrapx's solution](#)

562.

2198F

[Best Price](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-01 · Kotlin 1.7 (first AC) · Tags: *special, greedy
[lzyrapx's solution](#)

563.

2198A

[Twice](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-26 · Kotlin 1.7 (first AC) · Tags: *special, implementation
[lzyrapx's solution](#)

564.

1145G

[AI Takeover](#) · [Tutorial](#)

Quality: 190 global accepts · Rating: — · first AC: 2026-01-22 · last AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, interactive
[lzyrapx's solution](#)

565.

1145E

[Fourier Doodles](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: — · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[lzyrapx's solution](#)

566.

1145F

[Neat Words](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: — · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special
[lzyrapx's solution](#)

567.

1145D

[Pigeon d'Or](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: — · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, implementation
[lzyrapx's solution](#)

568.

1145C

[Mystery Circuit](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: — · first AC: 2019-04-06 · last AC: 2026-01-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force
[lzyrapx's solution](#)

569.

1145B

[Kanban Numbers](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: — · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, brute force
[lzyrapx's solution](#)

570.

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,267 global accepts · Rating: — · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, implementation
[lzyrapx's solution](#)

571.

1331H

[It's showtime](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: — · first AC: 2026-01-17 · UnknownX (first AC) · Tags: *special
[lzyrapx's solution](#)

572.

1331G

[Lingua Romana](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: — · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special
[lzyrapx's solution](#)

573.

1331F

[Elementary!](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: — · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, brute force, dp, strings
[lzyrapx's solution](#)

574.

1331E

[Jordan Smiley](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: — · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, dfs and similar, geometry, implementation
[lzyrapx's solution](#)

575.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · last AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation
[lzyrapx's solution](#)

576.

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-01 · last AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks

[lzyrapx's solution](#)

577.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2020-04-01 · last AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: *special
[lzyrapx's solution](#)

578.

1663F

[In Every Generation...](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: — · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, strings
[lzyrapx's solution](#)

579.

1663E

[Are You Safe?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: — · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, implementation
[lzyrapx's solution](#)

580.

1663G

[Six Characters](#) · [Tutorial](#)

Quality: 225 global accepts · Rating: — · first AC: 2026-01-10 · JavaScript (first AC) · Tags: *special, constructive algorithms, strings
[lzyrapx's solution](#)

581.

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2026-01-10 · Text (first AC) · Tags: *special, constructive algorithms
[lzyrapx's solution](#)

582.

1663D

[Is it rated - 3](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: — · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, combinatorics, dp, math
[lzyrapx's solution](#)

583.

1663C

[P Ö! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, implementation, math
[lzyrapx's solution](#)

584.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, divide and conquer, implementation, math
[lzyrapx's solution](#)

585.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, expression parsing, trees
[lzyrapx's solution](#)

586.

1812H

[Expected Twist](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: — · first AC: 2026-01-10 · last AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, interactive
[lzyrapx's solution](#)

587.

1812I

[Mountain Climber](#) · [Tutorial](#)

Quality: 289 global accepts · Rating: — · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[lzyrapx's solution](#)

588.

1812G

[Colour Vision](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: — · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, implementation

[lzyrapx's solution](#)

589.

1812F

[Factorization](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: — · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, number theory

[lzyrapx's solution](#)

590.

1812C

[Digits](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2026-01-10 · last AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[lzyrapx's solution](#)

591.

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, constructive algorithms, geometry, math

[lzyrapx's solution](#)

592.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2024-04-02 · last AC: 2026-01-10 · C++14 (GCC 6-32) (first AC) · Tags: *special, expression parsing, strings

[lzyrapx's solution](#)

593.

1812D

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

Quality: 4,901 global accepts · Rating: — · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, constructive algorithms, math, number theory

[lzyrapx's solution](#)

594.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, brute force, implementation

[lzyrapx's solution](#)

595.

1812J

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

Quality: 6,290 global accepts · Rating: — · first AC: 2026-01-07 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[lzyrapx's solution](#)

596.

1952I

[Dark Matter](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: — · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, bitmasks, geometry

[lzyrapx's solution](#)

597.

1952J

[Help, what does it mean to be "Based" · Tutorial](#)

Quality: 903 global accepts · Rating: — · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, brute force, constructive algorithms, expression parsing, implementation, sortings

[lzyrapx's solution](#)

598.

1952H

[Palindrome · Tutorial](#)

Quality: 806 global accepts · Rating: — · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, implementation, strings

[lzyrapx's solution](#)

599.

1952G

[Mathematician Takeover · Tutorial](#)

Quality: 1,224 global accepts · Rating: — · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, binary search, dfs and similar, math

[lzyrapx's solution](#)

600.

1952F

[Grid · Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-03 · last AC: 2026-01-03 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force

[lzyrapx's solution](#)

601.

1952E

[Sweep Line · Tutorial](#)

Quality: 341 global accepts · Rating: — · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, combinatorics, games, math

[lzyrapx's solution](#)

602.

1952C

[They Have Fooled · Tutorial](#)

Quality: 3,263 global accepts · Rating: — · first AC: 2024-04-03 · last AC: 2026-01-03 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, schedules

[lzyrapx's solution](#)

603.

1952B

[Is it stated? · Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-03 · last AC: 2026-01-03 · C++14 (GCC 6-32) (first AC) · Tags: *special, strings

[lzyrapx's solution](#)

604.

1952A

[Are You a Robot, Again? · Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-02 · last AC: 2026-01-03 · C++14 (GCC 6-32) (first AC) · Tags: *special, strings

[lzyrapx's solution](#)

605.

2095G

[Definitely a Geometry Problem · Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-12-14 · C++17 (GCC 7-32) (first AC) · Tags: *special, geometry

[lzyrapx's solution](#)

606.

2095E

[Pair Count · Tutorial](#)

Quality: 786 global accepts · Rating: — · first AC: 2025-12-14 · C++17 (GCC 7-32) (first AC) · Tags: *special, number theory

[lzyrapx's solution](#)

607.

2095H

[Blurry Vision](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: — · first AC: 2025-12-14 · C++17 (GCC 7-32) (first AC) · Tags: *special, fft, math

[lzyrapx's solution](#)

608.

2095I

[Mysterious Script](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: — · first AC: 2025-12-14 · C++17 (GCC 7-32) (first AC) · Tags: *special, expression parsing, number theory

[lzyrapx's solution](#)

609.

2095J

[Premiere at a Wrong Time](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: — · first AC: 2025-12-13 · last AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[lzyrapx's solution](#)

610.

2095F

[IS Cæb-0B\\$abICVØ](#)

Quality: 837 global accepts · Rating: — · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, math

[lzyrapx's solution](#)

611.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, geometry

[lzyrapx's solution](#)

612.

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, binary search, brute force

[lzyrapx's solution](#)

613.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, games, interactive

[lzyrapx's solution](#)

614.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, string suffix structures

[lzyrapx's solution](#)

615.

106215L

[Lovely Perfect Right Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lzyrapx's solution](#)

616.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-03 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[lzyrapx's solution](#)

617.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, math, number theory

[lzyrapx's solution](#)

618.

1164F

[Regular Polygon \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math
[lzyrapx's solution](#)

619.

1164Q

[Surjective Functions \(3 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math
[lzyrapx's solution](#)

620.

1164S

[Find Distance \(3 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math
[lzyrapx's solution](#)

621.

1164N

[All Streets \(2 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math
[lzyrapx's solution](#)

622.

1164M

[Seven Digit Number \(2 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math
[lzyrapx's solution](#)

623.

1164R

[Divisible by 83 \(3 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math
[lzyrapx's solution](#)

624.

1164K

[2018 Integers \(2 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math
[lzyrapx's solution](#)

625.

1164L

[Queens \(2 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math
[lzyrapx's solution](#)

626.

1164J

[Eleven Segments \(2 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math
[lzyrapx's solution](#)

627.

1164H

[Circle Radius \(2 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math
[lzyrapx's solution](#)

628.

1164G

[Find Number \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math
[lzyrapx's solution](#)

629.

1164A

[Three Friends \(1 point\) · Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math
[lzyrapx's solution](#)

630.

1164E

[Least Possible Difference \(1 point\) · Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math
[lzyrapx's solution](#)

631.

1164C

[7-digit Number \(1 point\) · Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math
[lzyrapx's solution](#)

632.

1164B

[Triangle Area \(1 point\) · Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math
[lzyrapx's solution](#)

633.

1164D

[Multiple of 29 \(1 point\) · Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math
[lzyrapx's solution](#)

634.

1164I

[Maximum Value \(2 points\) · Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math
[lzyrapx's solution](#)

635.

1164U

[The Greatest Possible Value \(3 points\) · Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math
[lzyrapx's solution](#)

636.

1164T

[Compute the Product \(3 points\) · Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math
[lzyrapx's solution](#)

637.

1164O

[Greatest Prime Divisor \(2 points\) · Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math
[lzyrapx's solution](#)