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Unique solved — makcvim

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

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Filters: none

Count: 803

- 1.**
2161A
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- 2.**
2157A
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- 3.**
2163A
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- 4.**
2156A
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- 5.**
2162A
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- 6.**
2152A
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- 7.**
2144A
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- 8.**
2063A
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- 9.**
2132A
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10.

2049A

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11.

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12.

2035A

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2002A

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14.

1998A

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15.

1991A

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17.

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19.

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20.

1919B

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23.

1914B

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24.

1914A

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25.

1913A

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26.

1907A

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27.

1902A

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28.

1886A

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29.

1879A

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30.

1682A

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31.

1859A

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32.

1638A

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33.

1855A

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34.

1634A

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1625A

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36.

1644B

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38.

1550A

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1626A

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1849A

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1844A

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1834A

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1841A

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44.

1839A

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45.

1828A

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1806A

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47.

1804A

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48.

1775A1

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49.

1783A

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50.

1768A

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51.

1731A

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52.

1767B

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53.

1767A

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54.

1769A

[B47Cm0Dò 4Cä@Cä3C](#)

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55.

1766A

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56.

1748A

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57.

1750B

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58.

1750A

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59.

1740B

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1740A

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61.

1754B

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62.

1754A

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63.

1736A

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64.

1738A

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65.

1739A

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66.

1733A

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67.

1715A

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68.

1720B

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69.

1719B

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70.

1719A

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71.

1712B

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72.

1712A

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73.

1713A

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- 74.**
1704A
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1709A
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1701B
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1701A
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1700A
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1695A
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1686A
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1672B
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1672A
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85.

1671A

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86.

1658B

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87.

1658A

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88.

1657B

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89.

1657A

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90.

1646B

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91.

1646A

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92.

1623A

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93.

1622A

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94.

1615A

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95.

1619B

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96.

1619A

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97.

1620A

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98.

1617A

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99.

1618B

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100.

1618A

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101.

1605A

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[makcvim's solution](#)

102.

1607A

[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,685 global accepts · Rating: 800 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[makcvim's solution](#)

103.

1583A

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Quality: 14,381 global accepts · Rating: 800 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
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104.

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,642 global accepts · Rating: 800 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation
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105.

1594A

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Quality: 27,119 global accepts · Rating: 800 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math
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106.

1581A

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Quality: 14,276 global accepts · Rating: 800 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
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107.

1579A

[Casimir's String Solitaire](#) · [Tutorial](#)

Quality: 41,993 global accepts · Rating: 800 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: math, strings
[makcvim's solution](#)

108.

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,982 global accepts · Rating: 800 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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109.

1411A

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Quality: 21,749 global accepts · Rating: 800 · first AC: 2020-12-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[makcvim's solution](#)

110.

1453A

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Quality: 24,264 global accepts · Rating: 800 · first AC: 2020-12-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[makcvim's solution](#)

111.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,470 global accepts · Rating: 800 · first AC: 2020-03-05 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation
[makcvim's solution](#)

112.

71A

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

Quality: 503,251 global accepts · Rating: 800 · first AC: 2020-03-05 · C++14 (GCC 6-32) (first AC) · Tags: strings
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113.

2157B

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Quality: 12,880 global accepts · Rating: 900 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[makcvim's solution](#)

114.

2166B

[Tab Closing](#) · [Tutorial](#)

Quality: 18,116 global accepts · Rating: 900 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[makcvim's solution](#)

115.

2035B

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

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[makcvim's solution](#)

116.

1954A

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

Quality: 27,629 global accepts · Rating: 900 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[makcvim's solution](#)

117.

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,077 global accepts · Rating: 900 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[makcvim's solution](#)

118.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,575 global accepts · Rating: 900 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
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119.

1828B

[Permutation Swap](#) · [Tutorial](#)

Quality: 39,303 global accepts · Rating: 900 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[makcvim's solution](#)

120.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,738 global accepts · Rating: 900 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[makcvim's solution](#)

121.

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[makcvim's solution](#)

122.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[makcvim's solution](#)

123.

1771A

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

Quality: 25,302 global accepts · Rating: 900 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings
[makcvim's solution](#)

124.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,073 global accepts · Rating: 900 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[makcvim's solution](#)

125.

1720A

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

Quality: 24,364 global accepts · Rating: 900 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[makcvim's solution](#)

126.

1709B

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

Quality: 25,843 global accepts · Rating: 900 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation
[makcvim's solution](#)

127.

1696B

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

Quality: 36,324 global accepts · Rating: 900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[makcvim's solution](#)

128.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,832 global accepts · Rating: 900 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[makvim's solution](#)

129.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,628 global accepts · Rating: 900 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[makvim's solution](#)

130.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,447 global accepts · Rating: 900 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[makvim's solution](#)

131.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,303 global accepts · Rating: 900 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[makvim's solution](#)

132.

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1000 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation

[makvim's solution](#)

133.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,907 global accepts · Rating: 1000 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[makvim's solution](#)

134.

2144B

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

Quality: 18,470 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[makvim's solution](#)

135.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[makvim's solution](#)

136.

1998B

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

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[makvim's solution](#)

137.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[makvim's solution](#)

138.

1969B

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

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[makcvim's solution](#)

139.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math
[makcvim's solution](#)

140.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,252 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: strings
[makcvim's solution](#)

141.

1907B

[YetnotherrokenKeoard](#) · [Tutorial](#)

Quality: 30,382 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, strings
[makcvim's solution](#)

142.

1876A

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

Quality: 34,919 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[makcvim's solution](#)

143.

1859B

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

Quality: 43,901 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[makcvim's solution](#)

144.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[makcvim's solution](#)

145.

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[makcvim's solution](#)

146.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,373 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[makcvim's solution](#)

147.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[makcvim's solution](#)

148.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[makcvim's solution](#)

149.

1841B

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

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[makcvim's solution](#)

150.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[makcvim's solution](#)

151.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[makcvim's solution](#)

152.

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[makcvim's solution](#)

153.

1769B1

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Quality: 1,602 global accepts · Rating: 1000 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, implementation, math
[makcvim's solution](#)

154.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[makcvim's solution](#)

155.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,606 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[makcvim's solution](#)

156.

1713B

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

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[makcvim's solution](#)

157.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,918 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[makcvim's solution](#)

158.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[makcvim's solution](#)

159.

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings
[makcvm's solution](#)

160.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,317 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[makcvm's solution](#)

161.

1620B

[Triangles on a Rectangle](#) · [Tutorial](#)

Quality: 31,475 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[makcvm's solution](#)

162.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,314 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[makcvm's solution](#)

163.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,334 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[makcvm's solution](#)

164.

1607C

[Minimum Extraction](#) · [Tutorial](#)

Quality: 26,836 global accepts · Rating: 1000 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[makcvm's solution](#)

165.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,938 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[makcvm's solution](#)

166.

1579E1

[Permutation Minimization by Deque](#) · [Tutorial](#)

Quality: 25,201 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[makcvm's solution](#)

167.

1411B

[Fair Numbers](#) · [Tutorial](#)

Quality: 30,339 global accepts · Rating: 1000 · first AC: 2020-12-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[makcvm's solution](#)

168.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,217 global accepts · Rating: 1000 · first AC: 2020-03-05 · C++14 (GCC 6-32) (first AC) · Tags: math

[makcvm's solution](#)

169.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,324 global accepts · Rating: 1100 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[makcvm's solution](#)

170.

2063B

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

Quality: 23,194 global accepts · Rating: 1100 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[makcvim's solution](#)

171.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[makcvim's solution](#)

172.

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[makcvim's solution](#)

173.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[makcvim's solution](#)

174.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,534 global accepts · Rating: 1100 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[makcvim's solution](#)

175.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[makcvim's solution](#)

176.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,406 global accepts · Rating: 1100 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[makcvim's solution](#)

177.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,546 global accepts · Rating: 1100 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings

[makcvim's solution](#)

178.

1625B

[Elementary Particles](#) · [Tutorial](#)

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[makcvim's solution](#)

179.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[makcvim's solution](#)

180.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,549 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[makcvim's solution](#)

181.

1828C

[Counting Orders](#) · [Tutorial](#)

Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, sortings
[makcvim's solution](#)

182.

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[makcvim's solution](#)

183.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,797 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[makcvim's solution](#)

184.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[makcvim's solution](#)

185.

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,641 global accepts · Rating: 1100 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[makcvim's solution](#)

186.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[makcvim's solution](#)

187.

1700B

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

Quality: 19,898 global accepts · Rating: 1100 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[makcvim's solution](#)

188.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[makcvim's solution](#)

189.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, implementation, sortings
[makcvim's solution](#)

190.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,402 global accepts · Rating: 1100 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: math
[makcvim's solution](#)

191.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,137 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math
[makcvim's solution](#)

192.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,887 global accepts · Rating: 1100 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[makcvim's solution](#)

193.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,556 global accepts · Rating: 1200 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
[makcvim's solution](#)

194.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math
[makcvim's solution](#)

195.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[makcvim's solution](#)

196.

1989B

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

Quality: 23,315 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings
[makcvim's solution](#)

197.

1954C

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

Quality: 22,744 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[makcvim's solution](#)

198.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,513 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[makcvim's solution](#)

199.

1909B

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

Quality: 30,965 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[makcvim's solution](#)

200.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,093 global accepts · Rating: 1200 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[makcvim's solution](#)

201.

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,136 global accepts · Rating: 1200 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[makcvim's solution](#)

202.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[makcvim's solution](#)

203.

1874A

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

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

[makcvim's solution](#)

204.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[makcvim's solution](#)

205.

1859C

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

Quality: 18,657 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[makcvim's solution](#)

206.

1834C

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

Quality: 15,042 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, strings

[makcvim's solution](#)

207.

1769C1

[A65C01d CD\\$:C](#) ·

Quality: 1,118 global accepts · Rating: 1200 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, dp, greedy

[makcvim's solution](#)

208.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,258 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[makcvim's solution](#)

209.

1734C

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

Quality: 28,631 global accepts · Rating: 1200 · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[makcvim's solution](#)

210.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[makcvim's solution](#)

211.

1713C

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

Quality: 18,873 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math

[makcvim's solution](#)

212.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[makcvim's solution](#)

213.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,388 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math
[makcvim's solution](#)

214.

1657C

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

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[makcvim's solution](#)

215.

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[makcvim's solution](#)

216.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,663 global accepts · Rating: 1200 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[makcvim's solution](#)

217.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,714 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search
[makcvim's solution](#)

218.

1583B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Quality: 13,251 global accepts · Rating: 1200 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees
[makcvim's solution](#)

219.

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers
[makcvim's solution](#)

220.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,340 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings
[makcvim's solution](#)

221.

1581B

[Diameter of Graph](#) · [Tutorial](#)

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math
[makcvim's solution](#)

222.

1537C

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

Quality: 30,282 global accepts · Rating: 1200 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[makcvim's solution](#)

223.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,430 global accepts · Rating: 1300 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation
[makcvim's solution](#)

224.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,699 global accepts · Rating: 1300 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation
[makcvim's solution](#)

225.

2129A

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

Quality: 16,643 global accepts · Rating: 1300 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings
[makcvim's solution](#)

226.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,115 global accepts · Rating: 1300 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[makcvim's solution](#)

227.

2152B

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

Quality: 12,855 global accepts · Rating: 1300 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games
[makcvim's solution](#)

228.

2144C

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

Quality: 14,990 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[makcvim's solution](#)

229.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation
[makcvim's solution](#)

230.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[makcvim's solution](#)

231.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[makcvim's solution](#)

232.

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[makcvim's solution](#)

233.

1902C

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

Quality: 16,976 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[makcvim's solution](#)

234.

1879C

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

Quality: 27,114 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy

[makcvim's solution](#)

235.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, math

[makcvim's solution](#)

236.

1844C

[Particles](#) · [Tutorial](#)

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

[makcvim's solution](#)

237.

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,443 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[makcvim's solution](#)

238.

1775B

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

Quality: 20,736 global accepts · Rating: 1300 · first AC: 2023-01-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[makcvim's solution](#)

239.

1768C

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

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[makcvim's solution](#)

240.

1769C2

[A>00:B CD\\$:C ”•](#)

Quality: 1,077 global accepts · Rating: 1300 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: *special, dp

[makcvim's solution](#)

241.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[makcvim's solution](#)

242.

1754C1

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

Rating: 1300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[makcvim's solution](#)

243.

1736C1

[Good Subarrays \(Easy Version\) · Tutorial](#)

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, schedules, two pointers

[makcvim's solution](#)

244.

1733C

[Parity Shuffle Sorting · Tutorial](#)

Quality: 17,102 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[makcvim's solution](#)

245.

1726C

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

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[makcvim's solution](#)

246.

1615B

[And It's Non-Zero · Tutorial](#)

Quality: 17,916 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[makcvim's solution](#)

247.

1617C

[Paprika and Permutation · Tutorial](#)

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[makcvim's solution](#)

248.

1618D

[Array and Operations · Tutorial](#)

Quality: 20,897 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[makcvim's solution](#)

249.

1607D

[Blue-Red Permutation · Tutorial](#)

Quality: 18,124 global accepts · Rating: 1300 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[makcvim's solution](#)

250.

1594E1

[Rubik's Cube Coloring \(easy version\) · Tutorial](#)

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[makcvim's solution](#)

251.

1560D

[Make a Power of Two · Tutorial](#)

Quality: 19,458 global accepts · Rating: 1300 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[makcvim's solution](#)

252.

1371C

[A Cookie for You · Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-08-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[makcvim's solution](#)

253.

2157C

[Meximum Array 2 · Tutorial](#)

Quality: 9,248 global accepts · Rating: 1400 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[makcvim's solution](#)

254.

2156C

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

Quality: 12,285 global accepts · Rating: 1400 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[makcvim's solution](#)

255.

2162D

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

Quality: 12,363 global accepts · Rating: 1400 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[makcvim's solution](#)

256.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,223 global accepts · Rating: 1400 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[makcvim's solution](#)

257.

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[makcvim's solution](#)

258.

2035C

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

Quality: 11,530 global accepts · Rating: 1400 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[makcvim's solution](#)

259.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,448 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[makcvim's solution](#)

260.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[makcvim's solution](#)

261.

1967B1

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

Quality: 16,057 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[makcvim's solution](#)

262.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,707 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[makcvim's solution](#)

263.

1919C

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

Quality: 28,580 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[makcvim's solution](#)

264.

1909C

[Heavy Intervals](#) · [Tutorial](#)

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

[makcvim's solution](#)

265.

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,751 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[makcvim's solution](#)

266.

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, sortings

[makcvim's solution](#)

267.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,570 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms

[makcvim's solution](#)

268.

1893A

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

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

[makcvim's solution](#)

269.

1887A1

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

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

[makcvim's solution](#)

270.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,563 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy

[makcvim's solution](#)

271.

1682C

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

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[makcvim's solution](#)

272.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,301 global accepts · Rating: 1400 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[makcvim's solution](#)

273.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[makcvim's solution](#)

274.

1854A1

[Dual \(Easy Version\) · Tutorial](#)

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

275.

1844D

[Row Major · Tutorial](#)

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

276.

1830A

[Copil Copac Draws Trees · Tutorial](#)

Quality: 20,320 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[makcvim's solution](#)

277.

1824A

[LuoTianyi and the Show · Tutorial](#)

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[makcvim's solution](#)

278.

1769B2

[A > C & D > C \\$ O C 0 8 C R D C 9 C ' > C " ' •](#)

Quality: 952 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: *special, binary search, brute force, math
[makcvim's solution](#)

279.

1771B

[Hossam and Friends · Tutorial](#)

Quality: 21,332 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers
[makcvim's solution](#)

280.

1748B

[Diverse Substrings · Tutorial](#)

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[makcvim's solution](#)

281.

1740C

[Bricks and Bags · Tutorial](#)

Quality: 12,335 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings
[makcvim's solution](#)

282.

1733D1

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

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[makcvim's solution](#)

283.

1728C

[Digital Logarithm · Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[makcvim's solution](#)

284.

1719C

[Fighting Tournament](#) · [Tutorial](#)

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[makcvim's solution](#)

285.

1701C

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

Quality: 23,842 global accepts · Rating: 1400 · first AC: 2022-07-08 · last AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[makcvim's solution](#)

286.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[makcvim's solution](#)

287.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,947 global accepts · Rating: 1400 · first AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: dp

[makcvim's solution](#)

288.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,734 global accepts · Rating: 1400 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[makcvim's solution](#)

289.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,725 global accepts · Rating: 1400 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[makcvim's solution](#)

290.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[makcvim's solution](#)

291.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[makcvim's solution](#)

292.

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,664 global accepts · Rating: 1400 · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[makcvim's solution](#)

293.

1605C

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

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, strings

[makcvim's solution](#)

294.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[makcvim's solution](#)

295.

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[makcvim's solution](#)

296.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[makcvim's solution](#)

297.

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,422 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[makcvim's solution](#)

298.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[makcvim's solution](#)

299.

2169D1

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

Quality: 8,547 global accepts · Rating: 1500 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, number theory

[makcvim's solution](#)

300.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,027 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[makcvim's solution](#)

301.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,641 global accepts · Rating: 1500 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[makcvim's solution](#)

302.

1753A2

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

Quality: 11,607 global accepts · Rating: 1500 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[makcvim's solution](#)

303.

1876B

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

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

[makcvim's solution](#)

304.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,842 global accepts · Rating: 1500 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[makcvim's solution](#)

305.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
[makcvim's solution](#)

306.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory
[makcvim's solution](#)

307.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math
[makcvim's solution](#)

308.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures
[makcvim's solution](#)

309.

1738C

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

Quality: 12,775 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math
[makcvim's solution](#)

310.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games
[makcvim's solution](#)

311.

250B

[Restoring IPv6](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 1500 · first AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[makcvim's solution](#)

312.

31B

[Sysadmin Bob](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 1500 · first AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[makcvim's solution](#)

313.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,010 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory
[makcvim's solution](#)

314.

1646C

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

Quality: 19,517 global accepts · Rating: 1500 · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[makcvim's solution](#)

315.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[makcvim's solution](#)

316.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[makcvim's solution](#)

317.

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[makcvim's solution](#)

318.

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-12-01 · last AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[makcvim's solution](#)

319.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[makcvim's solution](#)

320.

2157D

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

Quality: 6,009 global accepts · Rating: 1600 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[makcvim's solution](#)

321.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1600 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[makcvim's solution](#)

322.

2162E

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

Quality: 9,337 global accepts · Rating: 1600 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, schedules

[makcvim's solution](#)

323.

2063C

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

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[makcvim's solution](#)

324.

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[makcvim's solution](#)

325.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,795 global accepts · Rating: 1600 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, number theory

[makcvim's solution](#)

326.

1886C

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

Quality: 16,604 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[makcvim's solution](#)

327.

1537E1

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

Quality: 16,313 global accepts · Rating: 1600 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[makcvim's solution](#)

328.

1849C

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

Quality: 12,531 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[makcvim's solution](#)

329.

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[makcvim's solution](#)

330.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,295 global accepts · Rating: 1600 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[makcvim's solution](#)

331.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,548 global accepts · Rating: 1600 · first AC: 2022-12-12 · last AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[makcvim's solution](#)

332.

1771C

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

Quality: 11,597 global accepts · Rating: 1600 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[makcvim's solution](#)

333.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,008 global accepts · Rating: 1600 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[makcvim's solution](#)

334.

1754D

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

Rating: 1600 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math

[makcvim's solution](#)

335.

1730B

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

Quality: 17,261 global accepts · Rating: 1600 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[makcvim's solution](#)

336.

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-08-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[makcvim's solution](#)

337.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings, two pointers

[makcvim's solution](#)

338.

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[makcvim's solution](#)

339.

1714D

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

Quality: 10,323 global accepts · Rating: 1600 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[makcvim's solution](#)

340.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,698 global accepts · Rating: 1600 · first AC: 2022-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[makcvim's solution](#)

341.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,845 global accepts · Rating: 1600 · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[makcvim's solution](#)

342.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[makcvim's solution](#)

343.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[makcvim's solution](#)

344.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,541 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[makcvim's solution](#)

345.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[makcvim's solution](#)

346.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[makcvim's solution](#)

347.

1593E

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

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2021-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[makcvim's solution](#)

348.

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-12-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[makcvim's solution](#)

349.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-25 · last AC: 2021-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math

[makcvim's solution](#)

350.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,263 global accepts · Rating: 1600 · first AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[makcvim's solution](#)

351.

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[makcvim's solution](#)

352.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[makcvim's solution](#)

353.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1700 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[makcvim's solution](#)

354.

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[makcvim's solution](#)

355.

2152D

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

Quality: 6,756 global accepts · Rating: 1700 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[makcvim's solution](#)

356.

1984C2

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

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

[makcvim's solution](#)

357.

1969C

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

Quality: 11,496 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[makcvim's solution](#)

358.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,073 global accepts · Rating: 1700 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[makcvim's solution](#)

359.

1936A

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

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[makcvim's solution](#)

360.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,461 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[makcvim's solution](#)

361.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,491 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[makcvim's solution](#)

362.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[makcvim's solution](#)

363.

1869D1

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

Rating: 1700 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[makcvim's solution](#)

364.

1625C

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

Quality: 13,288 global accepts · Rating: 1700 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: dp

[makcvim's solution](#)

365.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[makcvim's solution](#)

366.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy, implementation

[makcvim's solution](#)

367.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,809 global accepts · Rating: 1700 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[makcvim's solution](#)

368.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[makcvim's solution](#)

369.

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,319 global accepts · Rating: 1700 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation

[makcvim's solution](#)

370.

1783C

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

Quality: 10,882 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[makcvim's solution](#)

371.

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[makcvim's solution](#)

372.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[makcvim's solution](#)

373.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,499 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[makcvim's solution](#)

374.

296D

[Greg and Graph](#) · [Tutorial](#)

Quality: 1700 · first AC: 2021-06-24 · last AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[makcvim's solution](#)

375.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[makcvim's solution](#)

376.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,375 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[makcvim's solution](#)

377.

1693B

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

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[makcvim's solution](#)

378.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-27 · last AC: 2022-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[makcvim's solution](#)

379.

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,210 global accepts · Rating: 1700 · first AC: 2022-07-21 · last AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math

[makcvim's solution](#)

380.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[makcvim's solution](#)

381.

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[makcvim's solution](#)

382.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,161 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[makcvim's solution](#)

383.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,054 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[makcvim's solution](#)

384.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[makcvim's solution](#)

385.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[makcvim's solution](#)

386.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[makcvim's solution](#)

387.

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 1700 · first AC: 2021-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[makcvim's solution](#)

388.

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[makcvim's solution](#)

389.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[makcvim's solution](#)

390.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[makcvim's solution](#)

391.

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[makcvim's solution](#)

392.

1583C

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

Quality: 7,440 global accepts · Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[makcvim's solution](#)

393.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[makcvim's solution](#)

394.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,827 global accepts · Rating: 1800 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[makcvim's solution](#)

395.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 6,999 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[makcvim's solution](#)

396.

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[makcvim's solution](#)

397.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,718 global accepts · Rating: 1800 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[makcvim's solution](#)

398.

1987D

[World is Mine](#) · [Tutorial](#)

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

[makcvim's solution](#)

399.

1965B

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

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

[makcvim's solution](#)

400.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,079 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[makcvim's solution](#)

401.

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[makcvim's solution](#)

402.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,308 global accepts · Rating: 1800 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[makcvim's solution](#)

403.

1907F

[Shift and Reverse](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[makcvim's solution](#)

404.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,473 global accepts · Rating: 1800 · first AC: 2023-01-13 · last AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[makcvim's solution](#)

405.

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[makcvim's solution](#)

406.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[makcvim's solution](#)

407.

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,422 global accepts · Rating: 1800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[makcvim's solution](#)

408.

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[makcvim's solution](#)

409.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,240 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[makcvim's solution](#)

410.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[makcvim's solution](#)

411.

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[makcvim's solution](#)

412.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, strings

[makcvim's solution](#)

413.

1768D

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

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[makcvim's solution](#)

414.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[makcvim's solution](#)

415.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees
[makcvim's solution](#)

416.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers
[makcvim's solution](#)

417.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers
[makcvim's solution](#)

418.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,274 global accepts · Rating: 1800 · first AC: 2022-08-17 · last AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math
[makcvim's solution](#)

419.

1719D1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
[makcvim's solution](#)

420.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[makcvim's solution](#)

421.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-12-26 · last AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers
[makcvim's solution](#)

422.

1619D

[New Year's Problem](#) · [Tutorial](#)

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[makcvim's solution](#)

423.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive
[makcvim's solution](#)

424.

1583D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Quality: 5,934 global accepts · Rating: 1800 · first AC: 2021-10-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[makcvim's solution](#)

425.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,430 global accepts · Rating: 1800 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[makcvim's solution](#)

426.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1900 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[makcvim's solution](#)

427.

2129C1

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

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[makcvim's solution](#)

428.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1900 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

[makcvim's solution](#)

429.

2156D

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

Quality: 5,374 global accepts · Rating: 1900 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[makcvim's solution](#)

430.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[makcvim's solution](#)

431.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,020 global accepts · Rating: 1900 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp

[makcvim's solution](#)

432.

16D

[Logging](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 1900 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[makcvim's solution](#)

433.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[makcvim's solution](#)

434.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[makcvim's solution](#)

435.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[makcvim's solution](#)

436.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[makcvim's solution](#)

437.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,101 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[makcvim's solution](#)

438.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[makcvim's solution](#)

439.

1794D

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

Quality: 4,485 global accepts · Rating: 1900 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[makcvim's solution](#)

440.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[makcvim's solution](#)

441.

1914F

[Programming Competition](#) · [Tutorial](#)

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[makcvim's solution](#)

442.

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[makcvim's solution](#)

443.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[makcvim's solution](#)

444.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths

[makcvim's solution](#)

445.

1887A2

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

Rating: 1900 · first AC: 2023-10-23 · last AC: 2023-10-23 · Clang++17 Diagnostics (first AC) · Tags: binary search, greedy, implementation, sortings

[makcvim's solution](#)

446.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2023-07-31 · last AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[makcvim's solution](#)

447.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[makcvim's solution](#)

448.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[makcvim's solution](#)

449.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2023-06-01 · last AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[makcvim's solution](#)

450.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2023-04-21 · last AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[makcvim's solution](#)

451.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2022-11-17 · last AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[makcvim's solution](#)

452.

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory

[makcvim's solution](#)

453.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data

structures, dfs and similar, dsu, graphs, trees

[makcvim's solution](#)

454.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[makcvim's solution](#)

455.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,086 global accepts · Rating: 1900 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[makcvim's solution](#)

456.

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[makcvim's solution](#)

457.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,175 global accepts · Rating: 1900 · first AC: 2022-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[makcvim's solution](#)

458.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-07-04 · last AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[makcvim's solution](#)

459.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,993 global accepts · Rating: 1900 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, math

[makcvim's solution](#)

460.

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[makcvim's solution](#)

461.

2217E

[Definitely Larger](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2000 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings

[makcvim's solution](#)

462.

2129C2

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

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[makcvim's solution](#)

463.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,527 global accepts · Rating: 2000 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[makcvim's solution](#)

464.

2171E

[Anisphia Wynn Palettia and Good Permutations](#) · [Tutorial](#)

Quality: 3,654 global accepts · Rating: 2000 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, number theory

[makcvim's solution](#)

465.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[makcvim's solution](#)

466.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[makcvim's solution](#)

467.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[makcvim's solution](#)

468.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[makcvim's solution](#)

469.

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,894 global accepts · Rating: 2000 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[makcvim's solution](#)

470.

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[makcvim's solution](#)

471.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[makcvim's solution](#)

472.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 2000 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[makcvim's solution](#)

473.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[makcvim's solution](#)

474.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[makcvim's solution](#)

475.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2000 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[makcvim's solution](#)

476.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[makcvim's solution](#)

477.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,045 global accepts · Rating: 2000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[makcvim's solution](#)

478.

1841D

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

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[makcvim's solution](#)

479.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[makcvim's solution](#)

480.

1828D1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy

[makcvim's solution](#)

481.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[makcvim's solution](#)

482.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[makcvim's solution](#)

483.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[makcvim's solution](#)

484.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[makcvim's solution](#)

485.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[makcvim's solution](#)

486.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,435 global accepts · Rating: 2000 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[makcvim's solution](#)

487.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, number theory

[makcvim's solution](#)

488.

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings

[makcvim's solution](#)

489.

1733D2

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

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[makcvim's solution](#)

490.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[makcvim's solution](#)

491.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

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492.

1712D

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Quality: 5,103 global accepts · Rating: 2000 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

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493.

1716C

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494.

1641B

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495.

1716D

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496.

1690G

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497.

1622D

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498.

1613E

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499.

2161D

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500.

2150C

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501.

2163D1

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502.

2162F

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503.

2152E

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504.

2004E

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505.

1998D

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506.

1761D

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Quality: 2,767 global accepts · Rating: 2100 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[makcvim's solution](#)

507.

1948E

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508.

1832D1

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509.

1934D1

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Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

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510.

1919D

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511.

1900E

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512.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and

similar, dp, dsu, graphs, math, trees

[makcvim's solution](#)

513.

1913D

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Quality: 4,145 global accepts · Rating: 2100 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, trees

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514.

1486D

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515.

1884D

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Quality: 4,057 global accepts · Rating: 2100 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

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516.

1886D

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Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-09 · last AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

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517.

1876C

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Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

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518.

1869D2

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

Rating: 2100 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

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519.

1626D

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520.

1839D

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Quality: 2,698 global accepts · Rating: 2100 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

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521.

1821E

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Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

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522.

1775E

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Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[makcvim's solution](#)

523.

1767C

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524.

1654D

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525.

1637E

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[makcvim's solution](#)

526.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2022-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

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527.

1614D1

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528.

2101C

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529.

2156F1

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530.

2162G

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531.

2144E1

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Quality: 2,558 global accepts · Rating: 2200 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

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532.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data

structures, implementation

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533.

1998E1

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534.

1993D

[Med-imize](#) · [Tutorial](#)

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535.

1991F

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Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

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536.

1967B2

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

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537.

1909F1

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538.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2023-12-17 · last AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

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539.

1657E

[Star MST](#) · [Tutorial](#)

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540.

1860D

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Quality: 3,601 global accepts · Rating: 2200 · first AC: 2023-08-18 · last AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: dp

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541.

1537E2

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542.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2023-07-30 · last AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, two pointers

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543.

1854B

[Earn or Unlock](#) · [Tutorial](#)

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

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544.

1841E

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Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

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545.

1806E

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546.

1763D

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Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

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547.

420D

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617E

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549.

2129C3

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550.

2063E

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Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

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2134E

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552.

2035E

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Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

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553.

2002E

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554.

2002D2

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555.

1995D

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556.

1989E

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Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

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557.

1967C

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558.

1943C

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559.

1919F1

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560.

845G

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561.

1914G2

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562.

1861E

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math

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563.

1874C

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564.

1625D

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Quality: 2,319 global accepts · Rating: 2300 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

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565.

1550D

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Quality: 2,058 global accepts · Rating: 2300 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

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566.

1849E

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567.

1834E

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Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-06-18 · last AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[makcvim's solution](#)

568.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-08 · last AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[makcvim's solution](#)

569.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-12 · last AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

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570.

610D

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

Quality: 1,734 global accepts · Rating: 2300 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, geometry, two pointers

[makcvim's solution](#)

571.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory

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572.

1699D

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

Quality: 3,515 global accepts · Rating: 2300 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[makcvim's solution](#)

573.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers
[makcvim's solution](#)

574.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math
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575.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search
[makcvim's solution](#)

576.

2171H

[Shiori Miyagi and Maximum Array Score](#) · [Tutorial](#)

Quality: 1,014 global accepts · Rating: 2400 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings
[makcvim's solution](#)

577.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees
[makcvim's solution](#)

578.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive
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579.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers
[makcvim's solution](#)

580.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory
[makcvim's solution](#)

581.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder

theorem, constructive algorithms, math, number theory

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582.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[makcvim's solution](#)

583.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-28 · last AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[makcvim's solution](#)

584.

1981D

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

Quality: 2,127 global accepts · Rating: 2400 · first AC: 2024-06-26 · last AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[makcvim's solution](#)

585.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[makcvim's solution](#)

586.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[makcvim's solution](#)

587.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[makcvim's solution](#)

588.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[makcvim's solution](#)

589.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-25 · last AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[makcvim's solution](#)

590.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2023-12-14 · last AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[makcvim's solution](#)

591.

1887C

[Minimum Array · Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[makvim's solution](#)

592.

1886E

[I Wanna be the Team Leader · Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[makvim's solution](#)

593.

1874B

[Jellyfish and Math · Tutorial](#)

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

[makvim's solution](#)

594.

1879E

[Interactive Game with Coloring · Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[makvim's solution](#)

595.

1638E

[Colorful Operations · Tutorial](#)

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2023-08-10 · last AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[makvim's solution](#)

596.

1634E

[Fair Share · Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2023-08-09 · last AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[makvim's solution](#)

597.

1626E

[Black and White Tree · Tutorial](#)

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, trees

[makvim's solution](#)

598.

1852C

[Ina of the Mountain · Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[makvim's solution](#)

599.

1848F

[Vika and Wiki · Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[makvim's solution](#)

600.

1844E

[Great Grids · Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-13 · last AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[makcvim's solution](#)

601.

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[makcvim's solution](#)

602.

103719E

[Typical Party in Dorm](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[makcvim's solution](#)

603.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[makcvim's solution](#)

604.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[makcvim's solution](#)

605.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[makcvim's solution](#)

606.

2163D2

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

Quality: 1,500 global accepts · Rating: 2500 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, math, sortings

[makcvim's solution](#)

607.

2156E

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

Quality: 961 global accepts · Rating: 2500 · first AC: 2025-11-01 · last AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy

[makcvim's solution](#)

608.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[makcvim's solution](#)

609.

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[makcvim's solution](#)

610.

837G

[Functions On The Segments](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2500 · first AC: 2025-08-31 · last AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[makcvim's solution](#)

611.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[makcvim's solution](#)

612.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[makcvim's solution](#)

613.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[makcvim's solution](#)

614.

1987F1

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

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

[makcvim's solution](#)

615.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[makcvim's solution](#)

616.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, sortings

[makcvim's solution](#)

617.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[makcvim's solution](#)

618.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2023-12-25 · last AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[makcvim's solution](#)

619.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[makcvim's solution](#)

620.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, binary search, data structures,

graphs, trees

[makcvim's solution](#)

621.

1903D2

[Maximum And Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[makcvim's solution](#)

622.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[makcvim's solution](#)

623.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[makcvim's solution](#)

624.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[makcvim's solution](#)

625.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2023-08-05 · last AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[makcvim's solution](#)

626.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[makcvim's solution](#)

627.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[makcvim's solution](#)

628.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-07-03 · last AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math

[makcvim's solution](#)

629.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[makcvim's solution](#)

630.

1824C

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

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-08 · last AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[makcvm's solution](#)

631.

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[makcvm's solution](#)

632.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[makcvm's solution](#)

633.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[makcvm's solution](#)

634.

2158F1

[Distinct GCDs \(Easy Version\)](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 2600 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[makcvm's solution](#)

635.

2158E

[Sink](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 2600 · first AC: 2026-04-11 · last AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[makcvm's solution](#)

636.

2129D

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

Quality: 947 global accepts · Rating: 2600 · first AC: 2025-12-01 · last AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[makcvm's solution](#)

637.

2138D

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[makcvm's solution](#)

638.

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math

[makcvm's solution](#)

639.

2119E

[And Constraint](#) · [Tutorial](#)

Quality: 706 global accepts · Rating: 2600 · first AC: 2025-07-27 · last AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy

[makcvm's solution](#)

640.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[makcvim's solution](#)

641.

2004F

[Make a Palindrome](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[makcvim's solution](#)

642.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[makcvim's solution](#)

643.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[makcvim's solution](#)

644.

1987F2

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

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[makcvim's solution](#)

645.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[makcvim's solution](#)

646.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[makcvim's solution](#)

647.

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer

[makcvim's solution](#)

648.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[makcvim's solution](#)

649.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, interactive, trees

[makcvim's solution](#)

650.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[makcvim's solution](#)

651.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[makcvim's solution](#)

652.

701F

[Break Up](#) · [Tutorial](#)

Rating: 2600 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[makcvim's solution](#)

653.

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2022-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[makcvim's solution](#)

654.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[makcvim's solution](#)

655.

2154F1

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

Quality: 565 global accepts · Rating: 2700 · first AC: 2025-10-19 · last AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math

[makcvim's solution](#)

656.

2104G

[Modulo 3](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 2700 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[makcvim's solution](#)

657.

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-08-04 · last AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[makcvim's solution](#)

658.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[makcvim's solution](#)

659.

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[makcvim's solution](#)

660.

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[makcvim's solution](#)

661.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-07-28 · last AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[makcvim's solution](#)

662.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-12 · last AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[makcvim's solution](#)

663.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[makcvim's solution](#)

664.

1010E

[Store](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 2700 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[makcvim's solution](#)

665.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[makcvim's solution](#)

666.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2800 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[makcvim's solution](#)

667.

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-12 · last AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[makcvim's solution](#)

668.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2024-06-25 · last AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[makcvim's solution](#)

669.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2023-06-05 · last AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[makcvim's solution](#)

670.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-06-02 · last AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[makcvim's solution](#)

671.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-04-20 · last AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[makcvim's solution](#)

672.

2046E1

[Cheops and a Contest \(Easy Version\)](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[makcvim's solution](#)

673.

2162H

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

Quality: 314 global accepts · Rating: 2900 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[makcvim's solution](#)

674.

163D

[Large Refrigerator](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2024-11-20 · last AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[makcvim's solution](#)

675.

2134F

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

Quality: 647 global accepts · Rating: 2900 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[makcvim's solution](#)

676.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[makcvim's solution](#)

677.

1334G

[Substring Search](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 2900 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, fft

[makcvim's solution](#)

678.

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-11-26 · last AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, sortings

[makcvim's solution](#)

679.

1934E

[Weird LCM Operations](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-03-01 · last AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, number theory

[makcvim's solution](#)

680.

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2024-08-13 · last AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[makcvim's solution](#)

681.

2128F

[Strict Triangle](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, shortest paths

[makcvim's solution](#)

682.

2154F2

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

Quality: 175 global accepts · Rating: 3300 · first AC: 2025-10-19 · last AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[makcvim's solution](#)

683.

2135E1

[Beyond the Palindrome \(Easy Version\)](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 3300 · first AC: 2025-09-01 · last AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[makcvim's solution](#)

684.

1984H

[Tower Capturing](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 3300 · first AC: 2024-06-24 · last AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, geometry

[makcvim's solution](#)

685.

1322E

[Median Mountain Range](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[makcvim's solution](#)

686.

1967E2

[Again Counting Arrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3500 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[makcvim's solution](#)

687.

106193G

[Games of Chess](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · last AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[makcvim's solution](#)

688.

104847B

[Post-capitalism](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[makcvim's solution](#)

689.

100861C

[Construction](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[makcvim's solution](#)

690.

100861B

[Bankrupt Broker](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makcvim's solution](#)

691.

102791L

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

Rating: — · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makcvim's solution](#)

692.

100095C

[Cube Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makcvim's solution](#)

693.

100095I

[Immediate Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makcvim's solution](#)

694.

100095J

[John's Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makcvim's solution](#)

695.

100095H

[High security](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makcvim's solution](#)

696.

100095B

[Black Square](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makcvim's solution](#)

697.

100095D

[Dice](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makcvim's solution](#)

698.

100095F

[Flat](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makcvim's solution](#)

699.

100095A

[Automated Telephone Exchange](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makcvim's solution](#)

700.

104172C

[Painting Grid](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makcvim's solution](#)

701.

104172E

[Goose, Goose, DUCK? · Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makvim's solution](#)

702.

104172K

[Maximum GCD · Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makvim's solution](#)

703.

104172H

[Another Goose Goose Duck Problem · Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makvim's solution](#)

704.

104172A

[TreeScript · Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makvim's solution](#)

705.

104713C

[Pizzo Collectors · Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makvim's solution](#)

706.

104713E

[Tobacco Growing · Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makvim's solution](#)

707.

104713H

[Pickpockets · Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makvim's solution](#)

708.

104713D

[Excavation · Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makvim's solution](#)

709.

104713I

[Storage Problems · Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makvim's solution](#)

710.

104713F

[Rescue Mission · Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makvim's solution](#)

711.

104847C

[Huawei Frequencies Selection · Tutorial](#)

Rating: — · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makvim's solution](#)

712.

104847J

[You Are Given a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makcvim's solution](#)

713.

104847H

[Rebellious Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makcvim's solution](#)

714.

104847D

[JCPC Registration System](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makcvim's solution](#)

715.

104847E

[Raiffeisenbank Logistics](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makcvim's solution](#)

716.

104847K

[Dynamic Traffic with MegaFon](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makcvim's solution](#)

717.

104847A

[Quantum Supremacy](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makcvim's solution](#)

718.

104454M

[Three cushion carom](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makcvim's solution](#)

719.

104454L

[Permutations and sums](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makcvim's solution](#)

720.

104454G

[Brass Birmingham: beer](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makcvim's solution](#)

721.

104454E

[Brass Birmingham: coins](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makcvim's solution](#)

722.

104454I

[Problem \$3n+1\$](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makcvim's solution](#)

723.

104454K

[To-do list](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makvim's solution](#)

724.

104454J

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

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makvim's solution](#)

725.

104454D

[Bucket of sand](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makvim's solution](#)

726.

104454H

[Brass Birmingham: roads](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makvim's solution](#)

727.

104454O

[Sea Battle](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makvim's solution](#)

728.

104454N

[Just another array problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makvim's solution](#)

729.

104454C

[Pisano period](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makvim's solution](#)

730.

104454B

[Shooting](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makvim's solution](#)

731.

104454A

[Puzzle generator](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makvim's solution](#)

732.

103119C

[Club Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makvim's solution](#)

733.

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · last AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makvim's solution](#)

734.

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makcvim's solution](#)

735.

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makcvim's solution](#)

736.

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makcvim's solution](#)

737.

103202M

[United in Stormwind](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makcvim's solution](#)

738.

103202F

[Kobolds and Catacombs](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makcvim's solution](#)

739.

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makcvim's solution](#)

740.

103373C

[A Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makcvim's solution](#)

741.

103373B

[Aliquot Sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makcvim's solution](#)

742.

103373A

[Olympic Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makcvim's solution](#)

743.

102001G

[Go Make It Complete](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · last AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makcvim's solution](#)

744.

102001H

[Lexical Sign Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makcvim's solution](#)

745.

102001K

[Boomerangs](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makvim's solution](#)

746.

102001J

[Future Generation](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makvim's solution](#)

747.

102001A

[Edit Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makvim's solution](#)

748.

102001D

[Icy Land](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makvim's solution](#)

749.

102001L

[Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makvim's solution](#)

750.

102001I

[Lie Detector](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makvim's solution](#)

751.

102136A

[One-time passwords](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makvim's solution](#)

752.

100551A

[Connect and Disconnect](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makvim's solution](#)

753.

100551E

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

Rating: — · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makvim's solution](#)

754.

100551C

[Bridges in a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makvim's solution](#)

755.

100551D

[Bridges: The Final Battle](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[makvim's solution](#)

756.

100551B

[GraphAero](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[makvim's solution](#)

757.

1036327

[B\\$00d5C`KC` 3D CCp](#)

Rating: — · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[makvim's solution](#)

758.

105230C

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

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[makvim's solution](#)

759.

105230K

[Treasures](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[makvim's solution](#)

760.

105230A

[Areas](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[makvim's solution](#)

761.

105230B

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[makvim's solution](#)

762.

105230I

[Pizzas](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[makvim's solution](#)

763.

105230H

[Mountains](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[makvim's solution](#)

764.

105230F

[Franklin is Back](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[makvim's solution](#)

765.

105230D

[Divisor Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[makvim's solution](#)

766.

105230E

[Great Product](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[makvim's solution](#)

767.

103860J

[jfw.harie.edu](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[makvim's solution](#)

768.

103860G

[Integer Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[makvim's solution](#)

769.

103860C

[Selection Sort Count](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[makvim's solution](#)

770.

103860L

[Paid Leave](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[makvim's solution](#)

771.

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[makvim's solution](#)

772.

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[makvim's solution](#)

773.

105427H

[Heroes of Velmar](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[makvim's solution](#)

774.

105427C

[Converting Romans](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[makvim's solution](#)

775.

105427D

[Die Hard](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[makvim's solution](#)

776.

105427K

[Karl Coder](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[makvim's solution](#)

777.

105427A

[Aperiodic Appointments](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[makvim's solution](#)

778.

105427F

[Factor-Full Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[makcvim's solution](#)

779.

105427J

[Jamboree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[makcvim's solution](#)

780.

104874C

[Cross-Stitch](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[makcvim's solution](#)

781.

104874K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[makcvim's solution](#)

782.

104874J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[makcvim's solution](#)

783.

104874E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —
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784.

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794.

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Rating: — · first AC: 2022-01-18 · last AC: 2023-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[makvim's solution](#)

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Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —
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[makvim's solution](#)

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803.

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