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Unique solved — malachi_toney_goat

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1758A

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93.

1701A

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103.

1656A

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104.

1657B

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105.

1657A

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106.

1647A

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107.

1651B

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108.

1651A

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109.

1646B

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110.

1646A

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111.

1144A

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112.

1638A

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113.

1633A

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114.

1633B

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115.

1632A

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1629A

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1629B

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1626A

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1627A

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120.

1624A

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121.

1617A

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1553A

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1530A

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125.

1539B

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1523A

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1515A

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128.

1512A

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129.

1513A

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130.

1473A

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131.

1466B

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132.

1466A

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133.

1450A

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1452C

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[malachi_toney_goat's solution](#)

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1431A

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137.

1428A

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139.

1393A

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1388A

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1389A

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143.

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145.

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147.

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148.

1368A

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1312A

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1358A

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1328A

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1360B

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1360A

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155.

1347C

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156.

1347A

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157.

1353B

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1353A

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159.

1351A

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160.

1348A

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1325A

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162.

1325B

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163.

1305A

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1307A

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1304A

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166.

1300A

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167.

1270A

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168.

1269A

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169.

1257A

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171.

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172.

1196A

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173.

1178A

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1075A

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176.

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177.

1189A

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178.

1185A

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179.

1186A

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1162A

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182.

1146A

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183.

1154A

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184.

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186.

1114A

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187.

1106A

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188.

1104A

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189.

1108A

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190.

1097A

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191.

4A

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192.

1091A

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193.

1096A

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194.

1095A

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195.

1087A

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196.

1056A

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197.

1061A

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198.

1043A

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199.

1054A

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200.

1058A

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201.

1038A

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202.

1028A

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203.

1017A

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1015A

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1006A

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206.

977A

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207.

1005A

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208.

988A

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209.

999A

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210.

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211.

939A

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Quality: 29,711 global accepts · Rating: 800 · first AC: 2018-03-29 · Java 8 (first AC) · Tags: graphs

[malachi_toney_goat's solution](#)

212.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 900 · first AC: 2025-12-27 · Java 8 (first AC) · Tags: dp, greedy, implementation, strings

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213.

2062B

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214.

2042B

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Quality: 19,487 global accepts · Rating: 900 · first AC: 2025-01-12 · Java 8 (first AC) · Tags: games, greedy

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215.

2028A

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Quality: 20,309 global accepts · Rating: 900 · first AC: 2024-11-10 · Java 8 (first AC) · Tags: brute force, implementation, math

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216.

2035B

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Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · Java 8 (first AC) · Tags: constructive algorithms, greedy, math, number theory

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217.

1855B

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Quality: 44,948 global accepts · Rating: 900 · first AC: 2024-05-21 · Java 8 (first AC) · Tags: brute force, combinatorics, greedy, math, number theory

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218.

1777B

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Quality: 19,196 global accepts · Rating: 900 · first AC: 2023-01-21 · Java 8 (first AC) · Tags: combinatorics, greedy, math
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219.

1768B

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220.

1779B

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Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · Java 8 (first AC) · Tags: constructive algorithms, math
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221.

1771A

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Quality: 25,303 global accepts · Rating: 900 · first AC: 2022-12-11 · Java 8 (first AC) · Tags: combinatorics, math, sortings
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222.

1758B

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223.

1747B

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Quality: 25,958 global accepts · Rating: 900 · first AC: 2022-11-04 · Java 8 (first AC) · Tags: constructive algorithms
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224.

1737A

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225.

1733B

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Quality: 21,081 global accepts · Rating: 900 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
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226.

1709B

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227.

1696B

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228.

1665B

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229.

1144B

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230.

1624B

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Quality: 52,964 global accepts · Rating: 900 · first AC: 2022-01-10 · Java 8 (first AC) · Tags: implementation, math

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231.

1617B

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Quality: 26,839 global accepts · Rating: 900 · first AC: 2021-12-24 · Java 8 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[malachi_toney_goat's solution](#)

232.

1610A

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233.

1543B

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234.

1543A

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235.

1488A

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Quality: 1,791 global accepts · Rating: 900 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, math

[malachi_toney_goat's solution](#)

236.

1427A

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[malachi_toney_goat's solution](#)

237.

1080B

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238.

631A

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[malachi_toney_goat's solution](#)

239.

320A

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Quality: 45,425 global accepts · Rating: 900 · first AC: 2020-08-10 · Java 8 (first AC) · Tags: brute force, greedy

[malachi_toney_goat's solution](#)

240.

1380A

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[malachi_toney_goat's solution](#)

241.

1373B

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Quality: 52,692 global accepts · Rating: 900 · first AC: 2020-06-25 · Kotlin 1.4 (first AC) · Tags: games

[malachi_toney_goat's solution](#)

242.

1347B

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Rating: 900 · first AC: 2020-05-24 · Kotlin 1.4 (first AC) · Tags: *special, implementation, math

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243.

1341A

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244.

1339A

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245.

1330A

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246.

1326B

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[malachi_toney_goat's solution](#)

247.

1324A

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248.

1279A

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Quality: 17,814 global accepts · Rating: 900 · first AC: 2019-12-27 · Java 8 (first AC) · Tags: math

[malachi_toney_goat's solution](#)

249.

1282A

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250.

1213A

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251.

1208A

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Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · Java 8 (first AC) · Tags: math

[malachi_toney_goat's solution](#)

252.

1204B

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[malachi_toney_goat's solution](#)

253.

1201A

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Quality: 17,033 global accepts · Rating: 900 · first AC: 2019-08-04 · Java 8 (first AC) · Tags: implementation, strings

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254.

1187A

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255.

1183B

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[malachi_toney_goat's solution](#)

256.

1169A

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Quality: 12,695 global accepts · Rating: 900 · first AC: 2019-05-26 · Java 8 (first AC) · Tags: implementation, math

[malachi_toney_goat's solution](#)

257.

1113A

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Quality: 18,318 global accepts · Rating: 900 · first AC: 2019-02-16 · GNU C++11 (first AC) · Tags: dp, greedy, math

[malachi_toney_goat's solution](#)

258.

1106C

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Quality: 15,917 global accepts · Rating: 900 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings

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259.

1095B

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Quality: 24,341 global accepts · Rating: 900 · first AC: 2018-12-27 · Java 8 (first AC) · Tags: implementation

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260.

1079A

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[malachi_toney_goat's solution](#)

261.

115A

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[malachi_toney_goat's solution](#)

262.

1008A

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Quality: 16,362 global accepts · Rating: 900 · first AC: 2018-08-06 · Java 8 (first AC) · Tags: implementation, strings

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263.

1011A

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Quality: 13,265 global accepts · Rating: 900 · first AC: 2018-07-27 · Java 8 (first AC) · Tags: greedy, implementation, sortings

[malachi_toney_goat's solution](#)

264.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,799 global accepts · Rating: 900 · first AC: 2018-07-13 · Java 8 (first AC) · Tags: implementation, strings

[malachi_toney_goat's solution](#)

265.

1005B

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266.

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[malachi_toney_goat's solution](#)

267.

2124B

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Quality: 20,295 global accepts · Rating: 1000 · first AC: 2025-07-06 · Java 8 (first AC) · Tags: greedy

[malachi_toney_goat's solution](#)

268.

2057B

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269.

2034B

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270.

2039B

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Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[malachi_toney_goat's solution](#)

271.

1998B

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[malachi_toney_goat's solution](#)

272.

2002B

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Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-08-11 · Java 8 (first AC) · Tags: constructive algorithms, games

[malachi_toney_goat's solution](#)

273.

1987B

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Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-06-30 · Java 8 (first AC) · Tags: greedy

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274.

1975B

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275.

1930B

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[malachi_toney_goat's solution](#)

276.

1798B

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Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · Java 8 (first AC) · Tags: brute force, data structures, greedy, implementation

[malachi_toney_goat's solution](#)

277.

1809B

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Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-23 · Java 8 (first AC) · Tags: binary search, greedy, math

[malachi_toney_goat's solution](#)

278.

1804B

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[malachi_toney_goat's solution](#)

279.

1796B

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280.

1765E

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281.

1765M

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Quality: 31,901 global accepts · Rating: 1000 · first AC: 2023-02-18 · Java 8 (first AC) · Tags: math, number theory

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282.

1770B

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[malachi_toney_goat's solution](#)

283.

1770A

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284.

1761B

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285.

1721B

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286.

1713B

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287.

1704B

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288.

1671B

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289.

1659A

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290.

1144C

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Quality: 16,365 global accepts · Rating: 1000 · first AC: 2022-03-02 · Java 8 (first AC) · Tags: constructive algorithms, sortings
[malachi_toney_goat's solution](#)

291.

1634C

[OKEA](#) · [Tutorial](#)

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292.

1632B

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293.

1539A

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294.

1515B

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295.

1476A

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[malachi_toney_goat's solution](#)

296.

1473B

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Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-14 · Java 8 (first AC) · Tags: brute force, math, number theory, strings

[malachi_toney_goat's solution](#)

297.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,063 global accepts · Rating: 1000 · first AC: 2020-12-28 · Java 8 (first AC) · Tags: dp, greedy

[malachi_toney_goat's solution](#)

298.

1469A

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Quality: 30,035 global accepts · Rating: 1000 · first AC: 2020-12-28 · Java 8 (first AC) · Tags: constructive algorithms, greedy

[malachi_toney_goat's solution](#)

299.

1450B

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Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-06 · Java 8 (first AC) · Tags: brute force, geometry, greedy

[malachi_toney_goat's solution](#)

300.

1388B

[Captain Flint and a Long Voyage](#) · [Tutorial](#)

Quality: 22,822 global accepts · Rating: 1000 · first AC: 2020-07-30 · Java 8 (first AC) · Tags: greedy, math

[malachi_toney_goat's solution](#)

301.

1136B

[Nastya Is Playing Computer Games](#) · [Tutorial](#)

Quality: 12,275 global accepts · Rating: 1000 · first AC: 2020-06-29 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, math

[malachi_toney_goat's solution](#)

302.

1373A

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Quality: 29,482 global accepts · Rating: 1000 · first AC: 2020-06-25 · Kotlin 1.4 (first AC) · Tags: greedy, implementation, math

[malachi_toney_goat's solution](#)

303.

1362A

[Johnny and Ancient Computer](#) · [Tutorial](#)

Quality: 34,091 global accepts · Rating: 1000 · first AC: 2020-06-04 · Kotlin 1.4 (first AC) · Tags: implementation

[malachi_toney_goat's solution](#)

304.

1346A

[Color Revolution](#) · [Tutorial](#)

Quality: 2,204 global accepts · Rating: 1000 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, math

[malachi_toney_goat's solution](#)

305.

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,388 global accepts · Rating: 1000 · first AC: 2020-05-28 · Kotlin 1.4 (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[malachi_toney_goat's solution](#)

306.

1359A

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Quality: 31,728 global accepts · Rating: 1000 · first AC: 2020-05-28 · Kotlin 1.4 (first AC) · Tags: brute force, greedy, math
[malachi_toney_goat's solution](#)

307.

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · Java 11 (first AC) · Tags: greedy, sortings
[malachi_toney_goat's solution](#)

308.

1353C

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Quality: 38,849 global accepts · Rating: 1000 · first AC: 2020-05-14 · last AC: 2020-05-14 · Java 8 (first AC) · Tags: math
[malachi_toney_goat's solution](#)

309.

1342A

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Quality: 46,424 global accepts · Rating: 1000 · first AC: 2020-04-26 · Java 8 (first AC) · Tags: greedy, math
[malachi_toney_goat's solution](#)

310.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2020-04-08 · Java 8 (first AC) · Tags: constructive algorithms
[malachi_toney_goat's solution](#)

311.

1203A

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Quality: 17,679 global accepts · Rating: 1000 · first AC: 2020-04-02 · Java 8 (first AC) · Tags: implementation
[malachi_toney_goat's solution](#)

312.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2020-03-19 · Java 8 (first AC) · Tags: constructive algorithms, number theory
[malachi_toney_goat's solution](#)

313.

1300B

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Quality: 25,914 global accepts · Rating: 1000 · first AC: 2020-02-09 · Java 8 (first AC) · Tags: greedy, implementation, sortings
[malachi_toney_goat's solution](#)

314.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,818 global accepts · Rating: 1000 · first AC: 2019-11-27 · Java 8 (first AC) · Tags: math
[malachi_toney_goat's solution](#)

315.

1257B

[Magic Stick](#) · [Tutorial](#)

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[malachi_toney_goat's solution](#)

316.

1253A

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317.

1256A

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318.

1211A

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319.

1204A

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320.

1182A

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321.

1165B

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322.

1151A

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323.

1117B

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324.

1101A

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325.

1107B

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326.

1111A

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327.

1100A

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328.

1A

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[malachi_toney_goat's solution](#)

329.

1054B

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330.

1033A

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331.

1059A

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332.

500A

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333.

1040A

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334.

1020B

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335.

1020A

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336.

732B

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337.

1008B

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338.

2211B

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339.

2138A

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340.

2096B

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341.

2084B

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Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-05 · Java 8 (first AC) · Tags: greedy, math, number theory
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342.

1511C

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343.

1511B

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344.

2064B

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345.

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346.

1933C

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347.

2061B

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348.

2032B

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349.

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350.

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351.

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352.

1984B

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354.

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355.

1863B

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356.

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357.

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358.

1842B

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359.

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1826B

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362.

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364.

1783B

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365.

1743C

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366.

1717B

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367.

1712C

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368.

1706B

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369.

1685A

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370.

1670B

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371.

1673B

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372.

1672C

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373.

1656B

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374.

1638B

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375.

1633C

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376.

1626B

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377.

1624C

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1610B

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382.

1407A

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1375A

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1366A

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1360C

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1342B

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389.

1334B

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1333B

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1332A

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1327A

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393.

1324C

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394.

1324B

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395.

1304B

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396.

1263A

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397.

1213B

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398.

1189B

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1165A

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1157A

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401.

1146B

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402.

1119A

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403.

1117A

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404.

1108B

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1105B

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406.

1105A

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407.

1087B

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408.

1033B

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[malachi_toney_goat's solution](#)

409.

1058B

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[malachi_toney_goat's solution](#)

410.

1038B

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411.

368B

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412.

1015C

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413.

988B

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[malachi_toney_goat's solution](#)

414.

2190A

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415.

2182C

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416.

2178C

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417.

1694B

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418.

931B

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419.

1933D

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420.

2062C

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[malachi_toney_goat's solution](#)

421.

2039C1

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Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-23 · Java 8 (first AC) · Tags: bitmasks, brute force, math, number theory
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422.

2003C

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Quality: 21,672 global accepts · Rating: 1200 · first AC: 2024-09-08 · Java 8 (first AC) · Tags: constructive algorithms, greedy, sortings, strings
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423.

2002C

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Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · Java 8 (first AC) · Tags: brute force, geometry, greedy, math
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424.

1987C

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Quality: 20,769 global accepts · Rating: 1200 · first AC: 2024-06-30 · Java 8 (first AC) · Tags: dp, greedy
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425.

1975C

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426.

1874A

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Quality: 19,389 global accepts · Rating: 1200 · first AC: 2023-09-30 · Java 8 (first AC) · Tags: brute force, games, greedy, implementation

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427.

1832C

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Quality: 34,406 global accepts · Rating: 1200 · first AC: 2023-05-12 · Java 8 (first AC) · Tags: greedy, implementation

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428.

1826A

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Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-05 · Java 8 (first AC) · Tags: brute force, greedy, implementation, sortings

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429.

1799B

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430.

1793C

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431.

1792B

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432.

1747C

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433.

1738B

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434.

1730C

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435.

1713C

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436.

1704C

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437.

1671C

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438.

1656C

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Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · Java 8 (first AC) · Tags: constructive algorithms, math, number theory, sortings
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439.

1657C

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Quality: 17,685 global accepts · Rating: 1200 · first AC: 2022-03-22 · Java 8 (first AC) · Tags: greedy, implementation
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440.

1647B

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441.

1553C

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442.

1530C

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443.

1539C

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Quality: 31,470 global accepts · Rating: 1200 · first AC: 2021-07-14 · Java 8 (first AC) · Tags: greedy, sortings
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444.

1428B

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Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · Java 8 (first AC) · Tags: graphs, implementation
[malachi_toney_goat's solution](#)

445.

631B

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Quality: 7,871 global accepts · Rating: 1200 · first AC: 2020-08-13 · Java 8 (first AC) · Tags: constructive algorithms, implementation
[malachi_toney_goat's solution](#)

446.

1385C

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Quality: 28,924 global accepts · Rating: 1200 · first AC: 2020-07-18 · Kotlin 1.4 (first AC) · Tags: greedy

[malachi_toney_goat's solution](#)

447.

1375B

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Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy

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448.

1371B

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[malachi_toney_goat's solution](#)

449.

1369B

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450.

1364A

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451.

1362B

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Quality: 21,045 global accepts · Rating: 1200 · first AC: 2020-06-04 · Kotlin 1.4 (first AC) · Tags: bitmasks, brute force

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452.

1363A

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Quality: 40,402 global accepts · Rating: 1200 · first AC: 2020-05-31 · Kotlin 1.4 (first AC) · Tags: brute force, implementation, math

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453.

1328C

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454.

1355B

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455.

1355A

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456.

1339B

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457.

1334A

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[malachi_toney_goat's solution](#)

458.

1203B

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Quality: 16,945 global accepts · Rating: 1200 · first AC: 2020-04-02 · Java 8 (first AC) · Tags: greedy, math

[malachi_toney_goat's solution](#)

459.

1327B

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[malachi_toney_goat's solution](#)

460.

1305B

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461.

1270B

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462.

1207B

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463.

1196B

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[malachi_toney_goat's solution](#)

464.

1154B

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[malachi_toney_goat's solution](#)

465.

1130B

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Quality: 8,346 global accepts · Rating: 1200 · first AC: 2019-02-24 · Java 8 (first AC) · Tags: greedy

[malachi_toney_goat's solution](#)

466.

1100C

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Quality: 10,931 global accepts · Rating: 1200 · first AC: 2019-01-13 · Java 8 (first AC) · Tags: binary search, geometry, math

[malachi_toney_goat's solution](#)

467.

1097B

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[malachi_toney_goat's solution](#)

468.

1091B

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Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · Java 8 (first AC) · Tags: brute force, constructive algorithms, greedy,

implementation

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469.

1079B

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Rating: 1200 · first AC: 2018-11-18 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

470.

1043B

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471.

217A

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472.

489B

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473.

1028B

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

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2018-08-27 · Java 8 (first AC) · Tags: constructive algorithms, math

[malachi_toney_goat's solution](#)

474.

1029B

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Quality: 18,466 global accepts · Rating: 1200 · first AC: 2018-08-26 · Java 8 (first AC) · Tags: dp, greedy, math

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475.

998B

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476.

961B

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[malachi_toney_goat's solution](#)

477.

1017B

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Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · Java 8 (first AC) · Tags: implementation, math

[malachi_toney_goat's solution](#)

478.

327A

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479.

1015B

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[malachi_toney_goat's solution](#)

480.

1006C

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481.

1006B

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482.

977C

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483.

999C

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484.

2211C1

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485.

2179D

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486.

2124C

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487.

2101A

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Quality: 13,444 global accepts · Rating: 1300 · first AC: 2025-05-11 · Java 8 (first AC) · Tags: constructive algorithms, implementation

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488.

2064C

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[malachi_toney_goat's solution](#)

489.

929B

[AÄ5D>BC 2 D 0CÄ>C`QD\\$5](#)

Quality: 2,087 global accepts · Rating: 1300 · first AC: 2025-02-06 · Java 8 (first AC) · Tags: *special, implementation

[malachi_toney_goat's solution](#)

490.

2049B

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Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-22 · Java 8 (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

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491.

2023A

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492.

1991C

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Quality: 17,709 global accepts · Rating: 1300 · first AC: 2024-07-28 · Java 8 (first AC) · Tags: constructive algorithms, greedy, math

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493.

1984C1

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494.

1942C1

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Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-30 · Java 8 (first AC) · Tags: geometry, greedy, math

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495.

1868A

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

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2023-09-10 · Java 8 (first AC) · Tags: constructive algorithms, implementation

[malachi_toney_goat's solution](#)

496.

1864C

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497.

1844C

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498.

1826C

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499.

1810C

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Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-04-16 · Java 8 (first AC) · Tags: brute force, greedy, sortings

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500.

1819A

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Quality: 14,594 global accepts · Rating: 1300 · first AC: 2023-04-15 · Java 8 (first AC) · Tags: brute force, greedy

[malachi_toney_goat's solution](#)

501.

1815A

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Quality: 15,975 global accepts · Rating: 1300 · first AC: 2023-04-09 · Java 8 (first AC) · Tags: greedy, math

[malachi_toney_goat's solution](#)

502.

1768C

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Quality: 15,715 global accepts · Rating: 1300 · first AC: 2023-01-05 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[malachi_toney_goat's solution](#)

503.

1774C

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504.

1746C

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Quality: 14,102 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[malachi_toney_goat's solution](#)

505.

1737B

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Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[malachi_toney_goat's solution](#)

506.

1733C

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Quality: 17,103 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[malachi_toney_goat's solution](#)

507.

1717C

[Madoka and Formal Statement](#) · Tutorial

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[malachi_toney_goat's solution](#)

508.

1693A

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Quality: 17,440 global accepts · Rating: 1300 · first AC: 2022-06-16 · Java 8 (first AC) · Tags: greedy

[malachi_toney_goat's solution](#)

509.

1667A

[Make it Increasing](#) · Tutorial

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · Java 8 (first AC) · Tags: brute force, greedy, math

[malachi_toney_goat's solution](#)

510.

1659B

[Bit Flipping](#) · Tutorial

Quality: 12,032 global accepts · Rating: 1300 · first AC: 2022-04-17 · Java 8 (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[malachi_toney_goat's solution](#)

511.

1661B

[Getting Zero](#) · Tutorial

Quality: 20,690 global accepts · Rating: 1300 · first AC: 2022-04-09 · Java 8 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[malachi_toney_goat's solution](#)

512.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,332 global accepts · Rating: 1300 · first AC: 2022-03-11 · Java 8 (first AC) · Tags: constructive algorithms, greedy

[malachi_toney_goat's solution](#)

513.

1638C

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Quality: 15,943 global accepts · Rating: 1300 · first AC: 2022-02-14 · Java 8 (first AC) · Tags: data structures, dsu, graphs, math

[malachi_toney_goat's solution](#)

514.

1627B

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Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · Java 8 (first AC) · Tags: games, greedy, sortings

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515.

1591C

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Rating: 1300 · first AC: 2021-12-18 · Java 8 (first AC) · Tags: greedy, math

[malachi_toney_goat's solution](#)

516.

1617C

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Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · Java 8 (first AC) · Tags: binary search, greedy, math, sortings

[malachi_toney_goat's solution](#)

517.

1618D

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Quality: 20,898 global accepts · Rating: 1300 · first AC: 2021-12-15 · Java 8 (first AC) · Tags: dp, greedy, math

[malachi_toney_goat's solution](#)

518.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2021-07-22 · Java 8 (first AC) · Tags: brute force, dp, hashing, implementation, strings

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519.

1476B

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Quality: 21,639 global accepts · Rating: 1300 · first AC: 2021-01-29 · Java 8 (first AC) · Tags: binary search, brute force, greedy, math

[malachi_toney_goat's solution](#)

520.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · Java 8 (first AC) · Tags: dp, greedy, strings

[malachi_toney_goat's solution](#)

521.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,723 global accepts · Rating: 1300 · first AC: 2020-11-15 · Java 8 (first AC) · Tags: constructive algorithms, greedy, sortings

[malachi_toney_goat's solution](#)

522.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,069 global accepts · Rating: 1300 · first AC: 2020-09-08 · Java 8 (first AC) · Tags: brute force, greedy, math, number theory
[malachi_toney_goat's solution](#)

523.

1381A1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 1300 · first AC: 2020-07-21 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, data structures, strings
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524.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-01 · Kotlin 1.4 (first AC) · Tags: greedy, implementation, math
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525.

1373C

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Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · Kotlin 1.4 (first AC) · Tags: math
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526.

1364B

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Quality: 26,190 global accepts · Rating: 1300 · first AC: 2020-06-13 · Kotlin 1.4 (first AC) · Tags: greedy, two pointers
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527.

1366B

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Quality: 27,965 global accepts · Rating: 1300 · first AC: 2020-06-11 · Kotlin 1.4 (first AC) · Tags: math, two pointers
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528.

1365B

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Quality: 28,847 global accepts · Rating: 1300 · first AC: 2020-06-07 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, implementation
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529.

1347D

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Rating: 1300 · first AC: 2020-05-25 · Kotlin 1.4 (first AC) · Tags: *special, implementation
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530.

1360E

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Quality: 27,998 global accepts · Rating: 1300 · first AC: 2020-05-25 · Kotlin 1.4 (first AC) · Tags: dp, graphs, implementation, shortest paths
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531.

1360D

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Quality: 43,019 global accepts · Rating: 1300 · first AC: 2020-05-25 · Kotlin 1.4 (first AC) · Tags: math, number theory
[malachi_toney_goat's solution](#)

532.

1341B

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Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-04-23 · Java 8 (first AC) · Tags: greedy, implementation
[malachi_toney_goat's solution](#)

533.

1203C

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Quality: 24,262 global accepts · Rating: 1300 · first AC: 2020-04-02 · Java 8 (first AC) · Tags: implementation, math

[malachi_toney_goat's solution](#)

534.

1326C

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Quality: 16,402 global accepts · Rating: 1300 · first AC: 2020-03-19 · Java 8 (first AC) · Tags: combinatorics, greedy, math

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535.

1322A

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Quality: 12,888 global accepts · Rating: 1300 · first AC: 2020-03-07 · Java 8 (first AC) · Tags: greedy

[malachi_toney_goat's solution](#)

536.

1307B

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Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · Java 8 (first AC) · Tags: geometry, greedy, math

[malachi_toney_goat's solution](#)

537.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,420 global accepts · Rating: 1300 · first AC: 2019-12-27 · Java 8 (first AC) · Tags: binary search, brute force, implementation

[malachi_toney_goat's solution](#)

538.

1260B

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Quality: 16,715 global accepts · Rating: 1300 · first AC: 2019-11-27 · Java 8 (first AC) · Tags: binary search, math

[malachi_toney_goat's solution](#)

539.

1063A

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Quality: 11,056 global accepts · Rating: 1300 · first AC: 2019-09-23 · Java 8 (first AC) · Tags: constructive algorithms, strings

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540.

1178C

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Quality: 13,229 global accepts · Rating: 1300 · first AC: 2019-07-20 · Java 8 (first AC) · Tags: combinatorics, greedy, math

[malachi_toney_goat's solution](#)

541.

1178B

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Quality: 21,688 global accepts · Rating: 1300 · first AC: 2019-07-20 · Java 8 (first AC) · Tags: dp, strings

[malachi_toney_goat's solution](#)

542.

1194C

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Quality: 14,600 global accepts · Rating: 1300 · first AC: 2019-07-14 · Java 8 (first AC) · Tags: implementation, strings

[malachi_toney_goat's solution](#)

543.

1194B

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Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-14 · Java 8 (first AC) · Tags: implementation

[malachi_toney_goat's solution](#)

544.

1187B

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Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-06-30 · Java 8 (first AC) · Tags: binary search, implementation, strings

[malachi_toney_goat's solution](#)

545.

1165C

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Quality: 14,402 global accepts · Rating: 1300 · first AC: 2019-05-14 · Java 8 (first AC) · Tags: greedy

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546.

1157C1

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Quality: 13,458 global accepts · Rating: 1300 · first AC: 2019-04-26 · Java 8 (first AC) · Tags: greedy

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547.

1157B

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[malachi_toney_goat's solution](#)

548.

1119B

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Quality: 16,372 global accepts · Rating: 1300 · first AC: 2019-04-06 · Java 8 (first AC) · Tags: binary search, flows, greedy, sortings

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549.

1113B

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550.

1108C

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Quality: 12,672 global accepts · Rating: 1300 · first AC: 2019-01-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[malachi_toney_goat's solution](#)

551.

1100B

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Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-01-13 · Java 8 (first AC) · Tags: data structures, implementation

[malachi_toney_goat's solution](#)

552.

1096B

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Quality: 11,685 global accepts · Rating: 1300 · first AC: 2018-12-28 · Java 8 (first AC) · Tags: combinatorics, math, strings

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553.

1059B

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Quality: 7,587 global accepts · Rating: 1300 · first AC: 2018-10-05 · Java 8 (first AC) · Tags: implementation

[malachi_toney_goat's solution](#)

554.

862B

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Quality: 25,658 global accepts · Rating: 1300 · first AC: 2018-09-29 · Java 8 (first AC) · Tags: dfs and similar, graphs, trees

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555.

893C

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Quality: 28,279 global accepts · Rating: 1300 · first AC: 2018-09-29 · Java 8 (first AC) · Tags: dfs and similar, graphs, greedy

[malachi_toney_goat's solution](#)

556.

1058C

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[malachi_toney_goat's solution](#)

557.

1038C

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Quality: 9,814 global accepts · Rating: 1300 · first AC: 2018-09-10 · Java 8 (first AC) · Tags: greedy, sortings

[malachi_toney_goat's solution](#)

558.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · Java 8 (first AC) · Tags: dp, greedy, strings

[malachi_toney_goat's solution](#)

559.

1037B

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Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-02 · Java 8 (first AC) · Tags: greedy

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560.

1037A

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[malachi_toney_goat's solution](#)

561.

1029A

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Quality: 13,436 global accepts · Rating: 1300 · first AC: 2018-08-25 · Java 8 (first AC) · Tags: implementation, strings

[malachi_toney_goat's solution](#)

562.

777B

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Quality: 9,969 global accepts · Rating: 1300 · first AC: 2018-08-12 · Java 8 (first AC) · Tags: data structures, dp, greedy, sortings

[malachi_toney_goat's solution](#)

563.

1005C

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564.

189A

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Quality: 80,891 global accepts · Rating: 1300 · first AC: 2018-08-07 · Java 8 (first AC) · Tags: brute force, dp

[malachi_toney_goat's solution](#)

565.

1008C

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Rating: 1300 · first AC: 2018-08-06 · Java 8 (first AC) · Tags: combinatorics, math

[malachi_toney_goat's solution](#)

566.

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,529 global accepts · Rating: 1300 · first AC: 2018-07-04 · last AC: 2018-07-04 · Java 8 (first AC) · Tags: brute force, implementation, math

[malachi_toney_goat's solution](#)

567.

1003B

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Quality: 12,225 global accepts · Rating: 1300 · first AC: 2018-07-04 · Java 8 (first AC) · Tags: constructive algorithms

[malachi_toney_goat's solution](#)

568.

2190B1

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Quality: 10,684 global accepts · Rating: 1400 · first AC: 2026-01-17 · Java 8 (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[malachi_toney_goat's solution](#)

569.

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · Java 8 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[malachi_toney_goat's solution](#)

570.

929A

[A@Ca!C B C\\$5C`>D 8Cδ5CD>C](#)

Quality: 2,557 global accepts · Rating: 1400 · first AC: 2025-02-06 · Java 8 (first AC) · Tags: *special, greedy, implementation

[malachi_toney_goat's solution](#)

571.

2032C

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Quality: 16,177 global accepts · Rating: 1400 · first AC: 2024-12-25 · Java 8 (first AC) · Tags: binary search, math, sortings, two pointers

[malachi_toney_goat's solution](#)

572.

2034C

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

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573.

2028B

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574.

2035C

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575.

1993C

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Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · Java 8 (first AC) · Tags: implementation, math

[malachi_toney_goat's solution](#)

576.

1989C

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[malachi_toney_goat's solution](#)

577.

1965A

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[malachi_toney_goat's solution](#)

578.

1929C

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Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-04-07 · Java 8 (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math
[malachi_toney_goat's solution](#)

579.

1903C

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Quality: 14,481 global accepts · Rating: 1400 · first AC: 2023-11-30 · Java 8 (first AC) · Tags: constructive algorithms, greedy
[malachi_toney_goat's solution](#)

580.

1893A

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Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-07 · Java 8 (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[malachi_toney_goat's solution](#)

581.

1895C

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Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-03 · Java 8 (first AC) · Tags: brute force, dp, hashing, implementation, math
[malachi_toney_goat's solution](#)

582.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,274 global accepts · Rating: 1400 · first AC: 2023-09-01 · Java 8 (first AC) · Tags: brute force, number theory
[malachi_toney_goat's solution](#)

583.

1854A1

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

Quality: 15,891 global accepts · Rating: 1400 · first AC: 2023-07-29 · Java 8 (first AC) · Tags: constructive algorithms, math
[malachi_toney_goat's solution](#)

584.

1805C

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[malachi_toney_goat's solution](#)

585.

1771B

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Quality: 21,340 global accepts · Rating: 1400 · first AC: 2022-12-11 · Java 8 (first AC) · Tags: binary search, constructive algorithms, dp, two pointers
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586.

1758C

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Quality: 15,262 global accepts · Rating: 1400 · first AC: 2022-11-25 · last AC: 2022-11-25 · Java 8 (first AC) · Tags: greedy, number theory
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587.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-20 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

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588.

1748B

[Diverse Substrings](#) · [Tutorial](#)

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2022-11-12 · Java 8 (first AC) · Tags: brute force, implementation, strings

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589.

1733D1

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

Quality: 15,032 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[malachi_toney_goat's solution](#)

590.

1721C

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[malachi_toney_goat's solution](#)

591.

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · Java 8 (first AC) · Tags: dp, flows, greedy, implementation

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592.

1701C

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

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2022-07-08 · Java 8 (first AC) · Tags: binary search, greedy, implementation, two pointers

[malachi_toney_goat's solution](#)

593.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[malachi_toney_goat's solution](#)

594.

1697C

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

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-12 · Java 8 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[malachi_toney_goat's solution](#)

595.

1144D

[Equalize Them All](#) · [Tutorial](#)

Quality: 10,839 global accepts · Rating: 1400 · first AC: 2022-03-02 · Java 8 (first AC) · Tags: constructive algorithms, greedy

[malachi_toney_goat's solution](#)

596.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,309 global accepts · Rating: 1400 · first AC: 2022-02-06 · Java 8 (first AC) · Tags: bitmasks, math

[malachi_toney_goat's solution](#)

597.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · Java 8 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[malachi_toney_goat's solution](#)

598.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,243 global accepts · Rating: 1400 · first AC: 2022-01-15 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[malachi_toney_goat's solution](#)

599.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-29 · Java 8 (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

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600.

1559D1

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

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-15 · Java 8 (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[malachi_toney_goat's solution](#)

601.

1548A

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Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · Java 8 (first AC) · Tags: brute force, graphs, greedy

[malachi_toney_goat's solution](#)

602.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · Java 8 (first AC) · Tags: constructive algorithms, data structures, greedy

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603.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 1400 · first AC: 2021-04-11 · Java 8 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

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604.

1452B

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Quality: 15,493 global accepts · Rating: 1400 · first AC: 2020-11-19 · Java 8 (first AC) · Tags: binary search, greedy, math, sortings

[malachi_toney_goat's solution](#)

605.

1431B

[Polycarp and the Language of Gods](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 1400 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, implementation, two pointers

[malachi_toney_goat's solution](#)

606.

1427B

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Quality: 11,459 global accepts · Rating: 1400 · first AC: 2020-10-10 · Java 8 (first AC) · Tags: greedy, implementation, sortings

[malachi_toney_goat's solution](#)

607.

1393B

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Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · Java 8 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

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608.

1380B

[Universal Solution](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-12 · Kotlin 1.4 (first AC) · Tags: greedy

[malachi_toney_goat's solution](#)

609.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2020-07-12 · Kotlin 1.4 (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[malachi_toney_goat's solution](#)

610.

1375C

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

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2020-07-04 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, data structures, greedy

[malachi_toney_goat's solution](#)

611.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,873 global accepts · Rating: 1400 · first AC: 2020-06-23 · Kotlin 1.4 (first AC) · Tags: greedy, math, sortings, two pointers

[malachi_toney_goat's solution](#)

612.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,143 global accepts · Rating: 1400 · first AC: 2020-06-20 · Kotlin 1.4 (first AC) · Tags: games, math, number theory

[malachi_toney_goat's solution](#)

613.

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,984 global accepts · Rating: 1400 · first AC: 2020-06-07 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[malachi_toney_goat's solution](#)

614.

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,713 global accepts · Rating: 1400 · first AC: 2020-06-04 · Kotlin 1.4 (first AC) · Tags: bitmasks, greedy, math

[malachi_toney_goat's solution](#)

615.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,133 global accepts · Rating: 1400 · first AC: 2020-05-31 · Kotlin 1.4 (first AC) · Tags: implementation, strings

[malachi_toney_goat's solution](#)

616.

1346B

[Boot Camp](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 1400 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, greedy

[malachi_toney_goat's solution](#)

617.

1355D

[Game With Array](#) · [Tutorial](#)

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[malachi_toney_goat's solution](#)

618.

1348B

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

Quality: 27,495 global accepts · Rating: 1400 · first AC: 2020-05-01 · Java 8 (first AC) · Tags: constructive algorithms, data structures, greedy,

sortings

[malachi_toney_goat's solution](#)

619.

1330B

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Quality: 14,537 global accepts · Rating: 1400 · first AC: 2020-04-03 · Java 8 (first AC) · Tags: implementation, math

[malachi_toney_goat's solution](#)

620.

1332B

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Quality: 18,956 global accepts · Rating: 1400 · first AC: 2020-03-31 · Java 8 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[malachi_toney_goat's solution](#)

621.

1324D

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Quality: 34,100 global accepts · Rating: 1400 · first AC: 2020-03-15 · Java 8 (first AC) · Tags: binary search, data structures, sortings, two pointers

[malachi_toney_goat's solution](#)

622.

1320A

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Quality: 21,662 global accepts · Rating: 1400 · first AC: 2020-03-01 · Java 8 (first AC) · Tags: data structures, dp, greedy, math, sortings

[malachi_toney_goat's solution](#)

623.

1270C

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Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · Java 8 (first AC) · Tags: bitmasks, constructive algorithms, math

[malachi_toney_goat's solution](#)

624.

1279C

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Quality: 12,436 global accepts · Rating: 1400 · first AC: 2019-12-27 · Java 8 (first AC) · Tags: data structures, implementation

[malachi_toney_goat's solution](#)

625.

1282B1

[K for the Price of One \(Easy Version\)](#) · Tutorial

Quality: 12,151 global accepts · Rating: 1400 · first AC: 2019-12-24 · Java 8 (first AC) · Tags: dp, greedy, sortings

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626.

1263C

[Everyone is a Winner!](#) · Tutorial

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-11-29 · Java 8 (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

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627.

1263B

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Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-11-29 · Java 8 (first AC) · Tags: greedy, implementation

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628.

1256B

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629.

1201C

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Quality: 33,256 global accepts · Rating: 1400 · first AC: 2019-08-04 · Java 8 (first AC) · Tags: binary search, greedy, math, sortings
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630.

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2019-07-05 · Java 8 (first AC) · Tags: data structures, dp, implementation, math
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631.

1183D

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Quality: 20,431 global accepts · Rating: 1400 · first AC: 2019-06-26 · Java 8 (first AC) · Tags: greedy, sortings
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632.

1183C

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Quality: 15,046 global accepts · Rating: 1400 · first AC: 2019-06-26 · Java 8 (first AC) · Tags: binary search, math
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633.

1154C

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Quality: 11,539 global accepts · Rating: 1400 · first AC: 2019-04-16 · Java 8 (first AC) · Tags: implementation, math
[malachi_toney_goat's solution](#)

634.

1130C

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Quality: 9,412 global accepts · Rating: 1400 · first AC: 2019-02-24 · Java 8 (first AC) · Tags: brute force, dfs and similar, dsu
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635.

1097C

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Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · Java 8 (first AC) · Tags: greedy, implementation
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636.

1091C

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Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · Java 8 (first AC) · Tags: math, number theory
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637.

1095C

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638.

1061B

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Quality: 7,643 global accepts · Rating: 1400 · first AC: 2018-11-22 · Java 8 (first AC) · Tags: greedy, implementation, sortings
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639.

843A

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Quality: 5,959 global accepts · Rating: 1400 · first AC: 2018-10-24 · Java 8 (first AC) · Tags: dfs and similar, dsu, implementation, math, sortings
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640.

1066C

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Quality: 10,359 global accepts · Rating: 1400 · first AC: 2018-10-12 · Java 8 (first AC) · Tags: implementation

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641.

920C

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Quality: 9,974 global accepts · Rating: 1400 · first AC: 2018-10-02 · Java 8 (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

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642.

445B

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643.

277A

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644.

546C

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Quality: 19,432 global accepts · Rating: 1400 · first AC: 2018-09-25 · Java 8 (first AC) · Tags: brute force, dfs and similar, games

[malachi_toney_goat's solution](#)

645.

520B

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Quality: 62,203 global accepts · Rating: 1400 · first AC: 2018-09-18 · Java 8 (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[malachi_toney_goat's solution](#)

646.

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,062 global accepts · Rating: 1400 · first AC: 2018-08-16 · Java 8 (first AC) · Tags: brute force, dp, implementation

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647.

489C

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Quality: 51,687 global accepts · Rating: 1400 · first AC: 2018-08-07 · Java 8 (first AC) · Tags: dp, greedy, implementation

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648.

977D

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Quality: 20,529 global accepts · Rating: 1400 · first AC: 2018-07-17 · Java 8 (first AC) · Tags: dfs and similar, math, sortings

[malachi_toney_goat's solution](#)

649.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,031 global accepts · Rating: 1500 · first AC: 2025-11-18 · Java 8 (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

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650.

2115A

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

Quality: 14,964 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[malachi_toney_goat's solution](#)

651.

930A

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Quality: 8,388 global accepts · Rating: 1500 · first AC: 2025-03-15 · Java 8 (first AC) · Tags: dfs and similar, graphs, trees

[malachi_toney_goat's solution](#)

652.

1933E

[Turtle vs. Rabbit Race: Optimal Trainings](#) · [Tutorial](#)

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[malachi_toney_goat's solution](#)

653.

2057C

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Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-04 · Java 8 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[malachi_toney_goat's solution](#)

654.

2049C

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Quality: 13,643 global accepts · Rating: 1500 · first AC: 2024-12-22 · Java 8 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[malachi_toney_goat's solution](#)

655.

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · Java 8 (first AC) · Tags: greedy, math

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656.

2001C

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Quality: 12,798 global accepts · Rating: 1500 · first AC: 2024-08-21 · Java 8 (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

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657.

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

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658.

1898B

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Quality: 14,613 global accepts · Rating: 1500 · first AC: 2023-11-19 · Java 8 (first AC) · Tags: greedy, math

[malachi_toney_goat's solution](#)

659.

1891C

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660.

1876B

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Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-27 · Java 8 (first AC) · Tags: combinatorics, number theory, sortings

[malachi_toney_goat's solution](#)

661.

1842C

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

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-06-24 · Java 8 (first AC) · Tags: dp

[malachi_toney_goat's solution](#)

662.

1817A

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Quality: 12,758 global accepts · Rating: 1500 · first AC: 2023-04-29 · Java 8 (first AC) · Tags: binary search, data structures, greedy

[malachi_toney_goat's solution](#)

663.

1814C

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Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-04-06 · Java 8 (first AC) · Tags: constructive algorithms, greedy, sortings

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664.

1809C

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665.

1804C

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[malachi_toney_goat's solution](#)

666.

1789C

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Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-03-09 · Java 8 (first AC) · Tags: combinatorics, dp, implementation, math

[malachi_toney_goat's solution](#)

667.

1765K

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[malachi_toney_goat's solution](#)

668.

1765N

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[malachi_toney_goat's solution](#)

669.

1792C

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Quality: 16,763 global accepts · Rating: 1500 · first AC: 2023-01-24 · Java 8 (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[malachi_toney_goat's solution](#)

670.

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

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[malachi_toney_goat's solution](#)

671.

1774B

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Quality: 13,992 global accepts · Rating: 1500 · first AC: 2022-12-21 · Java 8 (first AC) · Tags: constructive algorithms, greedy, math

[malachi_toney_goat's solution](#)

672.

1767D

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673.

1737C

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674.

1738C

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Quality: 12,779 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy, math

[malachi_toney_goat's solution](#)

675.

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[malachi_toney_goat's solution](#)

676.

1673C

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Quality: 18,019 global accepts · Rating: 1500 · first AC: 2022-04-30 · Java 8 (first AC) · Tags: brute force, dp, math, number theory

[malachi_toney_goat's solution](#)

677.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,059 global accepts · Rating: 1500 · first AC: 2022-04-17 · Java 8 (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[malachi_toney_goat's solution](#)

678.

1651C

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679.

1646C

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Quality: 19,520 global accepts · Rating: 1500 · first AC: 2022-03-04 · Java 8 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[malachi_toney_goat's solution](#)

680.

1614C

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Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-11-27 · Java 8 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

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681.

1553D

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[malachi_toney_goat's solution](#)

682.

1515D

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683.

1473C

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684.

1466D

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685.

1439A1

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686.

1431D

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Quality: 486 global accepts · Rating: 1500 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, greedy
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687.

1444A

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688.

1416A

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689.

1404A

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690.

744A

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[malachi_toney_goat's solution](#)

691.

1389C

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Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-07-29 · Kotlin 1.4 (first AC) · Tags: brute force, dp, greedy, two pointers
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692.

1385D

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693.

1136C

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694.

1368C

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695.

1368B

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696.

1366C

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697.

1313C1

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698.

1341C

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699.

1339C

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700.

1203E

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Quality: 14,959 global accepts · Rating: 1500 · first AC: 2020-04-02 · Java 8 (first AC) · Tags: greedy, sortings

[malachi_toney_goat's solution](#)

701.

1332C

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702.

1326D1

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Quality: 13,296 global accepts · Rating: 1500 · first AC: 2020-03-19 · Java 8 (first AC) · Tags: hashing, string suffix structures, strings

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703.

1325C

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Quality: 17,159 global accepts · Rating: 1500 · first AC: 2020-03-14 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

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704.

1307C

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Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · Java 8 (first AC) · Tags: brute force, dp, math, strings

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705.

1304C

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Quality: 17,749 global accepts · Rating: 1500 · first AC: 2020-02-15 · Java 8 (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[malachi_toney_goat's solution](#)

706.

1300C

[Anu Has a Function](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-02-09 · Java 8 (first AC) · Tags: greedy, math

[malachi_toney_goat's solution](#)

707.

1269B

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Quality: 9,616 global accepts · Rating: 1500 · first AC: 2019-12-21 · Java 8 (first AC) · Tags: brute force, sortings

[malachi_toney_goat's solution](#)

708.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2019-11-29 · Java 8 (first AC) · Tags: dfs and similar, dsu, graphs

[malachi_toney_goat's solution](#)

709.

1253C

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Quality: 15,305 global accepts · Rating: 1500 · first AC: 2019-11-16 · Java 8 (first AC) · Tags: dp, greedy, math, sortings

[malachi_toney_goat's solution](#)

710.

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2019-11-05 · Java 8 (first AC) · Tags: greedy

[malachi_toney_goat's solution](#)

711.

1211B

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Quality: 800 global accepts · Rating: 1500 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[malachi_toney_goat's solution](#)

712.

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,081 global accepts · Rating: 1500 · first AC: 2019-08-30 · Java 8 (first AC) · Tags: brute force, implementation

[malachi_toney_goat's solution](#)

713.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-22 · Java 8 (first AC) · Tags: dp, greedy

[malachi_toney_goat's solution](#)

714.

1201B

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Quality: 25,478 global accepts · Rating: 1500 · first AC: 2019-08-04 · Java 8 (first AC) · Tags: greedy, math
[malachi_toney_goat's solution](#)

715.

1196D1

[RGB Substring \(easy version\)](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2019-07-24 · Java 8 (first AC) · Tags: implementation
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716.

1196C

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Quality: 9,772 global accepts · Rating: 1500 · first AC: 2019-07-24 · Java 8 (first AC) · Tags: implementation
[malachi_toney_goat's solution](#)

717.

1178D

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Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · Java 8 (first AC) · Tags: constructive algorithms, greedy, math, number theory
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718.

1186D

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Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-06-28 · Java 8 (first AC) · Tags: constructive algorithms, greedy, math
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719.

1169B

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Quality: 10,733 global accepts · Rating: 1500 · first AC: 2019-05-26 · Java 8 (first AC) · Tags: graphs, implementation
[malachi_toney_goat's solution](#)

720.

1154D

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Quality: 10,546 global accepts · Rating: 1500 · first AC: 2019-04-16 · Java 8 (first AC) · Tags: greedy
[malachi_toney_goat's solution](#)

721.

1119C

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Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[malachi_toney_goat's solution](#)

722.

1141D

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Quality: 8,961 global accepts · Rating: 1500 · first AC: 2019-03-19 · Java 8 (first AC) · Tags: greedy, implementation
[malachi_toney_goat's solution](#)

723.

1114B

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Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings
[malachi_toney_goat's solution](#)

724.

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,663 global accepts · Rating: 1500 · first AC: 2019-02-01 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths
[malachi_toney_goat's solution](#)

725.

1106B

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Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-01-31 · Java 8 (first AC) · Tags: data structures, implementation
[malachi_toney_goat's solution](#)

726.

329B

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727.

1043C

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728.

1054C

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729.

1066B

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730.

441C

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731.

510B

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732.

611C

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733.

839C

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734.

1005D

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735.

545C

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736.

550C

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737.

977E

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738.

2207C

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739.

2207B

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740.

2182D

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741.

2084D

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Quality: 8,844 global accepts · Rating: 1600 · first AC: 2025-04-05 · Java 8 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math
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742.

930B

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Quality: 3,114 global accepts · Rating: 1600 · first AC: 2025-03-15 · Java 8 (first AC) · Tags: implementation, probabilities, strings
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743.

1511D

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744.

2063C

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745.

2061D

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746.

2061C

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Quality: 9,965 global accepts · Rating: 1600 · first AC: 2025-01-20 · Java 8 (first AC) · Tags: 2-sat, combinatorics, dp
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747.

2034D

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[malachi_toney_goat's solution](#)

748.

2028C

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749.

1956C

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Quality: 15,150 global accepts · Rating: 1600 · first AC: 2024-04-13 · Java 8 (first AC) · Tags: constructive algorithms, greedy, math

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750.

1875D

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751.

1886C

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Quality: 16,610 global accepts · Rating: 1600 · first AC: 2023-10-28 · Java 8 (first AC) · Tags: implementation, strings

[malachi_toney_goat's solution](#)

752.

165C

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[malachi_toney_goat's solution](#)

753.

1797C

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[malachi_toney_goat's solution](#)

754.

835C

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Quality: 9,397 global accepts · Rating: 1600 · first AC: 2023-03-28 · Java 8 (first AC) · Tags: dp, implementation

[malachi_toney_goat's solution](#)

755.

1798D

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756.

1796C

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[malachi_toney_goat's solution](#)

757.

1787C

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[malachi_toney_goat's solution](#)

758.

1779C

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[malachi_toney_goat's solution](#)

759.

1774D

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Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-17 · Java 8 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

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760.

1771C

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761.

1748C

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762.

1730B

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763.

1707A

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764.

1677A

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765.

1671D

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[malachi_toney_goat's solution](#)

766.

1665C

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767.

1658D1

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768.

1633D

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[malachi_toney_goat's solution](#)

769.

1632C

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770.

1610C

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771.

1530D

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772.

1539D

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773.

1523C

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774.

1513C

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775.

1503A

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776.

1476C

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777.

1469C

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778.

1452D

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779.

1431C

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780.

1407C

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[malachi_toney_goat's solution](#)

781.

1396A

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Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · Java 8 (first AC) · Tags: constructive algorithms, greedy, number theory
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782.

476C

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783.

845B

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[malachi_toney_goat's solution](#)

784.

735C

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785.

405C

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786.

1062C

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787.

1389B

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788.

1371D

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789.

1373D

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790.

1364C

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791.

1363C

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792.

1346D

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[malachi_toney_goat's solution](#)

793.

1346C

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[malachi_toney_goat's solution](#)

794.

1358C

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[malachi_toney_goat's solution](#)

795.

1347E

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Rating: 1600 · first AC: 2020-05-25 · Kotlin 1.4 (first AC) · Tags: *special, constructive algorithms
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796.

1353D

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797.

1349A

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798.

1352G

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799.

1344A

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800.

1348C

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801.

1342C

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[malachi_toney_goat's solution](#)

802.

1336A

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Quality: 24,671 global accepts · Rating: 1600 · first AC: 2020-04-15 · Java 8 (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
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803.

1334C

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[malachi_toney_goat's solution](#)

804.

1203D1

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Quality: 9,485 global accepts · Rating: 1600 · first AC: 2020-04-02 · Java 8 (first AC) · Tags: greedy, implementation
[malachi_toney_goat's solution](#)

805.

1327C

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Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · Java 8 (first AC) · Tags: constructive algorithms, implementation
[malachi_toney_goat's solution](#)

806.

734C

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[malachi_toney_goat's solution](#)

807.

1284C

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[malachi_toney_goat's solution](#)

808.

1282B2

[K for the Price of One \(Hard Version\)](#) · [Tutorial](#)

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[malachi_toney_goat's solution](#)

809.

1213D2

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Quality: 12,200 global accepts · Rating: 1600 · first AC: 2019-08-30 · Java 8 (first AC) · Tags: brute force, math, sortings
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810.

1196D2

[RGB Substring \(hard version\) · Tutorial](#)

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2019-07-24 · Java 8 (first AC) · Tags: data structures, dp, implementation, two pointers
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811.

1189D1

[Add on a Tree · Tutorial](#)

Rating: 1600 · first AC: 2019-07-05 · Java 8 (first AC) · Tags: trees
[malachi_toney_goat's solution](#)

812.

1165D

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813.

1165E

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Quality: 10,022 global accepts · Rating: 1600 · first AC: 2019-06-24 · Java 8 (first AC) · Tags: greedy, math, sortings
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814.

1151D

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815.

1151B

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Quality: 12,838 global accepts · Rating: 1600 · first AC: 2019-04-18 · Java 8 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp
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816.

979C

[Kuro and Walking Route · Tutorial](#)

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817.

369C

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818.

1099D

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819.

1096C

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820.

1087C

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Rating: 1600 · first AC: 2018-12-23 · Java 8 (first AC) · Tags: implementation
[malachi_toney_goat's solution](#)

821.

1056D

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822.

741B

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823.

954D

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Quality: 7,899 global accepts · Rating: 1600 · first AC: 2018-10-16 · Java 8 (first AC) · Tags: dfs and similar, graphs, shortest paths

[malachi_toney_goat's solution](#)

824.

731C

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Quality: 7,864 global accepts · Rating: 1600 · first AC: 2018-10-06 · Java 8 (first AC) · Tags: dfs and similar, dsu, graphs, greedy

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825.

723D

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[malachi_toney_goat's solution](#)

826.

780C

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827.

1029C

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[malachi_toney_goat's solution](#)

828.

1017C

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Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-09 · Java 8 (first AC) · Tags: constructive algorithms, greedy

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829.

1015D

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Quality: 8,961 global accepts · Rating: 1600 · first AC: 2018-08-05 · Java 8 (first AC) · Tags: constructive algorithms, greedy

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830.

1006E

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831.

2178D

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843.

1942C2

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Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-03-30 · Java 8 (first AC) · Tags: geometry, greedy, math

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844.

1930C

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845.

1916D

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846.

1898C

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847.

1893B

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848.

1889B

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849.

1868B1

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850.

466C

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851.

1864D

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852.

1835A

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Quality: 8,735 global accepts · Rating: 1700 · first AC: 2023-06-18 · Java 8 (first AC) · Tags: brute force, implementation, math
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853.

1826D

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854.

1814B

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855.

1810D

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856.

1798C

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857.

1799C

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858.

1765D

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859.

1792D

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860.

1777C

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1783C

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862.

1779D

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863.

1770C

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864.

1743D

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865.

1709D

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866.

1706D1

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867.

1693B

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1661C

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871.

1658C

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872.

1144F

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873.

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874.

1626C

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876.

1537D

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877.

1503B

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1479A

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881.

1469D

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882.

1464A

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883.

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1381A2

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889.

1217C

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1278C

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1362D

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1346E

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894.

1360F

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895.

1336B

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896.

1333C

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1330D

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898.

1203D2

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1324E

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903.

1314A

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1301C

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1279D

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906.

1260C

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907.

1253D

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1256C

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1211C

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1204C

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1194D

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913.

1169C

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914.

1130D1

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theory

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1111C

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1111B

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918.

219D

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919.

1102E

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920.

1091D

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1087D

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922.

1093D

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923.

1056C

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924.

1079C

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925.

598D

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926.

427C

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927.

276D

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928.

546D

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929.

567C

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930.

118D

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931.

474D

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932.

1015E1

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933.

1006D

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934.

977F

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935.

2211C2

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936.

2182E

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937.

2138C1

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938.

2101B

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939.

2042C

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940.

2032D

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941.

2039C2

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942.

2035D

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943.

1987D

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944.

1965B

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945.

1954D

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946.

1930D1

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947.

1734D

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948.

1922E

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949.

1852B

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950.

1852A

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951.

1805D

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952.

1809D

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953.

1768D

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954.

1758D

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955.

1729E

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956.

1721D

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957.

1713D

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958.

1709C

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959.

687B

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960.

1620C

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Quality: 7,275 global accepts · Rating: 1800 · first AC: 2021-12-20 · Java 8 (first AC) · Tags: brute force, dp, greedy, implementation, math

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961.

1617D1

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962.

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963.

1488B

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964.

1477A

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965.

1466E

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966.

1450D

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968.

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1442A

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970.

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971.

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972.

1396B

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973.

1402A

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974.

301A

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975.

1062D

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976.

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1381B

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Quality: 9,566 global accepts · Rating: 1800 · first AC: 2020-07-21 · Kotlin 1.4 (first AC) · Tags: dp

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1136D

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Quality: 4,001 global accepts · Rating: 1800 · first AC: 2020-06-30 · Kotlin 1.4 (first AC) · Tags: greedy

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979.

645D

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980.

1355C

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981.

1339D

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982.

1334D

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983.

1330C

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Rating: 1800 · first AC: 2020-04-03 · Java 8 (first AC) · Tags: constructive algorithms, greedy

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984.

1328D

[Carousel](#) · [Tutorial](#)

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[malachi_toney_goat's solution](#)

985.

1327E

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986.

1326D2

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987.

1324F

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988.

1304D

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pointers

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989.

1225D

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990.

1295D

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991.

1300D

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992.

1283E

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993.

1213G

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1207D

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997.

1176D

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1154E

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999.

1151C

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1000.

1130D2

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1002.

1084D

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1003.

1096D

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1004.

1076D

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1064D

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1006.

1066D

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1007.

1038D

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1008.

2211D

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1009.

2190B2

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1010.

2180C

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1011.

2173D

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1012.

2157E

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1013.

2138B

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1014.

2129C1

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1015.

2128E1

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1016.

930C

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1017.

2077B

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1018.

2064D

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1019.

2042D

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1020.

2049D

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1021.

2029D

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1022.

2013D

[Minimize the Difference](#) · Tutorial

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

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1023.

2002D1

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1024.

1998C

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1025.

1991E

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1026.

1991D

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Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · Java 8 (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

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1027.

1989D

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Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-07-17 · Java 8 (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

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1028.

1968G1

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Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

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1029.

1957D

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Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-29 · last AC: 2024-04-29 · Java 8 (first AC) · Tags: bitmasks, brute force, dp, math

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1030.

1929D

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Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-04-07 · Java 8 (first AC) · Tags: combinatorics, dp, math, trees

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1031.

1601B

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Quality: 5,503 global accepts · Rating: 1900 · first AC: 2024-03-22 · Java 8 (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

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1032.

1808C

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Quality: 4,334 global accepts · Rating: 1900 · first AC: 2023-12-11 · Java 8 (first AC) · Tags: brute force, dp, greedy, implementation

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1033.

1902E

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1034.

1898D

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Quality: 6,634 global accepts · Rating: 1900 · first AC: 2023-11-19 · Java 8 (first AC) · Tags: greedy, math

[malachi_toney_goat's solution](#)

1035.

1891D

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1036.

1895D

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1882D

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1038.

21A

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1039.

1854A2

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1040.

1842D

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1817B

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19B

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505C

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1044.

1277E

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1797D

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835D

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1800F

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1799D1

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1049.

1787D

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1050.

1777D

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1051.

1774E

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1052.

1747D

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1746D

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1738D

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1055.

1717D

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1704D

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1057.

1707B

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1058.

1701D

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1697D

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1060.

1677C

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1673D

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1659D

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1661D

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1656D

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1647D

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1651D

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1144E

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1627D

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1073.

1479B1

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1439A2

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1434A

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1428D

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448C

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1081.

1371E1

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1082.

1369D

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319B

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362C

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1362E

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1088.

1358D

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1353E

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1348D

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1313C2

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1342D

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1307D

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1155D

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1104.

961E

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1105.

1105D

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1106.

1095F

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1107.

1092F

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1108.

1072D

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1109.

1015E2

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1110.

999D

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2178E

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1112.

2179F

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1113.

2138C2

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1114.

2129C2

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1115.

2126F

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1116.

895C

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1117.

2096D

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1118.

2085D

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1119.

1060E

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1120.

87C

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1121.

2063D

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1122.

2062E1

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1123.

2061E

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1124.

2057D

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1125.

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1126.

2020E

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1127.

1987E

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1128.

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1129.

1984D

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1130.

1937D

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1131.

1956D

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1132.

1893C

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1133.

1891F

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1134.

1889C1

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1135.

1830B

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1136.

776D

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1137.

469D

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1138.

466B

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1139.

21C

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1140.

21B

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1141.

1827B1

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1142.

1815B

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1143.

453B

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1144.

118E

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1145.

1804D

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1146.

1796D

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1147.

1783D

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1148.

1770D

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1149.

1733D2

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1150.

1712D

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1151.

1716D

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1152.

1716C

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1153.

1685B

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1154.

1665D

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1155.

1657D

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1156.

1646D

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1157.

1638D

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1158.

1634D

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1632D

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1160.

1624E

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1161.

1624F

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1162.

1610D

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1163.

1513D

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1164.

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1165.

1427C

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1166.

1426F

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1167.

1416B

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1168.

1388D

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1379C

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1170.

1385E

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1171.

1380D

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1172.

1370D

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1173.

1132F

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1174.

870D

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1175.

1363E

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1176.

1346F

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1359E

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1178.

1359D

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1179.

1088D

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1344B

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1181.

1304E

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1182.

1244C

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1183.

1256F

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1184.

1256E

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1211D

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1186.

1183E

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1187.

1183G

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1188.

2207E1

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1189.

2163D1

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1190.

2159B

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1191.

2135D1

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1192.

2124E

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1193.

2115B

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1194.

2092E

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1195.

1511E

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1196.

1933F

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1197.

768E

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1198.

2061F1

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2040E

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1200.

2031E

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1201.

2029E

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1202.

1998D

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1203.

1975E

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1204.

1942D

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1205.

1930D2

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1206.

319C

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1207.

1493D

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1208.

1924B

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1209.

1808D

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1210.

321C

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1211.

1886D

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1212.

1868B2

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1213.

466E

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1214.

466D

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1215.

1864E

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1216.

1832D1

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1217.

1000E

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1218.

231E

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1219.

1810E

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1220.

1799D2

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1221.

1787E

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1222.

1767C

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1223.

1771D

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1224.

1761D

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Quality: 2,768 global accepts · Rating: 2100 · first AC: 2022-11-20 · last AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

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1225.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-12 · Java 8 (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

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1226.

1710B

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Quality: 2,794 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

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1227.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-05-28 · last AC: 2022-05-28 · Java 8 (first AC) · Tags: data structures, dp

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1228.

1671E

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Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-22 · Java 8 (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

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1229.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · Java 8 (first AC) · Tags: combinatorics, dp, games, math

[malachi_toney_goat's solution](#)

1230.

1626D

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Quality: 4,331 global accepts · Rating: 2100 · first AC: 2022-01-18 · Java 8 (first AC) · Tags: binary search, brute force, greedy, math

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1231.

1614D1

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Quality: 4,479 global accepts · Rating: 2100 · first AC: 2021-12-21 · Java 8 (first AC) · Tags: dp, number theory

[malachi_toney_goat's solution](#)

1232.

1553E

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Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · Java 8 (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[malachi_toney_goat's solution](#)

1233.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · Java 8 (first AC) · Tags: constructive algorithms, greedy, strings

[malachi_toney_goat's solution](#)

1234.

1479B2

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Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-07 · Java 8 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

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1235.

1464B

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Rating: 2100 · first AC: 2020-12-20 · Java 8 (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search
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1236.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 2100 · first AC: 2020-12-06 · Java 8 (first AC) · Tags: constructive algorithms, math
[malachi_toney_goat's solution](#)

1237.

1431G

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Quality: 204 global accepts · Rating: 2100 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, dp, games, greedy
[malachi_toney_goat's solution](#)

1238.

1431F

[Neural Network Problem](#) · [Tutorial](#)

Quality: 161 global accepts · Rating: 2100 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy
[malachi_toney_goat's solution](#)

1239.

1418D

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Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-09-15 · Java 8 (first AC) · Tags: data structures, implementation
[malachi_toney_goat's solution](#)

1240.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,121 global accepts · Rating: 2100 · first AC: 2020-09-04 · Kotlin 1.4 (first AC) · Tags: dp, strings
[malachi_toney_goat's solution](#)

1241.

631D

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Quality: 2,390 global accepts · Rating: 2100 · first AC: 2020-08-18 · Java 8 (first AC) · Tags: data structures, hashing, implementation, string suffix structures, strings
[malachi_toney_goat's solution](#)

1242.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 2100 · first AC: 2020-08-07 · Java 8 (first AC) · Tags: dfs and similar, dp, implementation, shortest paths
[malachi_toney_goat's solution](#)

1243.

1300E

[Water Balance](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-08-04 · Java 8 (first AC) · Tags: data structures, geometry, greedy
[malachi_toney_goat's solution](#)

1244.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-21 · Kotlin 1.4 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
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1245.

1367F1

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

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-06-16 · Kotlin 1.4 (first AC) · Tags: dp, greedy, two pointers

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1246.

1366E

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Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-11 · Kotlin 1.4 (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[malachi_toney_goat's solution](#)

1247.

1365F

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Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-08 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, implementation, sortings

[malachi_toney_goat's solution](#)

1248.

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,418 global accepts · Rating: 2100 · first AC: 2020-05-31 · Kotlin 1.4 (first AC) · Tags: binary search, implementation, interactive, math

[malachi_toney_goat's solution](#)

1249.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,732 global accepts · Rating: 2100 · first AC: 2020-05-18 · Java 8 (first AC) · Tags: dfs and similar, dp, graphs

[malachi_toney_goat's solution](#)

1250.

1355E

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Quality: 5,835 global accepts · Rating: 2100 · first AC: 2020-05-17 · Java 8 (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[malachi_toney_goat's solution](#)

1251.

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2020-05-11 · Java 8 (first AC) · Tags: constructive algorithms, interactive, matrices

[malachi_toney_goat's solution](#)

1252.

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 2100 · first AC: 2020-04-21 · Java 8 (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[malachi_toney_goat's solution](#)

1253.

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2020-04-02 · Java 8 (first AC) · Tags: greedy

[malachi_toney_goat's solution](#)

1254.

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2020-03-29 · last AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[malachi_toney_goat's solution](#)

1255.

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2020-03-22 · Java 8 (first AC) · Tags: data structures, two pointers

[malachi_toney_goat's solution](#)

1256.

1216F

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Quality: 3,102 global accepts · Rating: 2100 · first AC: 2020-03-20 · last AC: 2020-03-20 · Java 8 (first AC) · Tags: data structures, dp, greedy
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1257.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 2100 · first AC: 2019-06-30 · Java 8 (first AC) · Tags: dfs and similar, dp, trees
[malachi_toney_goat's solution](#)

1258.

1183F

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Quality: 2,252 global accepts · Rating: 2100 · first AC: 2019-06-27 · Java 8 (first AC) · Tags: brute force, math, sortings
[malachi_toney_goat's solution](#)

1259.

1106E

[Lunar New Year and Red Envelopes](#) · [Tutorial](#)

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2019-02-02 · GNU C++11 (first AC) · Tags: data structures, dp
[malachi_toney_goat's solution](#)

1260.

837D

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Quality: 7,528 global accepts · Rating: 2100 · first AC: 2019-01-30 · last AC: 2019-01-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, math
[malachi_toney_goat's solution](#)

1261.

2207D

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

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2026-03-08 · Java 8 (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees
[malachi_toney_goat's solution](#)

1262.

2178F

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

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · Java 8 (first AC) · Tags: combinatorics, math, trees
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1263.

2179G

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Quality: 1,209 global accepts · Rating: 2200 · first AC: 2025-12-25 · Java 8 (first AC) · Tags: brute force, interactive, math
[malachi_toney_goat's solution](#)

1264.

2173E

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Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-09 · Java 8 (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings
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1265.

2101C

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Quality: 2,274 global accepts · Rating: 2200 · first AC: 2025-05-11 · Java 8 (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers
[malachi_toney_goat's solution](#)

1266.

555C

[Case of Chocolate](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2025-02-01 · Java 8 (first AC) · Tags: data structures

[malachi_toney_goat's solution](#)

1267.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · Java 8 (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

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1268.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[malachi_toney_goat's solution](#)

1269.

2039E

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Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · Java 8 (first AC) · Tags: combinatorics, dp, implementation, math

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1270.

1998E1

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

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-10 · Java 8 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

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1271.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2024-08-04 · Java 8 (first AC) · Tags: binary search, dp, greedy

[malachi_toney_goat's solution](#)

1272.

1991F

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Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[malachi_toney_goat's solution](#)

1273.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,797 global accepts · Rating: 2200 · first AC: 2024-06-15 · Java 8 (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[malachi_toney_goat's solution](#)

1274.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[malachi_toney_goat's solution](#)

1275.

1968G2

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Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[malachi_toney_goat's solution](#)

1276.

1898E

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1277.

165E

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Quality: 9,386 global accepts · Rating: 2200 · first AC: 2023-10-15 · Java 8 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp
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1278.

19C

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Quality: 1,325 global accepts · Rating: 2200 · first AC: 2023-09-09 · Java 8 (first AC) · Tags: greedy, hashing, string suffix structures
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1279.

1815C

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Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
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1280.

559C

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[malachi_toney_goat's solution](#)

1281.

11D

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1282.

1789D

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1283.

1800G

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1284.

1765H

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1285.

1777E

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1286.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

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1287.

1105E

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1288.

1670E

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Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-06 · Java 8 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees
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1289.

1672E

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1290.

1659E

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1291.

1656E

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Quality: 3,862 global accepts · Rating: 2200 · first AC: 2022-03-26 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar, math, trees
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1292.

1627E

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Quality: 2,792 global accepts · Rating: 2200 · first AC: 2022-01-15 · Java 8 (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers
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1293.

1559E

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Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-16 · Java 8 (first AC) · Tags: combinatorics, dp, fft, math, number theory
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1294.

1537F

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Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-18 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math
[malachi_toney_goat's solution](#)

1295.

1515E

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Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-05-02 · Java 8 (first AC) · Tags: combinatorics, dp, math
[malachi_toney_goat's solution](#)

1296.

1488E

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

Quality: 231 global accepts · Rating: 2200 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, data structures, dp
[malachi_toney_goat's solution](#)

1297.

1437E

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

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2020-10-27 · Kotlin 1.4 (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[malachi_toney_goat's solution](#)

1298.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · Java 8 (first AC) · Tags: binary search, data structures, greedy, math, sortings

[malachi_toney_goat's solution](#)

1299.

1407D

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Quality: 5,705 global accepts · Rating: 2200 · first AC: 2020-09-08 · Java 8 (first AC) · Tags: data structures, dp, graphs

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1300.

809B

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Quality: 1,777 global accepts · Rating: 2200 · first AC: 2020-07-20 · Kotlin 1.4 (first AC) · Tags: binary search, interactive

[malachi_toney_goat's solution](#)

1301.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-25 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[malachi_toney_goat's solution](#)

1302.

1353F

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

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-05-14 · Java 8 (first AC) · Tags: brute force, dp

[malachi_toney_goat's solution](#)

1303.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2020-05-13 · Java 8 (first AC) · Tags: binary search, interactive, number theory, probabilities

[malachi_toney_goat's solution](#)

1304.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2020-05-12 · Java 8 (first AC) · Tags: dp, sortings

[malachi_toney_goat's solution](#)

1305.

713B

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

Quality: 1,508 global accepts · Rating: 2200 · first AC: 2020-05-12 · Java 8 (first AC) · Tags: binary search, constructive algorithms, interactive

[malachi_toney_goat's solution](#)

1306.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,757 global accepts · Rating: 2200 · first AC: 2020-05-09 · Java 8 (first AC) · Tags: binary search, brute force, interactive

[malachi_toney_goat's solution](#)

1307.

1303E

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Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-02-13 · Java 8 (first AC) · Tags: dp, strings

[malachi_toney_goat's solution](#)

1308.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2200 · first AC: 2019-05-01 · Java 8 (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[malachi_toney_goat's solution](#)

1309.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-08 · GNU C++11 (first AC) · Tags: dp

[malachi_toney_goat's solution](#)

1310.

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2019-01-30 · GNU C++11 (first AC) · Tags: dp

[malachi_toney_goat's solution](#)

1311.

2190C

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

Quality: 1,293 global accepts · Rating: 2300 · first AC: 2026-01-17 · Java 8 (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[malachi_toney_goat's solution](#)

1312.

2182F1

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

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-29 · Java 8 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[malachi_toney_goat's solution](#)

1313.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2025-12-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[malachi_toney_goat's solution](#)

1314.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2300 · first AC: 2025-10-12 · Java 8 (first AC) · Tags: combinatorics, graph matchings, math

[malachi_toney_goat's solution](#)

1315.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 2300 · first AC: 2025-08-30 · Java 8 (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[malachi_toney_goat's solution](#)

1316.

2129C3

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

Quality: 1,664 global accepts · Rating: 2300 · first AC: 2025-08-02 · Java 8 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[malachi_toney_goat's solution](#)

1317.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[malachi_toney_goat's solution](#)

1318.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-02-17 · Java 8 (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees
[malachi_toney_goat's solution](#)

1319.

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2025-02-16 · Java 8 (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math
[malachi_toney_goat's solution](#)

1320.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings
[malachi_toney_goat's solution](#)

1321.

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2024-11-24 · Java 8 (first AC) · Tags: combinatorics, dp, math
[malachi_toney_goat's solution](#)

1322.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-10 · Java 8 (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees
[malachi_toney_goat's solution](#)

1323.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees
[malachi_toney_goat's solution](#)

1324.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · Java 8 (first AC) · Tags: brute force, data structures, dp
[malachi_toney_goat's solution](#)

1325.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2024-07-27 · Java 8 (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle
[malachi_toney_goat's solution](#)

1326.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-29 · Java 8 (first AC) · Tags: combinatorics, dp, math
[malachi_toney_goat's solution](#)

1327.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2024-06-14 · last AC: 2024-06-14 · Java 8 (first AC) · Tags: dp
[malachi_toney_goat's solution](#)

1328.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · Java 8 (first AC) · Tags: constructive algorithms, greedy, strings
[malachi_toney_goat's solution](#)

1329.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-04-12 · Java 8 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees
[malachi_toney_goat's solution](#)

1330.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2300 · first AC: 2024-04-07 · Java 8 (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees
[malachi_toney_goat's solution](#)

1331.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · Java 8 (first AC) · Tags: combinatorics, games
[malachi_toney_goat's solution](#)

1332.

316C2

[Tidying Up](#) · [Tutorial](#)

Quality: 668 global accepts · Rating: 2300 · first AC: 2024-02-09 · last AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings
[malachi_toney_goat's solution](#)

1333.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[malachi_toney_goat's solution](#)

1334.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-03 · Java 8 (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers
[malachi_toney_goat's solution](#)

1335.

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-10-01 · Java 8 (first AC) · Tags: dp, graphs, greedy, math, probabilities
[malachi_toney_goat's solution](#)

1336.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-09-09 · Java 8 (first AC) · Tags: data structures, dp, geometry, greedy, math
[malachi_toney_goat's solution](#)

1337.

1151F

[Sonya and Informatics](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2023-09-02 · Java 8 (first AC) · Tags: combinatorics, dp, matrices, probabilities
[malachi_toney_goat's solution](#)

1338.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-28 · Java 8 (first AC) · Tags: data structures, implementation, sortings
[malachi_toney_goat's solution](#)

1339.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2023-05-04 · Java 8 (first AC) · Tags: dp, strings
[malachi_toney_goat's solution](#)

1340.

858F

[Wizard's Tour](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 2300 · first AC: 2023-04-22 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[malachi_toney_goat's solution](#)

1341.

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,287 global accepts · Rating: 2300 · first AC: 2023-04-20 · last AC: 2023-04-20 · Java 8 (first AC) · Tags: dfs and similar, graphs
[malachi_toney_goat's solution](#)

1342.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-02 · Java 8 (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers
[malachi_toney_goat's solution](#)

1343.

1798E

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

Quality: 2,063 global accepts · Rating: 2300 · first AC: 2023-03-27 · last AC: 2023-03-27 · Java 8 (first AC) · Tags: brute force, dp
[malachi_toney_goat's solution](#)

1344.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2300 · first AC: 2023-01-08 · Java 8 (first AC) · Tags: brute force, data structures, math, number theory
[malachi_toney_goat's solution](#)

1345.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-05 · last AC: 2023-01-05 · Java 8 (first AC) · Tags: combinatorics, math, number theory
[malachi_toney_goat's solution](#)

1346.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-12 · Java 8 (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees
[malachi_toney_goat's solution](#)

1347.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, two pointers
[malachi_toney_goat's solution](#)

1348.

1658D2

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

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-31 · last AC: 2022-03-31 · Java 8 (first AC) · Tags: bitmasks, brute force, data structures, math

[malachi_toney_goat's solution](#)

1349.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-24 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[malachi_toney_goat's solution](#)

1350.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[malachi_toney_goat's solution](#)

1351.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2021-06-27 · Java 8 (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[malachi_toney_goat's solution](#)

1352.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2021-04-11 · Java 8 (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[malachi_toney_goat's solution](#)

1353.

1488F

[Dogecoin](#) · [Tutorial](#)

Quality: 190 global accepts · Rating: 2300 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, binary search, data structures

[malachi_toney_goat's solution](#)

1354.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-01-29 · Java 8 (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[malachi_toney_goat's solution](#)

1355.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · Java 8 (first AC) · Tags: constructive algorithms, divide and conquer

[malachi_toney_goat's solution](#)

1356.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · Java 8 (first AC) · Tags: dp, greedy, implementation

[malachi_toney_goat's solution](#)

1357.

1379D

[New Passenger Trams](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2020-07-20 · Kotlin 1.4 (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[malachi_toney_goat's solution](#)

1358.

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2020-07-18 · Kotlin 1.4 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[malachi_toney_goat's solution](#)

1359.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,823 global accepts · Rating: 2300 · first AC: 2020-07-18 · last AC: 2020-07-18 · Kotlin 1.4 (first AC) · Tags: data structures, greedy, implementation, trees

[malachi_toney_goat's solution](#)

1360.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2020-07-16 · Kotlin 1.4 (first AC) · Tags: data structures, dsu, implementation, trees

[malachi_toney_goat's solution](#)

1361.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-01 · Kotlin 1.4 (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[malachi_toney_goat's solution](#)

1362.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2020-05-12 · Java 8 (first AC) · Tags: dp, sortings

[malachi_toney_goat's solution](#)

1363.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2020-04-02 · Java 8 (first AC) · Tags: dp, greedy

[malachi_toney_goat's solution](#)

1364.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2300 · first AC: 2020-03-30 · last AC: 2020-04-02 · Java 8 (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[malachi_toney_goat's solution](#)

1365.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-03-25 · Java 8 (first AC) · Tags: data structures, dp

[malachi_toney_goat's solution](#)

1366.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2019-12-24 · Java 8 (first AC) · Tags: constructive algorithms, interactive, strings

[malachi_toney_goat's solution](#)

1367.

1255F

[Point Ordering](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-11-26 · Java 8 (first AC) · Tags: geometry, interactive

[malachi_toney_goat's solution](#)

1368.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-07-20 · Java 8 (first AC) · Tags: math, matrices, number theory, two pointers

[malachi_toney_goat's solution](#)

1369.

2207E2

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

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-10 · Java 8 (first AC) · Tags: combinatorics, constructive algorithms, math
[malachi_toney_goat's solution](#)

1370.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-04-19 · Java 8 (first AC) · Tags: greedy, implementation, sortings
[malachi_toney_goat's solution](#)

1371.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,793 global accepts · Rating: 2400 · first AC: 2025-04-13 · Java 8 (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers
[malachi_toney_goat's solution](#)

1372.

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2025-03-19 · Java 8 (first AC) · Tags: binary search, constructive algorithms, interactive
[malachi_toney_goat's solution](#)

1373.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-20 · Java 8 (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings
[malachi_toney_goat's solution](#)

1374.

929D

[A5C4@C=C,,GC0KCR 2D 0D\\$0](#)

Quality: 159 global accepts · Rating: 2400 · first AC: 2025-02-05 · Java 8 (first AC) · Tags: —
[malachi_toney_goat's solution](#)

1375.

2063F1

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

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees
[malachi_toney_goat's solution](#)

1376.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-21 · last AC: 2024-12-21 · Java 8 (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive
[malachi_toney_goat's solution](#)

1377.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-02 · Java 8 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
[malachi_toney_goat's solution](#)

1378.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings
[malachi_toney_goat's solution](#)

1379.

1993F1

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

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[malachi_toney_goat's solution](#)

1380.

1174F

[Ehab and the Big Finale · Tutorial](#)

Quality: 1,960 global accepts · Rating: 2400 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[malachi_toney_goat's solution](#)

1381.

1879E

[Interactive Game with Coloring · Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2024-06-18 · Java 8 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[malachi_toney_goat's solution](#)

1382.

815C

[Karen and Supermarket · Tutorial](#)

Quality: 3,320 global accepts · Rating: 2400 · first AC: 2024-06-12 · last AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, trees

[malachi_toney_goat's solution](#)

1383.

1984E

[Shuffle · Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[malachi_toney_goat's solution](#)

1384.

1981D

[Turtle and Multiplication · Tutorial](#)

Quality: 2,129 global accepts · Rating: 2400 · first AC: 2024-06-01 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[malachi_toney_goat's solution](#)

1385.

733E

[Sleep in Class · Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2024-05-20 · Java 8 (first AC) · Tags: constructive algorithms, data structures, math, two pointers

[malachi_toney_goat's solution](#)

1386.

1973D

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

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-18 · Java 8 (first AC) · Tags: brute force, interactive, math

[malachi_toney_goat's solution](#)

1387.

1969E

[Unique Array · Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-05-10 · last AC: 2024-05-10 · Java 8 (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[malachi_toney_goat's solution](#)

1388.

1913E

[Matrix Problem · Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2024-02-02 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[malachi_toney_goat's solution](#)

1389.

866D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 2400 · first AC: 2024-01-24 · Java 8 (first AC) · Tags: data structures, greedy, two pointers

[malachi_toney_goat's solution](#)

1390.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 2400 · first AC: 2019-03-29 · last AC: 2023-10-18 · Java 8 (first AC) · Tags: data structures, divide and conquer, trees

[malachi_toney_goat's solution](#)

1391.

1874B

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

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

[malachi_toney_goat's solution](#)

1392.

21D

[Traveling Graph](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 2400 · first AC: 2023-09-20 · Java 8 (first AC) · Tags: bitmasks, graph matchings, graphs

[malachi_toney_goat's solution](#)

1393.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · Java 8 (first AC) · Tags: combinatorics, dp, implementation, math, trees

[malachi_toney_goat's solution](#)

1394.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2400 · first AC: 2023-09-09 · Java 8 (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[malachi_toney_goat's solution](#)

1395.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2023-09-01 · Java 8 (first AC) · Tags: dp

[malachi_toney_goat's solution](#)

1396.

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2400 · first AC: 2023-07-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing

[malachi_toney_goat's solution](#)

1397.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2023-06-30 · last AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[malachi_toney_goat's solution](#)

1398.

1832D2

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

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-05-12 · Java 8 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[malachi_toney_goat's solution](#)

1399.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-08 · Java 8 (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[malachi_toney_goat's solution](#)

1400.

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2023-04-15 · Java 8 (first AC) · Tags: dfs and similar, graphs, trees

[malachi_toney_goat's solution](#)

1401.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-18 · Java 8 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[malachi_toney_goat's solution](#)

1402.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-03-05 · last AC: 2023-03-05 · Java 8 (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[malachi_toney_goat's solution](#)

1403.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-02-05 · last AC: 2023-02-05 · Java 8 (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[malachi_toney_goat's solution](#)

1404.

1792E

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

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2023-01-26 · Java 8 (first AC) · Tags: brute force, dfs and similar, dp, number theory

[malachi_toney_goat's solution](#)

1405.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-01-22 · Java 8 (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[malachi_toney_goat's solution](#)

1406.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2023-01-01 · Java 8 (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[malachi_toney_goat's solution](#)

1407.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2400 · first AC: 2022-12-21 · last AC: 2022-12-21 · Java 8 (first AC) · Tags: binary search, dp

[malachi_toney_goat's solution](#)

1408.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-04-30 · Java 8 (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[malachi_toney_goat's solution](#)

1409.

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2022-03-02 · Kotlin 1.4 (first AC) · Tags: dp, greedy

[malachi_toney_goat's solution](#)

1410.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-19 · Java 8 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[malachi_toney_goat's solution](#)

1411.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · Java 8 (first AC) · Tags: combinatorics, dp, games, math

[malachi_toney_goat's solution](#)

1412.

1626E

[Black and White Tree](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2022-01-22 · Java 8 (first AC) · Tags: dfs and similar, greedy, trees

[malachi_toney_goat's solution](#)

1413.

1617D2

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

Quality: 2,032 global accepts · Rating: 2400 · first AC: 2021-12-16 · Java 8 (first AC) · Tags: constructive algorithms, implementation, interactive, math

[malachi_toney_goat's solution](#)

1414.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,551 global accepts · Rating: 2400 · first AC: 2021-05-12 · Java 8 (first AC) · Tags: divide and conquer, dp, fft, math

[malachi_toney_goat's solution](#)

1415.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2021-01-14 · last AC: 2021-01-15 · Java 8 (first AC) · Tags: graphs, shortest paths

[malachi_toney_goat's solution](#)

1416.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2020-12-18 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[malachi_toney_goat's solution](#)

1417.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2020-09-15 · Java 8 (first AC) · Tags: binary search, combinatorics, probabilities

[malachi_toney_goat's solution](#)

1418.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,616 global accepts · Rating: 2400 · first AC: 2020-08-06 · last AC: 2020-08-13 · Java 8 (first AC) · Tags: data structures, dp, geometry

[malachi_toney_goat's solution](#)

1419.

1061F

[Lost Root](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2400 · first AC: 2020-07-07 · last AC: 2020-07-07 · Kotlin 1.4 (first AC) · Tags: interactive, probabilities
[malachi_toney_goat's solution](#)

1420.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-07-01 · Kotlin 1.4 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[malachi_toney_goat's solution](#)

1421.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-06-20 · last AC: 2020-06-21 · Kotlin 1.4 (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[malachi_toney_goat's solution](#)

1422.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2020-05-12 · Java 8 (first AC) · Tags: constructive algorithms, interactive, number theory

[malachi_toney_goat's solution](#)

1423.

2182F2

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

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-30 · last AC: 2025-12-30 · Java 8 (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[malachi_toney_goat's solution](#)

1424.

2101D

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

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2025-05-11 · last AC: 2025-12-18 · Java 8 (first AC) · Tags: data structures, implementation, sortings, two pointers

[malachi_toney_goat's solution](#)

1425.

2163D2

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

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2025-11-18 · Java 8 (first AC) · Tags: binary search, interactive, math, sortings

[malachi_toney_goat's solution](#)

1426.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2025-10-12 · Java 8 (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[malachi_toney_goat's solution](#)

1427.

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-09-07 · Java 8 (first AC) · Tags: brute force, constructive algorithms, interactive, math

[malachi_toney_goat's solution](#)

1428.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-06-15 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[malachi_toney_goat's solution](#)

1429.

930D

[Game with Tokens](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2500 · first AC: 2025-02-09 · last AC: 2025-02-09 · Java 8 (first AC) · Tags: data structures, games,

implementation

[malachi_toney_goat's solution](#)

1430.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · last AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[malachi_toney_goat's solution](#)

1431.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[malachi_toney_goat's solution](#)

1432.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · Java 8 (first AC) · Tags: constructive algorithms, graphs, greedy

[malachi_toney_goat's solution](#)

1433.

1987F1

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

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-08-21 · Java 8 (first AC) · Tags: dp

[malachi_toney_goat's solution](#)

1434.

1998E2

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

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-14 · Java 8 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[malachi_toney_goat's solution](#)

1435.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,142 global accepts · Rating: 2500 · first AC: 2024-08-02 · Java 8 (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[malachi_toney_goat's solution](#)

1436.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2500 · first AC: 2024-06-17 · Java 8 (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[malachi_toney_goat's solution](#)

1437.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-17 · Java 8 (first AC) · Tags: brute force, dp, math

[malachi_toney_goat's solution](#)

1438.

1973E

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

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-05-17 · Java 8 (first AC) · Tags: graphs, math, sortings

[malachi_toney_goat's solution](#)

1439.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-30 · Java 8 (first AC) · Tags: combinatorics, dp, math, probabilities

[malachi_toney_goat's solution](#)

1440.

1814D

[Balancing Weapons](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-04-06 · last AC: 2023-04-06 · Java 8 (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[malachi_toney_goat's solution](#)

1441.

1809F

[Traveling in Berland](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2500 · first AC: 2023-03-23 · Java 8 (first AC) · Tags: binary search, data structures, graphs, greedy, implementation

[malachi_toney_goat's solution](#)

1442.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 969 global accepts · Rating: 2500 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, math, number theory

[malachi_toney_goat's solution](#)

1443.

1796E

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

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-03-02 · Java 8 (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[malachi_toney_goat's solution](#)

1444.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2023-02-21 · Java 8 (first AC) · Tags: combinatorics, fft

[malachi_toney_goat's solution](#)

1445.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,158 global accepts · Rating: 2500 · first AC: 2023-02-17 · last AC: 2023-02-17 · Java 8 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[malachi_toney_goat's solution](#)

1446.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2022-12-16 · Java 8 (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[malachi_toney_goat's solution](#)

1447.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2022-11-25 · Java 8 (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[malachi_toney_goat's solution](#)

1448.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[malachi_toney_goat's solution](#)

1449.

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2022-03-18 · Java 8 (first AC) · Tags: data structures, dfs and similar, greedy

[malachi_toney_goat's solution](#)

1450.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-09-24 · last AC: 2021-09-24 · Kotlin 1.4 (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[malachi_toney_goat's solution](#)

1451.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2021-07-13 · Java 8 (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[malachi_toney_goat's solution](#)

1452.

1488G

[Painting Numbers](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 2500 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, data structures, greedy, number theory

[malachi_toney_goat's solution](#)

1453.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2020-09-12 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[malachi_toney_goat's solution](#)

1454.

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2020-08-21 · last AC: 2020-08-21 · Java 8 (first AC) · Tags: data structures, geometry, math, sortings

[malachi_toney_goat's solution](#)

1455.

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2019-10-20 · Java 8 (first AC) · Tags: binary search, data structures, dp, dsu

[malachi_toney_goat's solution](#)

1456.

1067C

[Knights](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2026-03-25 · last AC: 2026-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[malachi_toney_goat's solution](#)

1457.

2138D

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

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[malachi_toney_goat's solution](#)

1458.

2128E2

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

Quality: 796 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers

[malachi_toney_goat's solution](#)

1459.

2064F

[We Be Summing](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 2600 · first AC: 2025-02-17 · Java 8 (first AC) · Tags: binary search, data structures, dp, two pointers

[malachi_toney_goat's solution](#)

1460.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, matrices

[malachi_toney_goat's solution](#)

1461.

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-08-25 · Java 8 (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[malachi_toney_goat's solution](#)

1462.

1987F2

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

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-08-21 · Java 8 (first AC) · Tags: dp

[malachi_toney_goat's solution](#)

1463.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2024-08-02 · Java 8 (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[malachi_toney_goat's solution](#)

1464.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-06-20 · last AC: 2024-06-20 · Java 8 (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[malachi_toney_goat's solution](#)

1465.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-07 · Java 8 (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[malachi_toney_goat's solution](#)

1466.

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[malachi_toney_goat's solution](#)

1467.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-09-02 · Java 8 (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[malachi_toney_goat's solution](#)

1468.

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-31 · last AC: 2023-08-31 · Java 8 (first AC) · Tags: bitmasks, dp, math

[malachi_toney_goat's solution](#)

1469.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2023-02-19 · Java 8 (first AC) · Tags: constructive algorithms, interactive, probabilities

[malachi_toney_goat's solution](#)

1470.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-05-27 · Java 8 (first AC) · Tags: brute force, constructive algorithms, greedy
[malachi_toney_goat's solution](#)

1471.

982E

[Billiard](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2022-03-26 · Java 8 (first AC) · Tags: geometry, number theory
[malachi_toney_goat's solution](#)

1472.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2021-07-10 · last AC: 2021-07-10 · Kotlin 1.4 (first AC) · Tags: data structures, greedy, sortings
[malachi_toney_goat's solution](#)

1473.

1398G

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

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2021-05-01 · last AC: 2021-05-02 · Java 8 (first AC) · Tags: bitmasks, fft, math, number theory
[malachi_toney_goat's solution](#)

1474.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,205 global accepts · Rating: 2600 · first AC: 2020-08-13 · Java 8 (first AC) · Tags: data structures, dp, geometry
[malachi_toney_goat's solution](#)

1475.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2020-07-12 · Kotlin 1.4 (first AC) · Tags: greedy, math, probabilities
[malachi_toney_goat's solution](#)

1476.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-07-02 · Kotlin 1.4 (first AC) · Tags: data structures, divide and conquer, greedy
[malachi_toney_goat's solution](#)

1477.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2600 · first AC: 2020-05-19 · last AC: 2020-05-19 · Java 8 (first AC) · Tags: binary search, interactive, probabilities
[malachi_toney_goat's solution](#)

1478.

2163E

[Plegma](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2025-11-15 · Java 8 (first AC) · Tags: bitmasks, combinatorics, communication, interactive
[malachi_toney_goat's solution](#)

1479.

2071F

[Towering Arrays](#) · [Tutorial](#)

Quality: 333 global accepts · Rating: 2700 · first AC: 2025-03-08 · last AC: 2025-03-08 · Java 8 (first AC) · Tags: binary search, data structures
[malachi_toney_goat's solution](#)

1480.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2025-03-01 · Java 8 (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[malachi_toney_goat's solution](#)

1481.

2063F2

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

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[malachi_toney_goat's solution](#)

1482.

2049F

[MEX OR Mania](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 2700 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dsu, implementation

[malachi_toney_goat's solution](#)

1483.

2032F

[Peanuts](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2700 · first AC: 2024-11-07 · Java 8 (first AC) · Tags: combinatorics, dp, games, math

[malachi_toney_goat's solution](#)

1484.

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2024-08-25 · last AC: 2024-08-25 · Java 8 (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[malachi_toney_goat's solution](#)

1485.

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[malachi_toney_goat's solution](#)

1486.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-07-31 · Java 8 (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[malachi_toney_goat's solution](#)

1487.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[malachi_toney_goat's solution](#)

1488.

1715F

[Crop Squares](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2024-06-20 · last AC: 2024-06-20 · Java 8 (first AC) · Tags: constructive algorithms, geometry, interactive, math

[malachi_toney_goat's solution](#)

1489.

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings

[malachi_toney_goat's solution](#)

1490.

367E

[Sereja and Intervals](#) · [Tutorial](#)

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2023-09-07 · Java 8 (first AC) · Tags: combinatorics, dp
[malachi_toney_goat's solution](#)

1491.

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2023-03-26 · Java 8 (first AC) · Tags: fft, math, strings
[malachi_toney_goat's solution](#)

1492.

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2023-03-09 · Java 8 (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings
[malachi_toney_goat's solution](#)

1493.

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2022-12-24 · last AC: 2022-12-25 · Java 8 (first AC) · Tags: binary search, hashing, string suffix structures
[malachi_toney_goat's solution](#)

1494.

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2700 · first AC: 2022-03-28 · Java 8 (first AC) · Tags: brute force, constructive algorithms, greedy, math
[malachi_toney_goat's solution](#)

1495.

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2021-12-22 · last AC: 2021-12-22 · Java 8 (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees
[malachi_toney_goat's solution](#)

1496.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-06-21 · Kotlin 1.4 (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees
[malachi_toney_goat's solution](#)

1497.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2025-12-18 · Java 8 (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy
[malachi_toney_goat's solution](#)

1498.

2031F

[Penchick and Even Medians](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2800 · first AC: 2024-11-16 · Java 8 (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities
[malachi_toney_goat's solution](#)

1499.

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2024-08-29 · last AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers
[malachi_toney_goat's solution](#)

1500.

1993F2

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

Quality: 544 global accepts · Rating: 2800 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[malachi_toney_goat's solution](#)

1501.

1826F

[Fading into Fog](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2800 · first AC: 2024-06-22 · Java 8 (first AC) · Tags: geometry, interactive, math, probabilities

[malachi_toney_goat's solution](#)

1502.

613D

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

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2024-06-12 · last AC: 2024-06-12 · Java 8 (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[malachi_toney_goat's solution](#)

1503.

1371F

[Raging Thunder](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2800 · first AC: 2023-07-01 · Java 8 (first AC) · Tags: data structures, divide and conquer, implementation

[malachi_toney_goat's solution](#)

1504.

19D

[Points](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2800 · first AC: 2023-06-27 · last AC: 2023-06-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[malachi_toney_goat's solution](#)

1505.

750F

[New Year and Finding Roots](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2800 · first AC: 2020-07-22 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, implementation, interactive, trees

[malachi_toney_goat's solution](#)

1506.

2111G

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

Quality: 398 global accepts · Rating: 2900 · first AC: 2025-11-27 · Java 8 (first AC) · Tags: binary search, bitmasks, brute force, data structures, interactive

[malachi_toney_goat's solution](#)

1507.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2025-11-26 · last AC: 2025-11-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[malachi_toney_goat's solution](#)

1508.

930E

[Coins Exhibition](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2900 · first AC: 2025-03-13 · Java 8 (first AC) · Tags: data structures, dp, math

[malachi_toney_goat's solution](#)

1509.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-02-09 · last AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[malachi_toney_goat's solution](#)

1510.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2025-02-01 · Java 8 (first AC) · Tags: constructive algorithms, graphs, interactive
[malachi_toney_goat's solution](#)

1511.

2042E

[Vertex Pairs](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2900 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, divide and conquer, greedy, implementation, trees
[malachi_toney_goat's solution](#)

1512.

2030G1

[The Destruction of the Universe \(Easy Version\)](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2900 · first AC: 2024-11-02 · Java 8 (first AC) · Tags: combinatorics, greedy, math
[malachi_toney_goat's solution](#)

1513.

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2023-05-08 · last AC: 2023-05-08 · Java 8 (first AC) · Tags: combinatorics, dp
[malachi_toney_goat's solution](#)

1514.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2023-04-15 · Java 8 (first AC) · Tags: dfs and similar, divide and conquer, dsu
[malachi_toney_goat's solution](#)

1515.

763D

[Timofey and a flat tree](#) · [Tutorial](#)

Quality: 646 global accepts · Rating: 2900 · first AC: 2023-03-03 · last AC: 2023-03-03 · Java 8 (first AC) · Tags: data structures, graphs, hashing, shortest paths, trees
[malachi_toney_goat's solution](#)

1516.

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2025-04-11 · last AC: 2025-04-11 · Java 8 (first AC) · Tags: binary search, data structures, dp
[malachi_toney_goat's solution](#)

1517.

2086F

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

Quality: 142 global accepts · Rating: 3000 · first AC: 2025-04-06 · Java 8 (first AC) · Tags: brute force, constructive algorithms, interactive
[malachi_toney_goat's solution](#)

1518.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2025-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, interactive
[malachi_toney_goat's solution](#)

1519.

2075F

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

Quality: 521 global accepts · Rating: 3000 · first AC: 2025-03-18 · Java 8 (first AC) · Tags: binary search, brute force, data structures, implementation
[malachi_toney_goat's solution](#)

1520.

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2024-05-20 · Java 8 (first AC) · Tags: binary search, interactive, trees
[malachi_toney_goat's solution](#)

1521.

2118F

[Shifts and Swaps](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3100 · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, hashing, trees
[malachi_toney_goat's solution](#)

1522.

1647F

[Madoka and Laziness](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 3100 · first AC: 2022-03-14 · Java 8 (first AC) · Tags: dp, greedy
[malachi_toney_goat's solution](#)

1523.

2096G

[Wonderful Guessing Game](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3200 · first AC: 2025-04-26 · Java 8 (first AC) · Tags: bitmasks, constructive algorithms, interactive
[malachi_toney_goat's solution](#)

1524.

2077F

[AND x OR](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3300 · first AC: 2025-04-18 · last AC: 2025-04-18 · Java 8 (first AC) · Tags: bitmasks, constructive algorithms, dp
[malachi_toney_goat's solution](#)

1525.

2222D

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

Quality: 3,194 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings
[malachi_toney_goat's solution](#)

1526.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: — · first AC: 2026-04-25 · Java 8 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[malachi_toney_goat's solution](#)

1527.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[malachi_toney_goat's solution](#)

1528.

2222B

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

Quality: 7,289 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[malachi_toney_goat's solution](#)

1529.

2222A

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

Quality: 10,013 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math
[malachi_toney_goat's solution](#)

1530.

105837D

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

Rating: — · first AC: 2025-04-13 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1531.

105822E

[Anti-Sorting Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-07 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1532.

105666B

[Monster Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1533.

105666C

[Not-So-Long Increasing Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-04 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1534.

105667C

[MIT Tour](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-02 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1535.

105667A

[Toy Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1536.

105667B

[Snakes on a Grid](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-28 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1537.

105666A

[Number Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-28 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1538.

103427G

[Encoded Strings II](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1539.

103427I

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

Rating: — · first AC: 2024-05-30 · last AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1540.

103427B

[Bitwise Exclusive-OR Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-29 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1541.

103427H

[Line Graph Matching](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-27 · last AC: 2024-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1542.

103427F

[Encoded Strings I](#) · Tutorial

Rating: — · first AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1543.

103427M

[String Problem](#) · Tutorial

Rating: — · first AC: 2024-05-26 · last AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1544.

103427E

[Edward Gaming, the Champion](#) · Tutorial

Rating: — · first AC: 2024-05-26 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1545.

105125D

[Subarray Majority](#) · Tutorial

Rating: — · first AC: 2024-05-21 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1546.

103202H

[The Boomsday Project](#) · Tutorial

Rating: — · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1547.

1952F

[Grid](#) · Tutorial

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · Java 8 (first AC) · Tags: *special, brute force

[malachi_toney_goat's solution](#)

1548.

103202D

[Journey to Un'Goro](#) · Tutorial

Rating: — · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1549.

103202K

[Scholomance Academy](#) · Tutorial

Rating: — · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1550.

104757I

[ISBN Conversion](#) · Tutorial

Rating: — · first AC: 2024-02-21 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1551.

102433F

[Carny Magician](#) · Tutorial

Rating: — · first AC: 2024-02-19 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1552.

102433M

[Maze Connect](#) · Tutorial

Rating: — · first AC: 2024-02-19 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1553.

102433A

[Radio Prize](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-19 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1554.

103202F

[Kobolds and Catacombs](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-26 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1555.

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-24 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1556.

104090G

[Subgraph Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-19 · last AC: 2024-01-19 · Java 21 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1557.

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1558.

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-13 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1559.

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-12 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1560.

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-08 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1561.

104396E

[LCM Plus GCD](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1562.

104396L

[Architect](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-28 · last AC: 2023-12-28 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1563.

104396K

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

Rating: — · first AC: 2023-12-26 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1564.

104396J

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

Rating: — · first AC: 2023-12-26 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1565.

104396A

[Today's Word](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-26 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1566.

104396F

[Timaeus](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-26 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1567.

104396H

[Neil's Machine](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-25 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1568.

104396I

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-25 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1569.

104369F

[Traveling in Cells](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1570.

104369E

[New but Nostalgic Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-18 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1571.

104369B

[Base Station Construction](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-17 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1572.

104369D

[New Houses](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-16 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1573.

104369I

[Path Planning](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-15 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1574.

104369K

[Peg Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-14 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1575.

104369C

[Trading](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-14 · Java 11 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1576.

104369A

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

Rating: — · first AC: 2023-12-14 · Java 11 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1577.

102452I

[Incoming Asteroids](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1578.

102452E

[Erasing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-09 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1579.

102452J

[Junior Mathematician](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1580.

102452G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-05 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1581.

102452D

[Defining Labels](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-05 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1582.

102452B

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-05 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1583.

103373F

[Flip](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-27 · last AC: 2023-06-25 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1584.

101617A

[Ducks in a Row](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-14 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1585.

101617E

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

Rating: — · first AC: 2023-05-14 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1586.

101617H

[Security Badges](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1587.

101617D

[Jumping Haybales](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-04 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1588.

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-24 · last AC: 2023-02-24 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1589.

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-23 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1590.

104114I

[Inadequate Operation](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-23 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1591.

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-23 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1592.

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-23 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1593.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-23 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1594.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-23 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1595.

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1596.

103373H

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-30 · last AC: 2023-01-30 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1597.

103373E

[Eatcoin](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-27 · Python 3 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1598.

103373G

[Garden Park](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1599.

103373C

[A Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-27 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1600.

103373B

[Aliquot Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-27 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1601.

103373D

[Drunk Passenger](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-27 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1602.

103373A

[Olympic Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-27 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1603.

103373J

[JavaScript](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1604.

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-04 · last AC: 2022-04-04 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1605.

103470I

[Cloud Retainer's Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-16 · last AC: 2022-02-16 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1606.

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-13 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1607.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-13 · last AC: 2022-02-13 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1608.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-13 · Java 8 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1609.

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: —

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1614.

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1616.

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1617.

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1618.

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1619.

1533A

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1620.

102875I

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1621.

102875D

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1622.

102875H

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1623.

102875J

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1624.

102875C

[Cats](#) · Tutorial

Rating: — · first AC: 2020-12-15 · Java 8 (first AC) · Tags: —
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1625.

1432E

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Rating: — · first AC: 2020-11-07 · Kotlin 1.4 (first AC) · Tags: *special, greedy
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1626.

1432D

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1627.

1432C

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Rating: — · first AC: 2020-11-07 · Kotlin 1.4 (first AC) · Tags: *special, math
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1628.

1432B

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Rating: — · first AC: 2020-11-07 · Kotlin 1.4 (first AC) · Tags: *special, math
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1629.

1432A

[A+B \(Trial Problem\)](#) · Tutorial

Rating: — · first AC: 2020-11-07 · Kotlin 1.4 (first AC) · Tags: *special

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1630.

101617G

[Rainbow Roads](#) · Tutorial

Rating: — · first AC: 2020-07-08 · Kotlin 1.4 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1631.

101617J

[Treasure Map](#) · Tutorial

Rating: — · first AC: 2020-07-07 · Kotlin 1.4 (first AC) · Tags: —

[malachi_toney_goat's solution](#)

1632.

101617I

[Star Arrangements](#) · Tutorial

Rating: — · first AC: 2020-07-07 · Kotlin 1.4 (first AC) · Tags: —

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1633.

1297F

[Movie Fan](#) · Tutorial

Quality: 127 global accepts · Rating: — · first AC: 2020-05-27 · Kotlin 1.4 (first AC) · Tags: *special, data structures, greedy, implementation, sortings

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1634.

1297E

[Modernization of Treeland](#) · Tutorial

Quality: 218 global accepts · Rating: — · first AC: 2020-05-27 · Kotlin 1.4 (first AC) · Tags: *special, dfs and similar, trees

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1635.

1297D

[Bonus Distribution](#) · Tutorial

Quality: 274 global accepts · Rating: — · first AC: 2020-05-27 · last AC: 2020-05-27 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy, sortings

[malachi_toney_goat's solution](#)

1636.

1297C

[Dream Team](#) · Tutorial

Quality: 414 global accepts · Rating: — · first AC: 2020-05-27 · Kotlin 1.4 (first AC) · Tags: *special, greedy

[malachi_toney_goat's solution](#)

1637.

1297B

[Cartoons](#) · Tutorial

Quality: 433 global accepts · Rating: — · first AC: 2020-05-26 · last AC: 2020-05-26 · Kotlin 1.4 (first AC) · Tags: *special, implementation, sortings

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1638.

1297A

[Likes Display](#) · Tutorial

Quality: 958 global accepts · Rating: — · first AC: 2020-05-26 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[malachi_toney_goat's solution](#)

1639.

1331C

[...And after happily lived ever they](#) · Tutorial

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-01 · Java 8 (first AC) · Tags: *special, bitmasks

[malachi_toney_goat's solution](#)

1640.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · Java 8 (first AC) · Tags: *special, math, number theory
[malachi_toney_goat's solution](#)

1641.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · Java 8 (first AC) · Tags: *special, implementation
[malachi_toney_goat's solution](#)

1642.

1331A

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Quality: 17,508 global accepts · Rating: — · first AC: 2020-04-01 · Java 8 (first AC) · Tags: *special
[malachi_toney_goat's solution](#)