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Unique solved — maroonrk

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

Sort: Problem rating · easier first

Filters: none

Count: 2,644

1.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,674 global accepts · Rating: 800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
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2.

2157A

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

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3.

2183A

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Quality: 23,665 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games
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4.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,731 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
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5.

2180B

[Ashmal](#) · [Tutorial](#)

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6.

2180A

[Carnival Wheel](#) · [Tutorial](#)

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7.

2172A

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8.

2161A

[Round Trip](#) · [Tutorial](#)

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9.

2164A

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10.

2127A

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11.

2122A

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12.

2124A

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13.

2096A

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14.

2084A

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15.

2062A

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16.

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17.

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18.

2048A

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19.

2034A

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20.

2039A

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23.

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25.

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26.

1750B

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1750A

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28.

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29.

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30.

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31.

1984A

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32.

1975A

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33.

1942A

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34.

1948A

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35.

1930A

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36.

1919B

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42.

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46.

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48.

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52.

1787A

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54.

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55.

1774A

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56.

1773F

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1764A

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58.

1761A

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59.

1740B

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60.

1740A

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61.

1746B

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62.

1746A

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63.

1738A

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64.

1704A

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66.

1684B

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67.

1684A

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68.

1672B

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69.

1672A

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70.

1656A

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71.

1654B

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72.

1654A

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73.

1637A

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74.

1621A

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75.

1616A

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76.

1615A

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77.

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78.

1586A

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79.

1566B

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80.

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81.

1556A

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82.

1552A

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83.

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84.

1530B

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85.

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86.

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87.

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88.

1515A

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89.

1517A

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90.

1491A

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91.

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92.

1466A

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93.

1450A

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94.

1428A

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95.

1408A

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96.

794A

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97.

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98.

1392A

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99.

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100.

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102.

1305A

[Kuron and the Gifts](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[maroonrk's solution](#)

103.

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[maroonrk's solution](#)

104.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,797 global accepts · Rating: 800 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[maroonrk's solution](#)

105.

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[maroonrk's solution](#)

106.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,585 global accepts · Rating: 800 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[maroonrk's solution](#)

107.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[maroonrk's solution](#)

108.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,815 global accepts · Rating: 800 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math
[maroonrk's solution](#)

109.

1250F

[Data Center](#) · [Tutorial](#)

Quality: 8,384 global accepts · Rating: 800 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[maroonrk's solution](#)

110.

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[maroonrk's solution](#)

111.

1209A

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

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[maroonrk's solution](#)

112.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[maroonrk's solution](#)

113.

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,546 global accepts · Rating: 800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[maroonrk's solution](#)

114.

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,648 global accepts · Rating: 800 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[maroonrk's solution](#)

115.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 800 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[maroonrk's solution](#)

116.

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

Quality: 43,803 global accepts · Rating: 800 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[maroonrk's solution](#)

117.

1091A

[New Year and the Christmas Ornament](#) · [Tutorial](#)

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[maroonrk's solution](#)

118.

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,277 global accepts · Rating: 800 · first AC: 2018-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[maroonrk's solution](#)

119.

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2018-11-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[maroonrk's solution](#)

120.

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 800 · first AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[maroonrk's solution](#)

121.

1054A

[Elevator or Stairs?](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[maroonrk's solution](#)

122.

750A

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

Quality: 92,548 global accepts · Rating: 800 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math
[maroonrk's solution](#)

123.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,849 global accepts · Rating: 900 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[maroonrk's solution](#)

124.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,581 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings
[maroonrk's solution](#)

125.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,750 global accepts · Rating: 900 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[maroonrk's solution](#)

126.

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

greedy

[maroonrk's solution](#)

127.

2035B

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

Quality: 20,571 global accepts · Rating: 900 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[maroonrk's solution](#)

128.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,569 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[maroonrk's solution](#)

129.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,420 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

[maroonrk's solution](#)

130.

1779B

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

Quality: 25,065 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[maroonrk's solution](#)

131.

1737A

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

Quality: 10,850 global accepts · Rating: 900 · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[maroonrk's solution](#)

132.

1764B

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

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[maroonrk's solution](#)

133.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,534 global accepts · Rating: 900 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[maroonrk's solution](#)

134.

1696B

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

Quality: 36,314 global accepts · Rating: 900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[maroonrk's solution](#)

135.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,097 global accepts · Rating: 900 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[maroonrk's solution](#)

136.

1609A

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

Quality: 18,895 global accepts · Rating: 900 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

[maroonrk's solution](#)

137.

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: math
[maroonrk's solution](#)

138.

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: graph matchings, greedy, math, sortings
[maroonrk's solution](#)

139.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,031 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings
[maroonrk's solution](#)

140.

765A

[Neverending competitions](#) · [Tutorial](#)

Quality: 9,560 global accepts · Rating: 900 · first AC: 2020-06-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[maroonrk's solution](#)

141.

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,954 global accepts · Rating: 900 · first AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings
[maroonrk's solution](#)

142.

913A

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

Quality: 24,178 global accepts · Rating: 900 · first AC: 2020-06-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[maroonrk's solution](#)

143.

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,015 global accepts · Rating: 900 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[maroonrk's solution](#)

144.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,720 global accepts · Rating: 900 · first AC: 2020-04-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math
[maroonrk's solution](#)

145.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[maroonrk's solution](#)

146.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,019 global accepts · Rating: 900 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: math
[maroonrk's solution](#)

147.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

148.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,526 global accepts · Rating: 900 · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[maroonrk's solution](#)

149.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2019-05-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs
[maroonrk's solution](#)

150.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: math
[maroonrk's solution](#)

151.

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2018-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

152.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,328 global accepts · Rating: 900 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[maroonrk's solution](#)

153.

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,318 global accepts · Rating: 900 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[maroonrk's solution](#)

154.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,249 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory
[maroonrk's solution](#)

155.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,269 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[maroonrk's solution](#)

156.

2057B

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

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[maroonrk's solution](#)

157.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,763 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, two pointers
[maroonrk's solution](#)

158.

2039B

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

Quality: 17,293 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[maroonrk's solution](#)

159.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[maroonrk's solution](#)

160.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,908 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[maroonrk's solution](#)

161.

1975B

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

Quality: 21,068 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[maroonrk's solution](#)

162.

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[maroonrk's solution](#)

163.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,904 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[maroonrk's solution](#)

164.

1876A

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

Quality: 34,911 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[maroonrk's solution](#)

165.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[maroonrk's solution](#)

166.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[maroonrk's solution](#)

167.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[maroonrk's solution](#)

168.

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[maroonrk's solution](#)

169.

1770B

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

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

170.

1770A

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

Quality: 25,243 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[maroonrk's solution](#)

171.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,714 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[maroonrk's solution](#)

172.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,909 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
[maroonrk's solution](#)

173.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[maroonrk's solution](#)

174.

1515B

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

Quality: 27,062 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory
[maroonrk's solution](#)

175.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,037 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy
[maroonrk's solution](#)

176.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[maroonrk's solution](#)

177.

724A

[Checking the Calendar](#) · [Tutorial](#)

Quality: 7,555 global accepts · Rating: 1000 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[maroonrk's solution](#)

178.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[maroonrk's solution](#)

179.

1266A

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

Quality: 17,511 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math
[maroonrk's solution](#)

180.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: math
[maroonrk's solution](#)

181.

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[maroonrk's solution](#)

182.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,052 global accepts · Rating: 1000 · first AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation
[maroonrk's solution](#)

183.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,069 global accepts · Rating: 1000 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[maroonrk's solution](#)

184.

981B

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

Quality: 8,045 global accepts · Rating: 1000 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[maroonrk's solution](#)

185.

958B1

[Maximum Control \(easy\)](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1000 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[maroonrk's solution](#)

186.

2183B

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

Quality: 16,171 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[maroonrk's solution](#)

187.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[maroonrk's solution](#)

188.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[maroonrk's solution](#)

189.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,568 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings
[maroonrk's solution](#)

190.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory
[maroonrk's solution](#)

191.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry
[maroonrk's solution](#)

192.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, strings
[maroonrk's solution](#)

193.

1991B

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

Quality: 18,902 global accepts · Rating: 1100 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[maroonrk's solution](#)

194.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[maroonrk's solution](#)

195.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,953 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[maroonrk's solution](#)

196.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[maroonrk's solution](#)

197.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,531 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[maroonrk's solution](#)

198.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[maroonrk's solution](#)

199.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,613 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[maroonrk's solution](#)

200.

1842B

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

Quality: 25,533 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[maroonrk's solution](#)

201.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,802 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers
[maroonrk's solution](#)

202.

1787B

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

Quality: 14,890 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[maroonrk's solution](#)

203.

1726B

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

Quality: 16,847 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[maroonrk's solution](#)

204.

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[maroonrk's solution](#)

205.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[maroonrk's solution](#)

206.

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,803 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers
[maroonrk's solution](#)

207.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math
[maroonrk's solution](#)

208.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,708 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[maroonrk's solution](#)

209.

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[maroonrk's solution](#)

210.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,382 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers
[maroonrk's solution](#)

211.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[maroonrk's solution](#)

212.

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[maroonrk's solution](#)

213.

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[maroonrk's solution](#)

214.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings
[maroonrk's solution](#)

215.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[maroonrk's solution](#)

216.

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,553 global accepts · Rating: 1100 · first AC: 2020-06-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings
[maroonrk's solution](#)

217.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,476 global accepts · Rating: 1100 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[maroonrk's solution](#)

218.

1033B

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

Quality: 11,953 global accepts · Rating: 1100 · first AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[maroonrk's solution](#)

219.

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,319 global accepts · Rating: 1100 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[maroonrk's solution](#)

220.

1060B

[Maximum Sum of Digits](#) · [Tutorial](#)

Quality: 9,497 global accepts · Rating: 1100 · first AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[maroonrk's solution](#)

221.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,127 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[maroonrk's solution](#)

222.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,694 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[maroonrk's solution](#)

223.

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,893 global accepts · Rating: 1200 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[maroonrk's solution](#)

224.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,553 global accepts · Rating: 1200 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[maroonrk's solution](#)

225.

2135A

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

Quality: 18,328 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[maroonrk's solution](#)

226.

2062C

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

Quality: 18,387 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[maroonrk's solution](#)

227.

2048C

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

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[maroonrk's solution](#)

228.

2046A

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

Quality: 16,808 global accepts · Rating: 1200 · first AC: 2024-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[maroonrk's solution](#)

229.

2039C1

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

Quality: 13,518 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[maroonrk's solution](#)

230.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[maroonrk's solution](#)

231.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[maroonrk's solution](#)

232.

1975C

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

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy
[maroonrk's solution](#)

233.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy
[maroonrk's solution](#)

234.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,881 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
[maroonrk's solution](#)

235.

1909B

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

Quality: 30,952 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[maroonrk's solution](#)

236.

1874A

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

Quality: 19,386 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation
[maroonrk's solution](#)

237.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,107 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[maroonrk's solution](#)

238.

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[maroonrk's solution](#)

239.

1738B

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

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[maroonrk's solution](#)

240.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,789 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[maroonrk's solution](#)

241.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[maroonrk's solution](#)

242.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[maroonrk's solution](#)

243.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[maroonrk's solution](#)

244.

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[maroonrk's solution](#)

245.

1586B

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

Rating: 1200 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, trees

[maroonrk's solution](#)

246.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[maroonrk's solution](#)

247.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[maroonrk's solution](#)

248.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,575 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[maroonrk's solution](#)

249.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-05-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, implementation

[maroonrk's solution](#)

250.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[maroonrk's solution](#)

251.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math, sortings
[maroonrk's solution](#)

252.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[maroonrk's solution](#)

253.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation
[maroonrk's solution](#)

254.

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,269 global accepts · Rating: 1200 · first AC: 2020-08-20 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math
[maroonrk's solution](#)

255.

1392C

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

Quality: 19,594 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[maroonrk's solution](#)

256.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2020-07-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[maroonrk's solution](#)

257.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[maroonrk's solution](#)

258.

765C

[Table Tennis Game 2](#) · [Tutorial](#)

Quality: 7,429 global accepts · Rating: 1200 · first AC: 2020-06-24 · C++17 (GCC 9-64) (first AC) · Tags: math
[maroonrk's solution](#)

259.

908B

[New Year and Buggy Bot](#) · [Tutorial](#)

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[maroonrk's solution](#)

260.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,462 global accepts · Rating: 1200 · first AC: 2020-06-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, trees
[maroonrk's solution](#)

261.

914B

[Conan and Agasa play a Card Game](#) · [Tutorial](#)

Quality: 9,061 global accepts · Rating: 1200 · first AC: 2020-04-06 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, implementation
[maroonrk's solution](#)

262.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

strings, two pointers
[maroonrk's solution](#)

263.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[maroonrk's solution](#)

264.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[maroonrk's solution](#)

265.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[maroonrk's solution](#)

266.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[maroonrk's solution](#)

267.

1023A

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

Quality: 9,263 global accepts · Rating: 1200 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[maroonrk's solution](#)

268.

1028B

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

Quality: 10,241 global accepts · Rating: 1200 · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[maroonrk's solution](#)

269.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,197 global accepts · Rating: 1200 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[maroonrk's solution](#)

270.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[maroonrk's solution](#)

271.

1184A1

[Heidi Learns Hashing \(Easy\)](#) · [Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[maroonrk's solution](#)

272.

1149A

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

Quality: 17,893 global accepts · Rating: 1200 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[maroonrk's solution](#)

273.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[maroonrk's solution](#)

274.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,945 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[maroonrk's solution](#)

275.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[maroonrk's solution](#)

276.

958C1

[Encryption \(easy\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 1200 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[maroonrk's solution](#)

277.

2201A1

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

Quality: 11,047 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[maroonrk's solution](#)

278.

2187A

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

Quality: 15,867 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[maroonrk's solution](#)

279.

2172M

[Maximum Distance To Port](#) · [Tutorial](#)

Quality: 5,815 global accepts · Rating: 1300 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[maroonrk's solution](#)

280.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,105 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[maroonrk's solution](#)

281.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,689 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[maroonrk's solution](#)

282.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[maroonrk's solution](#)

283.

2129A

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

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[maroonrk's solution](#)

284.

2124C

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

Quality: 14,590 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[maroonrk's solution](#)

285.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,427 global accepts · Rating: 1300 · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[maroonrk's solution](#)

286.

2023A

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

Quality: 16,567 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[maroonrk's solution](#)

287.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1300 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[maroonrk's solution](#)

288.

1984C1

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

Quality: 20,151 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[maroonrk's solution](#)

289.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[maroonrk's solution](#)

290.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,475 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[maroonrk's solution](#)

291.

1889A

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

Quality: 15,321 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[maroonrk's solution](#)

292.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[maroonrk's solution](#)

293.

1868A

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

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[maroonrk's solution](#)

294.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,279 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[maroonrk's solution](#)

295.

1844C

[Particles](#) · [Tutorial](#)

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

[maroonrk's solution](#)

296.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[maroonrk's solution](#)

297.

1815A

[Ilan and Array Sorting](#) · [Tutorial](#)

Quality: 15,973 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[maroonrk's solution](#)

298.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[maroonrk's solution](#)

299.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: two pointers

[maroonrk's solution](#)

300.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,274 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[maroonrk's solution](#)

301.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math

[maroonrk's solution](#)

302.

1753A1

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

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[maroonrk's solution](#)

303.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[maroonrk's solution](#)

304.

1726C

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

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[maroonrk's solution](#)

305.

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[maroonrk's solution](#)

306.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[maroonrk's solution](#)

307.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[maroonrk's solution](#)

308.

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,824 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[maroonrk's solution](#)

309.

1601A

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

Quality: 21,088 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[maroonrk's solution](#)

310.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[maroonrk's solution](#)

311.

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[maroonrk's solution](#)

312.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[maroonrk's solution](#)

313.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[maroonrk's solution](#)

314.

1470A

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Quality: 29,384 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[maroonrk's solution](#)

315.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings
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316.

1446A

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Quality: 17,719 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[maroonrk's solution](#)

317.

1381A1

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

Quality: 21,721 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, strings
[maroonrk's solution](#)

318.

840A

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Quality: 7,471 global accepts · Rating: 1300 · first AC: 2020-07-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings
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319.

889A

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

Rating: 1300 · first AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, trees
[maroonrk's solution](#)

320.

871A

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

Rating: 1300 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory
[maroonrk's solution](#)

321.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[maroonrk's solution](#)

322.

1322A

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Quality: 12,887 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[maroonrk's solution](#)

323.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[maroonrk's solution](#)

324.

956A

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[maroonrk's solution](#)

325.

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings
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326.

1220B

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Quality: 12,135 global accepts · Rating: 1300 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[maroonrk's solution](#)

327.

932B

[Recursive Queries](#) · [Tutorial](#)

Quality: 9,260 global accepts · Rating: 1300 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar
[maroonrk's solution](#)

328.

634A

[Island Puzzle](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 1300 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[maroonrk's solution](#)

329.

1237B

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Quality: 22,772 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers
[maroonrk's solution](#)

330.

1037C

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Quality: 20,112 global accepts · Rating: 1300 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
[maroonrk's solution](#)

331.

1037B

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Quality: 10,877 global accepts · Rating: 1300 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[maroonrk's solution](#)

332.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[maroonrk's solution](#)

333.

1209B

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Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[maroonrk's solution](#)

334.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[maroonrk's solution](#)

335.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,675 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[maroonrk's solution](#)

336.

1063A

[Oh Those Palindromes](#) · [Tutorial](#)

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[maroonrk's solution](#)

337.

1055B

[Alice and Hairdresser](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2019-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation
[maroonrk's solution](#)

338.

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2018-07-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers
[maroonrk's solution](#)

339.

750B

[New Year and North Pole](#) · [Tutorial](#)

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation
[maroonrk's solution](#)

340.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1400 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[maroonrk's solution](#)

341.

2190B1

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

Quality: 10,670 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers
[maroonrk's solution](#)

342.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,698 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
[maroonrk's solution](#)

343.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings
[maroonrk's solution](#)

344.

2097A

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Quality: 8,582 global accepts · Rating: 1400 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings
[maroonrk's solution](#)

345.

2084C

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

Quality: 11,709 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
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346.

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · last AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[maroonrk's solution](#)

347.

2034C

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

Quality: 9,138 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[maroonrk's solution](#)

348.

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2024-11-19 · last AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[maroonrk's solution](#)

349.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[maroonrk's solution](#)

350.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy, sortings

[maroonrk's solution](#)

351.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[maroonrk's solution](#)

352.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[maroonrk's solution](#)

353.

1967B1

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

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[maroonrk's solution](#)

354.

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[maroonrk's solution](#)

355.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[maroonrk's solution](#)

356.

1919C

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

Quality: 28,575 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[maroonrk's solution](#)

357.

1909C

[Heavy Intervals](#) · [Tutorial](#)

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

358.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
[maroonrk's solution](#)

359.

1893A

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

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

360.

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[maroonrk's solution](#)

361.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,765 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[maroonrk's solution](#)

362.

1854A1

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

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

363.

1844D

[Row Major](#) · [Tutorial](#)

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

364.

1830A

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Quality: 20,316 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[maroonrk's solution](#)

365.

1824A

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Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
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366.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
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367.

1764C

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Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy
[maroonrk's solution](#)

368.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[maroonrk's solution](#)

369.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings
[maroonrk's solution](#)

370.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[maroonrk's solution](#)

371.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,269 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings
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372.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings
[maroonrk's solution](#)

373.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,761 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings
[maroonrk's solution](#)

374.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers
[maroonrk's solution](#)

375.

1609C

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

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[maroonrk's solution](#)

376.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy
[maroonrk's solution](#)

377.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,986 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings
[maroonrk's solution](#)

378.

1515C

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

Quality: 18,750 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[maroonrk's solution](#)

379.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation
[maroonrk's solution](#)

380.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation
[maroonrk's solution](#)

381.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[maroonrk's solution](#)

382.

1408B

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Quality: 10,454 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[maroonrk's solution](#)

383.

866A

[Save the problem!](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-07-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math
[maroonrk's solution](#)

384.

843A

[Sorting by Subsequences](#) · [Tutorial](#)

Quality: 5,959 global accepts · Rating: 1400 · first AC: 2020-07-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, implementation, math, sortings
[maroonrk's solution](#)

385.

1375C

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

Quality: 22,949 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[maroonrk's solution](#)

386.

868B

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Quality: 3,907 global accepts · Rating: 1400 · first AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[maroonrk's solution](#)

387.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[maroonrk's solution](#)

388.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, sortings
[maroonrk's solution](#)

389.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,445 global accepts · Rating: 1400 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[maroonrk's solution](#)

390.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation
[maroonrk's solution](#)

391.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings
[maroonrk's solution](#)

392.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[maroonrk's solution](#)

393.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[maroonrk's solution](#)

394.

1276A

[As Simple as One and Two](#) · [Tutorial](#)

Quality: 12,949 global accepts · Rating: 1400 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
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395.

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[maroonrk's solution](#)

396.

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
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397.

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers
[maroonrk's solution](#)

398.

1184B1

[The Doctor Meets Vader \(Easy\)](#) · [Tutorial](#)

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings
[maroonrk's solution](#)

399.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,581 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
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400.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[maroonrk's solution](#)

401.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[maroonrk's solution](#)

402.

981C

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees
[maroonrk's solution](#)

403.

958D1

[Hyperspace Jump \(easy\)](#) · [Tutorial](#)

Quality: 2,233 global accepts · Rating: 1400 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, math
[maroonrk's solution](#)

404.

958A1

[Death Stars \(easy\)](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 1400 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[maroonrk's solution](#)

405.

2183D1

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

Quality: 8,851 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[maroonrk's solution](#)

406.

2183C

[War Strategy](#) · [Tutorial](#)

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

[maroonrk's solution](#)

407.

2115A

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

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-05-31 · last AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[maroonrk's solution](#)

408.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[maroonrk's solution](#)

409.

2057C

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

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[maroonrk's solution](#)

410.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[maroonrk's solution](#)

411.

1924A

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

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[maroonrk's solution](#)

412.

1876B

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

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

[maroonrk's solution](#)

413.

1842C

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

Quality: 16,492 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[maroonrk's solution](#)

414.

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,755 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[maroonrk's solution](#)

415.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[maroonrk's solution](#)

416.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,551 global accepts · Rating: 1500 · first AC: 2023-03-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[maroonrk's solution](#)

417.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[maroonrk's solution](#)

418.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation, math
[maroonrk's solution](#)

419.

1740D

[Knowledge Cards](#) · [Tutorial](#)

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

420.

1753A2

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

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[maroonrk's solution](#)

421.

1738C

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

Quality: 12,773 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math
[maroonrk's solution](#)

422.

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[maroonrk's solution](#)

423.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,151 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms
[maroonrk's solution](#)

424.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation
[maroonrk's solution](#)

425.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation, math
[maroonrk's solution](#)

426.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[maroonrk's solution](#)

427.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, two pointers

[maroonrk's solution](#)

428.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,881 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[maroonrk's solution](#)

429.

566F

[Clique in the Divisibility Graph](#) · [Tutorial](#)

Quality: 4,301 global accepts · Rating: 1500 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[maroonrk's solution](#)

430.

1515D

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

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[maroonrk's solution](#)

431.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, trees

[maroonrk's solution](#)

432.

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[maroonrk's solution](#)

433.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[maroonrk's solution](#)

434.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[maroonrk's solution](#)

435.

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[maroonrk's solution](#)

436.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[maroonrk's solution](#)

437.

809A

[Do you want a date?](#) · [Tutorial](#)

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, sortings
[maroonrk's solution](#)

438.

853A

[Planning](#) · [Tutorial](#)

Quality: 6,190 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[maroonrk's solution](#)

439.

860A

[Did you mean...](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-07-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[maroonrk's solution](#)

440.

875B

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

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2020-07-13 · C++17 (GCC 9-64) (first AC) · Tags: dsu, implementation, sortings, two pointers
[maroonrk's solution](#)

441.

790A

[Bear and Different Names](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[maroonrk's solution](#)

442.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[maroonrk's solution](#)

443.

1368B

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

Quality: 21,425 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
[maroonrk's solution](#)

444.

868C

[Qualification Rounds](#) · [Tutorial](#)

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp
[maroonrk's solution](#)

445.

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

Quality: 9,944 global accepts · Rating: 1500 · first AC: 2020-06-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp
[maroonrk's solution](#)

446.

908C

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

Quality: 7,202 global accepts · Rating: 1500 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation, math
[maroonrk's solution](#)

447.

891A

[Pride](#) · [Tutorial](#)

Quality: 14,278 global accepts · Rating: 1500 · first AC: 2020-05-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[maroonrk's solution](#)

448.

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[maroonrk's solution](#)

449.

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2020-04-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, trees

[maroonrk's solution](#)

450.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,344 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[maroonrk's solution](#)

451.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[maroonrk's solution](#)

452.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[maroonrk's solution](#)

453.

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[maroonrk's solution](#)

454.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings

[maroonrk's solution](#)

455.

1299A

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

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[maroonrk's solution](#)

456.

960B

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

Quality: 12,393 global accepts · Rating: 1500 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[maroonrk's solution](#)

457.

930A

[Peculiar apple-tree](#) · [Tutorial](#)

Quality: 8,387 global accepts · Rating: 1500 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[maroonrk's solution](#)

458.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[maroonrk's solution](#)

459.

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2020-01-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, sortings
[maroonrk's solution](#)

460.

1264A

[Beautiful Regional Contest](#) · [Tutorial](#)

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[maroonrk's solution](#)

461.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[maroonrk's solution](#)

462.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[maroonrk's solution](#)

463.

1250L

[Divide The Students](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[maroonrk's solution](#)

464.

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,290 global accepts · Rating: 1500 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: math
[maroonrk's solution](#)

465.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[maroonrk's solution](#)

466.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[maroonrk's solution](#)

467.

1179A

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

Quality: 11,796 global accepts · Rating: 1500 · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[maroonrk's solution](#)

468.

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,337 global accepts · Rating: 1500 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers
[maroonrk's solution](#)

469.

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs
[maroonrk's solution](#)

470.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[maroonrk's solution](#)

471.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[maroonrk's solution](#)

472.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2018-12-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[maroonrk's solution](#)

473.

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[maroonrk's solution](#)

474.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,227 global accepts · Rating: 1500 · first AC: 2018-12-07 · C++17 (GCC 7-32) (first AC) · Tags: math
[maroonrk's solution](#)

475.

1054C

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

Quality: 4,488 global accepts · Rating: 1500 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[maroonrk's solution](#)

476.

958F1

[Lightsabers \(easy\)](#) · [Tutorial](#)

Quality: 1,816 global accepts · Rating: 1500 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[maroonrk's solution](#)

477.

2207C

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

Quality: 5,444 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math

[maroonrk's solution](#)

478.

2207B

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

Quality: 5,803 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[maroonrk's solution](#)

479.

2157D

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

Quality: 6,004 global accepts · Rating: 1600 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[maroonrk's solution](#)

480.

2172F

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

Quality: 3,890 global accepts · Rating: 1600 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, math

[maroonrk's solution](#)

481.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,261 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[maroonrk's solution](#)

482.

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[maroonrk's solution](#)

483.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[maroonrk's solution](#)

484.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,959 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp

[maroonrk's solution](#)

485.

2048D

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

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[maroonrk's solution](#)

486.

2046B

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

Quality: 10,867 global accepts · Rating: 1600 · first AC: 2024-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[maroonrk's solution](#)

487.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[maroonrk's solution](#)

488.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,615 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[maroonrk's solution](#)

489.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[maroonrk's solution](#)

490.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[maroonrk's solution](#)

491.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,272 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[maroonrk's solution](#)

492.

1782C

[Equal Frequencies](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[maroonrk's solution](#)

493.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[maroonrk's solution](#)

494.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[maroonrk's solution](#)

495.

1753B

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

Quality: 14,994 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[maroonrk's solution](#)

496.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,444 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[maroonrk's solution](#)

497.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[maroonrk's solution](#)

498.

1677A

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

Quality: 9,354 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp
[maroonrk's solution](#)

499.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,194 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, math
[maroonrk's solution](#)

500.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees
[maroonrk's solution](#)

501.

1610C

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

Quality: 15,620 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy
[maroonrk's solution](#)

502.

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[maroonrk's solution](#)

503.

1566D2

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

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
[maroonrk's solution](#)

504.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math
[maroonrk's solution](#)

505.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees
[maroonrk's solution](#)

506.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,985 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees
[maroonrk's solution](#)

507.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,606 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[maroonrk's solution](#)

508.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[maroonrk's solution](#)

509.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[maroonrk's solution](#)

510.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, two pointers
[maroonrk's solution](#)

511.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory, two pointers
[maroonrk's solution](#)

512.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory
[maroonrk's solution](#)

513.

830B

[Cards Sorting](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 1600 · first AC: 2020-08-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings
[maroonrk's solution](#)

514.

860B

[Polycarp's phone book](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-07-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, implementation, strings
[maroonrk's solution](#)

515.

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[maroonrk's solution](#)

516.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2020-06-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy
[maroonrk's solution](#)

517.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory
[maroonrk's solution](#)

518.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory, sortings
[maroonrk's solution](#)

519.

793B

[Igor and his way to work](#) · [Tutorial](#)

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[maroonrk's solution](#)

520.

906A

[Shockers](#) · [Tutorial](#)

Quality: 4,420 global accepts · Rating: 1600 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[maroonrk's solution](#)

521.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,664 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
[maroonrk's solution](#)

522.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,782 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory
[maroonrk's solution](#)

523.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,991 global accepts · Rating: 1600 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[maroonrk's solution](#)

524.

956B

[Three-level Laser](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers
[maroonrk's solution](#)

525.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,900 global accepts · Rating: 1600 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation
[maroonrk's solution](#)

526.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[maroonrk's solution](#)

527.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,329 global accepts · Rating: 1600 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[maroonrk's solution](#)

528.

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,113 global accepts · Rating: 1600 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, probabilities, strings
[maroonrk's solution](#)

529.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation
[maroonrk's solution](#)

530.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[maroonrk's solution](#)

531.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[maroonrk's solution](#)

532.

1261B1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[maroonrk's solution](#)

533.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[maroonrk's solution](#)

534.

1025B

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

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory
[maroonrk's solution](#)

535.

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math
[maroonrk's solution](#)

536.

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[maroonrk's solution](#)

537.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, sortings
[maroonrk's solution](#)

538.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games

[maroonrk's solution](#)

539.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,987 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings

[maroonrk's solution](#)

540.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[maroonrk's solution](#)

541.

1071A

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[maroonrk's solution](#)

542.

1184D1

[Parallel Universes \(Easy\)](#) · [Tutorial](#)

Quality: 2,789 global accepts · Rating: 1600 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[maroonrk's solution](#)

543.

1184C1

[Heidi and the Turing Test \(Easy\)](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 1600 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[maroonrk's solution](#)

544.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: trees

[maroonrk's solution](#)

545.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, two pointers

[maroonrk's solution](#)

546.

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-03-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[maroonrk's solution](#)

547.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, strings

[maroonrk's solution](#)

548.

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[maroonrk's solution](#)

549.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2019-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and

similar, greedy, trees
[maroonrk's solution](#)

550.

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[maroonrk's solution](#)

551.

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,721 global accepts · Rating: 1600 · first AC: 2018-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees
[maroonrk's solution](#)

552.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2018-11-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[maroonrk's solution](#)

553.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers
[maroonrk's solution](#)

554.

966A

[Stairs and Elevators](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy
[maroonrk's solution](#)

555.

958E1

[Guard Duty \(easy\)](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1600 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, math
[maroonrk's solution](#)

556.

948C

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[maroonrk's solution](#)

557.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math
[maroonrk's solution](#)

558.

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,482 global accepts · Rating: 1700 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math
[maroonrk's solution](#)

559.

2201B

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

Quality: 4,948 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[maroonrk's solution](#)

560.

2201A2

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

Quality: 5,081 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[maroonrk's solution](#)

561.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

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

562.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation
[maroonrk's solution](#)

563.

2159A

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

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive
[maroonrk's solution](#)

564.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,048 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math
[maroonrk's solution](#)

565.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,339 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math
[maroonrk's solution](#)

566.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings
[maroonrk's solution](#)

567.

2124D

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

Quality: 8,093 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers
[maroonrk's solution](#)

568.

2089A

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

Quality: 7,192 global accepts · Rating: 1700 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory
[maroonrk's solution](#)

569.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation
[maroonrk's solution](#)

570.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[maroonrk's solution](#)

571.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[maroonrk's solution](#)

572.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, shortest paths

[maroonrk's solution](#)

573.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[maroonrk's solution](#)

574.

2006A

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

Quality: 9,366 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[maroonrk's solution](#)

575.

1984C2

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

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

[maroonrk's solution](#)

576.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[maroonrk's solution](#)

577.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[maroonrk's solution](#)

578.

1936A

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

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

[maroonrk's solution](#)

579.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[maroonrk's solution](#)

580.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[maroonrk's solution](#)

581.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[maroonrk's solution](#)

582.

1893B

[Neutral Tonicity](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[maroonrk's solution](#)

583.

1889B

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

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[maroonrk's solution](#)

584.

1868B1

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

Quality: 8,325 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[maroonrk's solution](#)

585.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[maroonrk's solution](#)

586.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[maroonrk's solution](#)

587.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,540 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[maroonrk's solution](#)

588.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[maroonrk's solution](#)

589.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[maroonrk's solution](#)

590.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,052 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[maroonrk's solution](#)

591.

1770C

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

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

[maroonrk's solution](#)

592.

1693B

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

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[maroonrk's solution](#)

593.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[maroonrk's solution](#)

594.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[maroonrk's solution](#)

595.

1677B

[Tokitsukaze and Meeting](#) · [Tutorial](#)

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[maroonrk's solution](#)

596.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

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

[maroonrk's solution](#)

597.

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,714 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[maroonrk's solution](#)

598.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, interactive, math

[maroonrk's solution](#)

599.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[maroonrk's solution](#)

600.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers
[maroonrk's solution](#)

601.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
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602.

1578H

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Quality: 2,169 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
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603.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,664 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
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604.

1503B

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Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive
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605.

1491C

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Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
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606.

1479A

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Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, ternary search
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607.

1464A

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608.

1434B

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609.

806A

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math
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610.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

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611.

827A

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Quality: 4,331 global accepts · Rating: 1700 · first AC: 2020-08-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, strings

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612.

1383A

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Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[maroonrk's solution](#)

613.

1381A2

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

Quality: 14,323 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[maroonrk's solution](#)

614.

833A

[The Meaningless Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2020-07-10 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[maroonrk's solution](#)

615.

815A

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Quality: 5,888 global accepts · Rating: 1700 · first AC: 2020-07-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

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616.

850A

[Five Dimensional Points](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2020-07-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math

[maroonrk's solution](#)

617.

765D

[Artsem and Saunders](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2020-06-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, math

[maroonrk's solution](#)

618.

896A

[Nephren gives a riddle](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 1700 · first AC: 2020-06-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar

[maroonrk's solution](#)

619.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,656 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[maroonrk's solution](#)

620.

1361A

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

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings
[maroonrk's solution](#)

621.

1340B

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Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, greedy
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622.

1336B

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Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings, two pointers
[maroonrk's solution](#)

623.

917B

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Quality: 4,003 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, graphs
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624.

1329B

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Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math
[maroonrk's solution](#)

625.

1320B

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Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[maroonrk's solution](#)

626.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[maroonrk's solution](#)

627.

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math
[maroonrk's solution](#)

628.

956C

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation
[maroonrk's solution](#)

629.

960C

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Quality: 4,108 global accepts · Rating: 1700 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation
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630.

1292B

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Quality: 6,769 global accepts · Rating: 1700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation
[maroonrk's solution](#)

631.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,856 global accepts · Rating: 1700 · first AC: 2020-01-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[maroonrk's solution](#)

632.

1280A

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Quality: 5,844 global accepts · Rating: 1700 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[maroonrk's solution](#)

633.

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[maroonrk's solution](#)

634.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[maroonrk's solution](#)

635.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures
[maroonrk's solution](#)

636.

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[maroonrk's solution](#)

637.

634C

[Factory Repairs](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[maroonrk's solution](#)

638.

634B

[XOR Equation](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, implementation, math
[maroonrk's solution](#)

639.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[maroonrk's solution](#)

640.

1074A

[The Tower is Going Home](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers
[maroonrk's solution](#)

641.

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

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[maroonrk's solution](#)

642.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,301 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[maroonrk's solution](#)

643.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,098 global accepts · Rating: 1700 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[maroonrk's solution](#)

644.

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[maroonrk's solution](#)

645.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,727 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[maroonrk's solution](#)

646.

1148C

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Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

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647.

1168A

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648.

1146C

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Quality: 4,216 global accepts · Rating: 1700 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, interactive

[maroonrk's solution](#)

649.

1142A

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Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[maroonrk's solution](#)

650.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[maroonrk's solution](#)

651.

1129A1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2019-02-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[maroonrk's solution](#)

652.

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,474 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[maroonrk's solution](#)

653.

1086B

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, trees
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654.

1089E

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Quality: 2,139 global accepts · Rating: 1700 · first AC: 2018-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[maroonrk's solution](#)

655.

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2018-11-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, interactive, sortings
[maroonrk's solution](#)

656.

852G

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Quality: 1,449 global accepts · Rating: 1700 · first AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[maroonrk's solution](#)

657.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[maroonrk's solution](#)

658.

966B

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

Rating: 1700 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
[maroonrk's solution](#)

659.

948B

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[maroonrk's solution](#)

660.

2187B

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

Quality: 5,285 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[maroonrk's solution](#)

661.

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,136 global accepts · Rating: 1800 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[maroonrk's solution](#)

662.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,963 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation,

strings, two pointers
[maroonrk's solution](#)

663.

2138C1

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

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees
[maroonrk's solution](#)

664.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
[maroonrk's solution](#)

665.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings
[maroonrk's solution](#)

666.

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1800 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities
[maroonrk's solution](#)

667.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory
[maroonrk's solution](#)

668.

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math
[maroonrk's solution](#)

669.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees
[maroonrk's solution](#)

670.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[maroonrk's solution](#)

671.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games
[maroonrk's solution](#)

672.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs
[maroonrk's solution](#)

673.

1930D1

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

Quality: 4,853 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings
[maroonrk's solution](#)

674.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,198 global accepts · Rating: 1800 · first AC: 2023-12-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp
[maroonrk's solution](#)

675.

1870D

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Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[maroonrk's solution](#)

676.

1852B

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

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

677.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory
[maroonrk's solution](#)

678.

1824B1

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

Quality: 6,007 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees
[maroonrk's solution](#)

679.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[maroonrk's solution](#)

680.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory
[maroonrk's solution](#)

681.

1740E

[Hanging Hearts](#) · [Tutorial](#)

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

682.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[maroonrk's solution](#)

683.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-06-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs
[maroonrk's solution](#)

684.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry
[maroonrk's solution](#)

685.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math
[maroonrk's solution](#)

686.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[maroonrk's solution](#)

687.

1630B

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

Quality: 6,485 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
[maroonrk's solution](#)

688.

1586D

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

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math
[maroonrk's solution](#)

689.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings
[maroonrk's solution](#)

690.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,589 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[maroonrk's solution](#)

691.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[maroonrk's solution](#)

692.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers
[maroonrk's solution](#)

693.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[maroonrk's solution](#)

694.

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[maroonrk's solution](#)

695.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, trees

[maroonrk's solution](#)

696.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,241 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[maroonrk's solution](#)

697.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[maroonrk's solution](#)

698.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, implementation, math

[maroonrk's solution](#)

699.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

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700.

1477A

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701.

1466E

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702.

1450D

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703.

1446B

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704.

1442B

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705.

1442A

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706.

1396B

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707.

794C

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708.

1394A

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709.

827B

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710.

830A

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711.

1381B

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712.

853B

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713.

913D

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714.

1338B

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715.

917A

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716.

914C

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717.

1329A

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Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[maroonrk's solution](#)

718.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

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719.

1208C

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Quality: 6,367 global accepts · Rating: 1800 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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720.

724C

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Quality: 2,281 global accepts · Rating: 1800 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[maroonrk's solution](#)

721.

1299B

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[maroonrk's solution](#)

722.

1290B

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[maroonrk's solution](#)

723.

963A

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[maroonrk's solution](#)

724.

986B

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[maroonrk's solution](#)

725.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: number theory
[maroonrk's solution](#)

726.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
[maroonrk's solution](#)

727.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,468 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees
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728.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
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729.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 1800 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
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730.

1267L

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Quality: 3,357 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[maroonrk's solution](#)

731.

1267J

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Quality: 3,057 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[maroonrk's solution](#)

732.

1261B2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings
[maroonrk's solution](#)

733.

1254B1

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

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math,

number theory, ternary search, two pointers

[maroonrk's solution](#)

734.

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

[maroonrk's solution](#)

735.

1250J

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Quality: 3,244 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

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736.

1250B

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Quality: 2,799 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

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737.

1034A

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738.

1053A

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

Rating: 1800 · first AC: 2019-07-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[maroonrk's solution](#)

739.

1063B

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740.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: games

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741.

1179B

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742.

1172A

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Quality: 5,176 global accepts · Rating: 1800 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[maroonrk's solution](#)

743.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[maroonrk's solution](#)

744.

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

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[maroonrk's solution](#)

745.

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, strings

[maroonrk's solution](#)

746.

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2019-02-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[maroonrk's solution](#)

747.

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2019-02-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[maroonrk's solution](#)

748.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2018-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings

[maroonrk's solution](#)

749.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,307 global accepts · Rating: 1800 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[maroonrk's solution](#)

750.

958F2

[Lightsabers \(medium\)](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1800 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

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751.

948D

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings, trees

[maroonrk's solution](#)

752.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[maroonrk's solution](#)

753.

2190B2

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

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[maroonrk's solution](#)

754.

2180D

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Quality: 4,253 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

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755.

2180C

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

[maroonrk's solution](#)

756.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,536 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

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757.

2138B

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758.

2129C1

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

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759.

2089B1

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Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

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760.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

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761.

2068F

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Quality: 1,483 global accepts · Rating: 1900 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, strings

[maroonrk's solution](#)

762.

2066B

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Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[maroonrk's solution](#)

763.

2038G

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Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[maroonrk's solution](#)

764.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data

structures, dfs and similar, dsu, graphs, greedy, trees

[maroonrk's solution](#)

765.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

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766.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[maroonrk's solution](#)

767.

1991D

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

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[maroonrk's solution](#)

768.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[maroonrk's solution](#)

769.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[maroonrk's solution](#)

770.

1949C

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Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[maroonrk's solution](#)

771.

1909I

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Quality: 176 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

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772.

1909D

[Split Plus K](#) · [Tutorial](#)

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

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773.

1912D

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Quality: 1,977 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: math

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774.

1912A

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sortings

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775.

1887B

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Quality: 3,903 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths

[maroonrk's solution](#)

776.

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[maroonrk's solution](#)

777.

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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778.

1842D

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

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

[maroonrk's solution](#)

779.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,100 global accepts · Rating: 1900 · first AC: 2023-04-29 · last AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[maroonrk's solution](#)

780.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[maroonrk's solution](#)

781.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[maroonrk's solution](#)

782.

1799D1

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

Quality: 5,803 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[maroonrk's solution](#)

783.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[maroonrk's solution](#)

784.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[maroonrk's solution](#)

785.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[maroonrk's solution](#)

786.

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[maroonrk's solution](#)

787.

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities
[maroonrk's solution](#)

788.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
[maroonrk's solution](#)

789.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees
[maroonrk's solution](#)

790.

1718A2

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

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[maroonrk's solution](#)

791.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math
[maroonrk's solution](#)

792.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings
[maroonrk's solution](#)

793.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths
[maroonrk's solution](#)

794.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and

similar, graphs, greedy

[maroonrk's solution](#)

795.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[maroonrk's solution](#)

796.

1648C

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797.

1601B

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798.

1558B

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799.

1545B

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800.

566D

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801.

1508A

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802.

1483B

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803.

1495B

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804.

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805.

1477B

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806.

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807.

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1444B

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1434A

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810.

1428D

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811.

1423B

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1404B

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819B

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games, greedy, math
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866B

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816.

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1375D

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819.

1120A

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820.

914D

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821.

1208D

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822.

1305D

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823.

724D

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1307D

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1220D

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826.

930C

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827.

993B

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828.

1012C

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829.

1012B

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830.

1017D

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831.

1270D

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832.

1276B

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833.

1264B

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834.

1242B

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835.

1074B

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836.

1237C2

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838.

1205B

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839.

1178E

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840.

1063C

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841.

1071B

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Rating: 1900 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, hashing

[maroonrk's solution](#)

842.

1184E1

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843.

1172B

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844.

1168B

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845.

1055C

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846.

1161B

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Rating: 1900 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, strings
[maroonrk's solution](#)

847.

1078A

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848.

1043E

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849.

1067A

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850.

1081E

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851.

1089F

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1060D

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853.

1054D

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854.

981D

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855.

750D

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228E

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857.

2215B

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858.

2201C

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859.

2178E

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860.

2172I

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861.

2165C

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862.

2138C2

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863.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,885 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

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864.

2129C2

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

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865.

2096D

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Quality: 5,600 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive

algorithms, math

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866.

2068J

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Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy

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867.

2062E1

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868.

2061E

[Kevin and And](#) · [Tutorial](#)

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869.

2057D

[Gifts Order](#) · [Tutorial](#)

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870.

2048E

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871.

1994E

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[maroonrk's solution](#)

872.

1987E

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873.

1984D

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[maroonrk's solution](#)

874.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[maroonrk's solution](#)

875.

1951D

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Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[maroonrk's solution](#)

876.

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

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[maroonrk's solution](#)

877.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,563 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers
[maroonrk's solution](#)

878.

1893C

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

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

879.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
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880.

1830B

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

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

881.

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers
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882.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees
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883.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation
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884.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation
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885.

1764D

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Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
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886.

1753C

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Quality: 5,280 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities
[maroonrk's solution](#)

887.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees
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888.

1718B

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

Quality: 3,466 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory
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889.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
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890.

1685B

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Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, strings
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891.

1672F1

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Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy
[maroonrk's solution](#)

892.

1641B

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893.

1616D

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894.

1610D

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895.

1588B

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896.

1566E

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897.

1558C

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898.

1458B

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899.

1456B

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900.

806B

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901.

1427D

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902.

1427C

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903.

1408D

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904.

1416C

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905.

1416B

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Quality: 6,684 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

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906.

786A

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907.

843B

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908.

896B

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909.

855C

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910.

889B

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911.

891B

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912.

1349C

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913.

1349B

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914.

1103B

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915.

1344B

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916.

871B

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Rating: 2000 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, interactive

[maroonrk's solution](#)

917.

1320C

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918.

963B

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919.

1010D

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Quality: 2,563 global accepts · Rating: 2000 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

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920.

1019B

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921.

1280C

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922.

1268B

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923.

1266D

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924.

997B

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Quality: 3,140 global accepts · Rating: 2000 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

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925.

1250N

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926.

1237D

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927.

1240B

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928.

1229B

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929.

1209G1

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930.

1209E1

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931.

1214E

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932.

1033D

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933.

1198C

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934.

1053B

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935.

1190D

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936.

1161C

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Rating: 2000 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: games

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937.

1142B

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938.

1083B

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Quality: 2,169 global accepts · Rating: 2000 · first AC: 2019-03-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

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939.

1129B

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940.

1060E

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941.

852B

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942.

958A2

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943.

958C2

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944.

261C

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945.

621E

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946.

611D

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947.

2207E1

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948.

2183E

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949.

2183D2

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950.

2172K

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951.

2161D

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952.

2159B

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953.

2150C

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954.

2135D1

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955.

2127E

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956.

2124E

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greedy, math

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957.

2115B

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958.

2068C

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959.

2061F1

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960.

2046C

[Adventurers](#) · [Tutorial](#)

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961.

2038B

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962.

2038K

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963.

2029E

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Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

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964.

1975E

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965.

1942D

[Learning to Paint](#) · [Tutorial](#)

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966.

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

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967.

1924B

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968.

1919D

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Quality: 4,567 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

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969.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

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970.

1896E

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971.

1876C

[Autosynthesis](#) · [Tutorial](#)

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[maroonrk's solution](#)

972.

1868B2

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

Quality: 2,751 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[maroonrk's solution](#)

973.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

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974.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

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975.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and

similar, dsu, graphs, greedy

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976.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

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977.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[maroonrk's solution](#)

978.

1799D2

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

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979.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

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980.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

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981.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

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982.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-06-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[maroonrk's solution](#)

983.

1684E

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Quality: 3,628 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

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984.

1667B

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

Quality: 4,320 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

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985.

1654D

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986.

1637E

[Best Pair](#) · [Tutorial](#)

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987.

1628D1

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

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988.

1621D

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990.

1530E

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1510G

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993.

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994.

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1000.

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840B

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793D

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936B

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995A

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2207D

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2178F

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1912E

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1630C

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1616E

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1586E

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1552F

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1080.

809B

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1083.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,496 global accepts · Rating: 2200 · first AC: 2020-07-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[maroonrk's solution](#)

1084.

815B

[Karen and Test](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2020-07-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, math

[maroonrk's solution](#)

1085.

850C

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2200 · first AC: 2020-07-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, games

[maroonrk's solution](#)

1086.

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2020-06-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy,

implementation, trees

[maroonrk's solution](#)

1087.

868D

[Huge Strings](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2200 · first AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, strings

[maroonrk's solution](#)

1088.

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2020-06-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[maroonrk's solution](#)

1089.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2200 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[maroonrk's solution](#)

1090.

906B

[Seating of Students](#) · [Tutorial](#)

Quality: 1,323 global accepts · Rating: 2200 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[maroonrk's solution](#)

1091.

901B

[GCD of Polynomials](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2020-04-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[maroonrk's solution](#)

1092.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[maroonrk's solution](#)

1093.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[maroonrk's solution](#)

1094.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[maroonrk's solution](#)

1095.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[maroonrk's solution](#)

1096.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[maroonrk's solution](#)

1097.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, trees

[maroonrk's solution](#)

1098.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2019-05-12 · last AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings

[maroonrk's solution](#)

1099.

1261D1

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

Rating: 2200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[maroonrk's solution](#)

1100.

1261C

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths

[maroonrk's solution](#)

1101.

634D

[Package Delivery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy

[maroonrk's solution](#)

1102.

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[maroonrk's solution](#)

1103.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[maroonrk's solution](#)

1104.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 2200 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[maroonrk's solution](#)

1105.

1034B

[Little C Loves 3 II](#) · [Tutorial](#)

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2019-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[maroonrk's solution](#)

1106.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[maroonrk's solution](#)

1107.

1184B2

[The Doctor Meets Vader \(Medium\)](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2200 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs, shortest paths, sortings

[maroonrk's solution](#)

1108.

1184C2

[Heidi and the Turing Test \(Medium\)](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2200 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[maroonrk's solution](#)

1109.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[maroonrk's solution](#)

1110.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 2200 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[maroonrk's solution](#)

1111.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[maroonrk's solution](#)

1112.

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2019-02-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[maroonrk's solution](#)

1113.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings

[maroonrk's solution](#)

1114.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[maroonrk's solution](#)

1115.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[maroonrk's solution](#)

1116.

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2018-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[maroonrk's solution](#)

1117.

852F

[Product transformation](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[maroonrk's solution](#)

1118.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[maroonrk's solution](#)

1119.

966C

[Big Secret](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[maroonrk's solution](#)

1120.

958E2

[Guard Duty \(medium\)](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings

[maroonrk's solution](#)

1121.

958B2

[Maximum Control \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2200 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[maroonrk's solution](#)

1122.

618D

[Hamiltonian Spanning Tree](#) · [Tutorial](#)

Quality: 1,895 global accepts · Rating: 2200 · first AC: 2016-09-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[maroonrk's solution](#)

1123.

592D

[Super M](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2016-08-28 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[maroonrk's solution](#)

1124.

2187C

[Jerry and Tom](#) · [Tutorial](#)

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

[maroonrk's solution](#)

1125.

2190C

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

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

[maroonrk's solution](#)

1126.

2180E

[No Effect XOR](#) · [Tutorial](#)

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

[maroonrk's solution](#)

1127.

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: 2300 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and

conquer, dsu

[maroonrk's solution](#)

1128.

2172L

[Maximum Color Segment](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2300 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[maroonrk's solution](#)

1129.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[maroonrk's solution](#)

1130.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math

[maroonrk's solution](#)

1131.

2129C3

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

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[maroonrk's solution](#)

1132.

2124F1

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

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[maroonrk's solution](#)

1133.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[maroonrk's solution](#)

1134.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[maroonrk's solution](#)

1135.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[maroonrk's solution](#)

1136.

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[maroonrk's solution](#)

1137.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[maroonrk's solution](#)

1138.

2057E1

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[maroonrk's solution](#)

1139.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · last AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[maroonrk's solution](#)

1140.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[maroonrk's solution](#)

1141.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[maroonrk's solution](#)

1142.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[maroonrk's solution](#)

1143.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[maroonrk's solution](#)

1144.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[maroonrk's solution](#)

1145.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

[maroonrk's solution](#)

1146.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[maroonrk's solution](#)

1147.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[maroonrk's solution](#)

1148.

1916E

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[maroonrk's solution](#)

1149.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2023-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

1150.

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities
[maroonrk's solution](#)

1151.

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths
[maroonrk's solution](#)

1152.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings
[maroonrk's solution](#)

1153.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math
[maroonrk's solution](#)

1154.

1824B2

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

Quality: 3,360 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees
[maroonrk's solution](#)

1155.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · last AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math
[maroonrk's solution](#)

1156.

1782E

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

Rating: 2300 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings
[maroonrk's solution](#)

1157.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers
[maroonrk's solution](#)

1158.

1693C

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

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths
[maroonrk's solution](#)

1159.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, math
[maroonrk's solution](#)

1160.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math
[maroonrk's solution](#)

1161.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings
[maroonrk's solution](#)

1162.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math
[maroonrk's solution](#)

1163.

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy
[maroonrk's solution](#)

1164.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory
[maroonrk's solution](#)

1165.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings
[maroonrk's solution](#)

1166.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, geometry, math, number theory
[maroonrk's solution](#)

1167.

1552E

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

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[maroonrk's solution](#)

1168.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[maroonrk's solution](#)

1169.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[maroonrk's solution](#)

1170.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[maroonrk's solution](#)

1171.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[maroonrk's solution](#)

1172.

566A

[Matching Names](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2300 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, strings, trees

[maroonrk's solution](#)

1173.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[maroonrk's solution](#)

1174.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[maroonrk's solution](#)

1175.

1450C2

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

Quality: 4,177 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[maroonrk's solution](#)

1176.

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[maroonrk's solution](#)

1177.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[maroonrk's solution](#)

1178.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[maroonrk's solution](#)

1179.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

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1180.

1394B

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Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[maroonrk's solution](#)

1181.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2020-08-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

[maroonrk's solution](#)

1182.

830C

[Bamboo Partition](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2300 · first AC: 2020-08-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory, sortings, two pointers

[maroonrk's solution](#)

1183.

860D

[Wizard's Tour](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-07-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[maroonrk's solution](#)

1184.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2020-05-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs

[maroonrk's solution](#)

1185.

871C

[Points, Lines and Ready-made Titles](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[maroonrk's solution](#)

1186.

793C

[Mice problem](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2300 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation, math, sortings

[maroonrk's solution](#)

1187.

901C

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

Quality: 1,298 global accepts · Rating: 2300 · first AC: 2020-04-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers

[maroonrk's solution](#)

1188.

1322C

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Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory
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1189.

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-02-23 · last AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, probabilities
[maroonrk's solution](#)

1190.

878B

[Teams Formation](#) · [Tutorial](#)

Quality: 1,119 global accepts · Rating: 2300 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
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1191.

936C

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Quality: 1,259 global accepts · Rating: 2300 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings
[maroonrk's solution](#)

1192.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,270 global accepts · Rating: 2300 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees
[maroonrk's solution](#)

1193.

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings
[maroonrk's solution](#)

1194.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 2300 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, fft, math
[maroonrk's solution](#)

1195.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees
[maroonrk's solution](#)

1196.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math
[maroonrk's solution](#)

1197.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[maroonrk's solution](#)

1198.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[maroonrk's solution](#)

1199.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[maroonrk's solution](#)

1200.

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[maroonrk's solution](#)

1201.

1250G

[Discarding Game](#) · [Tutorial](#)

Quality: 775 global accepts · Rating: 2300 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[maroonrk's solution](#)

1202.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[maroonrk's solution](#)

1203.

1039A

[Timetable](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2300 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

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1204.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[maroonrk's solution](#)

1205.

1190C

[Tokitsukaze and Duel](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy

[maroonrk's solution](#)

1206.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory, two pointers

[maroonrk's solution](#)

1207.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[maroonrk's solution](#)

1208.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[maroonrk's solution](#)

1209.

1086C

[Vasya and Templates](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[maroonrk's solution](#)

1210.

852I

[Dating](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2300 · first AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, trees

[maroonrk's solution](#)

1211.

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2015-07-28 · last AC: 2015-07-30 · D (first AC) · Tags: string suffix structures

[maroonrk's solution](#)

1212.

2207E2

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

Quality: 861 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[maroonrk's solution](#)

1213.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,291 global accepts · Rating: 2400 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[maroonrk's solution](#)

1214.

2161E

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

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[maroonrk's solution](#)

1215.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[maroonrk's solution](#)

1216.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[maroonrk's solution](#)

1217.

2096E

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

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[maroonrk's solution](#)

1218.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[maroonrk's solution](#)

1219.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[maroonrk's solution](#)

1220.

2038D

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

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[maroonrk's solution](#)

1221.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · last AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[maroonrk's solution](#)

1222.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[maroonrk's solution](#)

1223.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[maroonrk's solution](#)

1224.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[maroonrk's solution](#)

1225.

1936C

[Pokémon Arena](#) · [Tutorial](#)

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

[maroonrk's solution](#)

1226.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[maroonrk's solution](#)

1227.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices

[maroonrk's solution](#)

1228.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[maroonrk's solution](#)

1229.

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[maroonrk's solution](#)

1230.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[maroonrk's solution](#)

1231.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[maroonrk's solution](#)

1232.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[maroonrk's solution](#)

1233.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[maroonrk's solution](#)

1234.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[maroonrk's solution](#)

1235.

1844E

[Great Grids](#) · [Tutorial](#)

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

[maroonrk's solution](#)

1236.

1830C

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

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

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1237.

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[maroonrk's solution](#)

1238.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[maroonrk's solution](#)

1239.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees
[maroonrk's solution](#)

1240.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs
[maroonrk's solution](#)

1241.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math
[maroonrk's solution](#)

1242.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings
[maroonrk's solution](#)

1243.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees
[maroonrk's solution](#)

1244.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation
[maroonrk's solution](#)

1245.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings
[maroonrk's solution](#)

1246.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers
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1247.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
[maroonrk's solution](#)

1248.

1738F

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

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[maroonrk's solution](#)

1249.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[maroonrk's solution](#)

1250.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

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1251.

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, games, graph matchings

[maroonrk's solution](#)

1252.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2400 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[maroonrk's solution](#)

1253.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[maroonrk's solution](#)

1254.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[maroonrk's solution](#)

1255.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[maroonrk's solution](#)

1256.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[maroonrk's solution](#)

1257.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[maroonrk's solution](#)

1258.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, matrices
[maroonrk's solution](#)

1259.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · last AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, greedy
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1260.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities
[maroonrk's solution](#)

1261.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths
[maroonrk's solution](#)

1262.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees
[maroonrk's solution](#)

1263.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[maroonrk's solution](#)

1264.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths
[maroonrk's solution](#)

1265.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers
[maroonrk's solution](#)

1266.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math
[maroonrk's solution](#)

1267.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees
[maroonrk's solution](#)

1268.

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2020-08-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, hashing
[maroonrk's solution](#)

1269.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math
[maroonrk's solution](#)

1270.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2020-08-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer
[maroonrk's solution](#)

1271.

853D

[Michael and Charging Stations](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2400 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy
[maroonrk's solution](#)

1272.

866D

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

Rating: 2400 · first AC: 2020-07-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, two pointers
[maroonrk's solution](#)

1273.

866C

[Gotta Go Fast](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-07-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, probabilities
[maroonrk's solution](#)

1274.

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2020-07-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, trees
[maroonrk's solution](#)

1275.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, implementation
[maroonrk's solution](#)

1276.

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2020-06-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, shortest paths
[maroonrk's solution](#)

1277.

889C

[Maximum Element](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
[maroonrk's solution](#)

1278.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[maroonrk's solution](#)

1279.

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, graphs

[maroonrk's solution](#)

1280.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2020-04-06 · last AC: 2020-04-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[maroonrk's solution](#)

1281.

1329C

[Brazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[maroonrk's solution](#)

1282.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[maroonrk's solution](#)

1283.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[maroonrk's solution](#)

1284.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[maroonrk's solution](#)

1285.

1017E

[The Supersonic Rocket](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry, hashing, strings

[maroonrk's solution](#)

1286.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[maroonrk's solution](#)

1287.

1264C

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

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[maroonrk's solution](#)

1288.

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[maroonrk's solution](#)

1289.

1261D2

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

Rating: 2400 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math, number theory

[maroonrk's solution](#)

1290.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[maroonrk's solution](#)

1291.

1074D

[Deduction Queries](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, hashing

[maroonrk's solution](#)

1292.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[maroonrk's solution](#)

1293.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[maroonrk's solution](#)

1294.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[maroonrk's solution](#)

1295.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[maroonrk's solution](#)

1296.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, interactive

[maroonrk's solution](#)

1297.

1184E3

[Daleks' Invasion \(hard\)](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2400 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[maroonrk's solution](#)

1298.

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2019-05-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[maroonrk's solution](#)

1299.

1161D

[Palindrome XOR](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[maroonrk's solution](#)

1300.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[maroonrk's solution](#)

1301.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[maroonrk's solution](#)

1302.

1078C

[Vasya and Maximum Matching](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[maroonrk's solution](#)

1303.

1083E

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

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2019-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[maroonrk's solution](#)

1304.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2019-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[maroonrk's solution](#)

1305.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,151 global accepts · Rating: 2400 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[maroonrk's solution](#)

1306.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2400 · first AC: 2019-02-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[maroonrk's solution](#)

1307.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2019-01-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[maroonrk's solution](#)

1308.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[maroonrk's solution](#)

1309.

1089M

[Minegraphed](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2400 · first AC: 2018-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[maroonrk's solution](#)

1310.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2018-12-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[maroonrk's solution](#)

1311.

1054E

[Chips Puzzle](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2400 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[maroonrk's solution](#)

1312.

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2018-07-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory

[maroonrk's solution](#)

1313.

983C

[Elevator](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[maroonrk's solution](#)

1314.

611E

[New Year and Three Musketeers](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[maroonrk's solution](#)

1315.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2016-08-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[maroonrk's solution](#)

1316.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2016-07-25 · GNU C++11 (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[maroonrk's solution](#)

1317.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2400 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: data structures

[maroonrk's solution](#)

1318.

2201D

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

Quality: 784 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[maroonrk's solution](#)

1319.

2190D

[Prufer Vertex](#) · [Tutorial](#)

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

[maroonrk's solution](#)

1320.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[maroonrk's solution](#)

1321.

2172H

[Shuffling Cards with Problem Solver 68!](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2500 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[maroonrk's solution](#)

1322.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[maroonrk's solution](#)

1323.

2159D1

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

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[maroonrk's solution](#)

1324.

2135D2

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

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[maroonrk's solution](#)

1325.

2101D

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

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[maroonrk's solution](#)

1326.

2081B

[Balancing](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[maroonrk's solution](#)

1327.

2057E2

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

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[maroonrk's solution](#)

1328.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[maroonrk's solution](#)

1329.

2034F1

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

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[maroonrk's solution](#)

1330.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[maroonrk's solution](#)

1331.

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[maroonrk's solution](#)

1332.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[maroonrk's solution](#)

1333.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[maroonrk's solution](#)

1334.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[maroonrk's solution](#)

1335.

1987F1

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

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

[maroonrk's solution](#)

1336.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[maroonrk's solution](#)

1337.

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[maroonrk's solution](#)

1338.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[maroonrk's solution](#)

1339.

1876D

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

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

[maroonrk's solution](#)

1340.

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[maroonrk's solution](#)

1341.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees
[maroonrk's solution](#)

1342.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers
[maroonrk's solution](#)

1343.

1824C

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

Quality: 1,686 global accepts · Rating: 2500 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees
[maroonrk's solution](#)

1344.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, interactive, sortings
[maroonrk's solution](#)

1345.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths
[maroonrk's solution](#)

1346.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-03-11 · C++14 (GCC 6-32) (first AC) · Tags: games, geometry, greedy, interactive
[maroonrk's solution](#)

1347.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math
[maroonrk's solution](#)

1348.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees
[maroonrk's solution](#)

1349.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[maroonrk's solution](#)

1350.

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, implementation, interactive

[maroonrk's solution](#)

1351.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[maroonrk's solution](#)

1352.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[maroonrk's solution](#)

1353.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[maroonrk's solution](#)

1354.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-06-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[maroonrk's solution](#)

1355.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[maroonrk's solution](#)

1356.

1677D

[Tokitsukaze and Permutations](#) · [Tutorial](#)

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[maroonrk's solution](#)

1357.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[maroonrk's solution](#)

1358.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[maroonrk's solution](#)

1359.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,009 global accepts · Rating: 2500 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms,

greedy, two pointers
[maroonrk's solution](#)

1360.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[maroonrk's solution](#)

1361.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[maroonrk's solution](#)

1362.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[maroonrk's solution](#)

1363.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[maroonrk's solution](#)

1364.

566G

[Max and Min](#) · [Tutorial](#)

Quality: 385 global accepts · Rating: 2500 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[maroonrk's solution](#)

1365.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[maroonrk's solution](#)

1366.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[maroonrk's solution](#)

1367.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[maroonrk's solution](#)

1368.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

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1369.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu,

graphs

[maroonrk's solution](#)

1370.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[maroonrk's solution](#)

1371.

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs

[maroonrk's solution](#)

1372.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[maroonrk's solution](#)

1373.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2020-07-13 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy

[maroonrk's solution](#)

1374.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2020-07-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities

[maroonrk's solution](#)

1375.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2020-07-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[maroonrk's solution](#)

1376.

1375E

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Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[maroonrk's solution](#)

1377.

790C

[Bear and Company](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: dp

[maroonrk's solution](#)

1378.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[maroonrk's solution](#)

1379.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp

[maroonrk's solution](#)

1380.

855D

[Rowena Ravenclaw's Diadem](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2500 · first AC: 2020-06-15 · C++17 (GCC 9-64) (first AC) · Tags: trees

[maroonrk's solution](#)

1381.

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[maroonrk's solution](#)

1382.

947D

[Picking Strings](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings

[maroonrk's solution](#)

1383.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[maroonrk's solution](#)

1384.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[maroonrk's solution](#)

1385.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[maroonrk's solution](#)

1386.

1320D

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

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings

[maroonrk's solution](#)

1387.

1314B

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

Rating: 2500 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[maroonrk's solution](#)

1388.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[maroonrk's solution](#)

1389.

956D

[Contact ATC](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[maroonrk's solution](#)

1390.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,729 global accepts · Rating: 2500 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings
[maroonrk's solution](#)

1391.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2500 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs
[maroonrk's solution](#)

1392.

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: math
[maroonrk's solution](#)

1393.

930D

[Game with Tokens](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2500 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games, implementation
[maroonrk's solution](#)

1394.

993D

[Compute Power](#) · [Tutorial](#)

Quality: 835 global accepts · Rating: 2500 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy
[maroonrk's solution](#)

1395.

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2020-01-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[maroonrk's solution](#)

1396.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, math, sortings
[maroonrk's solution](#)

1397.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees
[maroonrk's solution](#)

1398.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[maroonrk's solution](#)

1399.

1246D

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees
[maroonrk's solution](#)

1400.

1250M

[SmartGarden](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2500 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer
[maroonrk's solution](#)

1401.

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 2500 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[maroonrk's solution](#)

1402.

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math

[maroonrk's solution](#)

1403.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[maroonrk's solution](#)

1404.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[maroonrk's solution](#)

1405.

1053C

[Putting Boxes Together](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[maroonrk's solution](#)

1406.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[maroonrk's solution](#)

1407.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2500 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[maroonrk's solution](#)

1408.

1055E

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

Quality: 891 global accepts · Rating: 2500 · first AC: 2019-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[maroonrk's solution](#)

1409.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[maroonrk's solution](#)

1410.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[maroonrk's solution](#)

1411.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation

[maroonrk's solution](#)

1412.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[maroonrk's solution](#)

1413.

1086D

[Rock-Paper-Scissors Champion](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[maroonrk's solution](#)

1414.

1089C

[Cactus Search](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 2500 · first AC: 2018-12-07 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[maroonrk's solution](#)

1415.

1056F

[Write The Contest](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2500 · first AC: 2018-11-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math

[maroonrk's solution](#)

1416.

852A

[Digits](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 2500 · first AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[maroonrk's solution](#)

1417.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[maroonrk's solution](#)

1418.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graph matchings, greedy

[maroonrk's solution](#)

1419.

958C3

[Encryption \(hard\)](#) · [Tutorial](#)

Quality: 717 global accepts · Rating: 2500 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[maroonrk's solution](#)

1420.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2016-08-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices, strings

[maroonrk's solution](#)

1421.

2187D

[Cool Problem](#) · [Tutorial](#)

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

[maroonrk's solution](#)

1422.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar,

dp, math, trees

[maroonrk's solution](#)

1423.

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[maroonrk's solution](#)

1424.

2138D

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

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

[maroonrk's solution](#)

1425.

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[maroonrk's solution](#)

1426.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[maroonrk's solution](#)

1427.

2084G1

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

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[maroonrk's solution](#)

1428.

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[maroonrk's solution](#)

1429.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[maroonrk's solution](#)

1430.

2002F1

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

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[maroonrk's solution](#)

1431.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[maroonrk's solution](#)

1432.

1987F2

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

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

[maroonrk's solution](#)

1433.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[maroonrk's solution](#)

1434.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[maroonrk's solution](#)

1435.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, trees, two pointers

[maroonrk's solution](#)

1436.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[maroonrk's solution](#)

1437.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[maroonrk's solution](#)

1438.

1893D

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

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

[maroonrk's solution](#)

1439.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[maroonrk's solution](#)

1440.

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[maroonrk's solution](#)

1441.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[maroonrk's solution](#)

1442.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[maroonrk's solution](#)

1443.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[maroonrk's solution](#)

1444.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,495 global accepts · Rating: 2600 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[maroonrk's solution](#)

1445.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[maroonrk's solution](#)

1446.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[maroonrk's solution](#)

1447.

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[maroonrk's solution](#)

1448.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[maroonrk's solution](#)

1449.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[maroonrk's solution](#)

1450.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games

[maroonrk's solution](#)

1451.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[maroonrk's solution](#)

1452.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[maroonrk's solution](#)

1453.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, two pointers

[maroonrk's solution](#)

1454.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[maroonrk's solution](#)

1455.

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[maroonrk's solution](#)

1456.

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, strings

[maroonrk's solution](#)

1457.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, trees

[maroonrk's solution](#)

1458.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[maroonrk's solution](#)

1459.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,134 global accepts · Rating: 2600 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures

[maroonrk's solution](#)

1460.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[maroonrk's solution](#)

1461.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[maroonrk's solution](#)

1462.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2021-05-22 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs
[maroonrk's solution](#)

1463.

566B

[Replicating Processes](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2600 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[maroonrk's solution](#)

1464.

1515F

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1465.

1503D

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1466.

1500C

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1467.

1495D

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1468.

1466G

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1469.

1439C

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Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation
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1470.

1439B

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1471.

1446D1

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1472.

1423L

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1473.

1416D

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1474.

809C

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1475.

1394C

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1476.

875E

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1477.

843C

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Quality: 408 global accepts · Rating: 2600 · first AC: 2020-07-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math, trees
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1478.

848C

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1479.

1375F

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1480.

896C

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Quality: 4,435 global accepts · Rating: 2600 · first AC: 2020-06-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities
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1481.

1368F

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Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: games, implementation, interactive, math
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1482.

1344C

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Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, math
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1483.

1340D

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Quality: 1,071 global accepts · Rating: 2600 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
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1484.

917D

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1485.

914G

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Quality: 1,136 global accepts · Rating: 2600 · first AC: 2020-04-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math
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1486.

1326F1

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1487.

1208F

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1488.

724G

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Quality: 1,515 global accepts · Rating: 2600 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, math, number theory, trees
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1489.

963C

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Quality: 672 global accepts · Rating: 2600 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
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1490.

1270F

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Quality: 1,336 global accepts · Rating: 2600 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: math, strings
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1491.

1264D1

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Quality: 1,526 global accepts · Rating: 2600 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities
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1492.

1267F

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1493.

1267I

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Quality: 1,068 global accepts · Rating: 2600 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

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1494.

1023F

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Quality: 1,009 global accepts · Rating: 2600 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[maroonrk's solution](#)

1495.

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[maroonrk's solution](#)

1496.

634E

[Preorder Test](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy

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1497.

1237F

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Quality: 1,092 global accepts · Rating: 2600 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

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1498.

1240D

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Rating: 2600 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

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1499.

1209F

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Quality: 1,364 global accepts · Rating: 2600 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

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1500.

1178F2

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Quality: 1,049 global accepts · Rating: 2600 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

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1501.

1063D

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Quality: 472 global accepts · Rating: 2600 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

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1502.

1071C

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Rating: 2600 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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1503.

1172C2

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Quality: 995 global accepts · Rating: 2600 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

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1504.

1158D

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Quality: 927 global accepts · Rating: 2600 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[maroonrk's solution](#)

1505.

1110F

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Quality: 2,050 global accepts · Rating: 2600 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

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1506.

1091F

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Quality: 892 global accepts · Rating: 2600 · first AC: 2018-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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1507.

1081F

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Quality: 505 global accepts · Rating: 2600 · first AC: 2018-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

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1508.

966D

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Rating: 2600 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

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1509.

269D

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Quality: 493 global accepts · Rating: 2600 · first AC: 2017-03-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, sortings

[maroonrk's solution](#)

1510.

547D

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Quality: 3,121 global accepts · Rating: 2600 · first AC: 2016-08-08 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

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1511.

2215E

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Quality: 162 global accepts · Rating: 2700 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, geometry, greedy, sortings

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1512.

2150D

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1513.

2115C

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Quality: 913 global accepts · Rating: 2700 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[maroonrk's solution](#)**1514.**

2081C

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

Quality: 354 global accepts · Rating: 2700 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, matrices

[maroonrk's solution](#)**1515.**

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

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2068H

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1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, strings

[maroonrk's solution](#)**1518.**

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[maroonrk's solution](#)**1519.**

1942F

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Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[maroonrk's solution](#)**1520.**

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[maroonrk's solution](#)**1521.**

1924D

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[maroonrk's solution](#)**1522.**

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

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1523.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

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1524.

1887D

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Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

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1525.

1817D

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Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation

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1526.

1804F

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

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1527.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2700 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

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1528.

1799F

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Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

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1529.

1782F

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

Rating: 2700 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

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1530.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2700 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation

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1531.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

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1532.

1641D

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greedy, hashing, math, two pointers

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1533.

1621F

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1534.

1603F

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1535.

1601D

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1536.

1578M

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Quality: 515 global accepts · Rating: 2700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

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1537.

1572C

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Quality: 1,723 global accepts · Rating: 2700 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

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1538.

1553G

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Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

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1539.

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

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1540.

1510E

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

Quality: 271 global accepts · Rating: 2700 · first AC: 2021-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[maroonrk's solution](#)

1541.

1510I

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Quality: 587 global accepts · Rating: 2700 · first AC: 2021-05-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, interactive, math, probabilities

[maroonrk's solution](#)

1542.

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2021-05-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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1543.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[maroonrk's solution](#)

1544.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

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1545.

1464E

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Rating: 2700 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities

[maroonrk's solution](#)

1546.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices

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1547.

1450E

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[maroonrk's solution](#)

1548.

806D

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Rating: 2700 · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

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1549.

1423E

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1550.

1423F

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Quality: 449 global accepts · Rating: 2700 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: math

[maroonrk's solution](#)

1551.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[maroonrk's solution](#)

1552.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, hashing

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1553.

827E

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1554.

827D

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Quality: 1,370 global accepts · Rating: 2700 · first AC: 2020-08-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees
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1555.

860E

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Quality: 507 global accepts · Rating: 2700 · first AC: 2020-07-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees
[maroonrk's solution](#)

1556.

833C

[Ever-Hungry Krakozyabra](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2020-07-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, greedy, math
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1557.

868E

[Policeman and a Tree](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2700 · first AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, trees
[maroonrk's solution](#)

1558.

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math
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1559.

1344D

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Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math
[maroonrk's solution](#)

1560.

871D

[Paths](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: number theory, sortings
[maroonrk's solution](#)

1561.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, math, number theory
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1562.

1120B

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Quality: 480 global accepts · Rating: 2700 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
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1563.

901D

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1564.

1336E1

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1565.

1338D

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Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

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1566.

724F

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Quality: 522 global accepts · Rating: 2700 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

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1567.

878C

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Quality: 1,029 global accepts · Rating: 2700 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs

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1568.

956E

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Rating: 2700 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

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1569.

1220F

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Quality: 851 global accepts · Rating: 2700 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

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1570.

932F

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Quality: 4,115 global accepts · Rating: 2700 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

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1571.

995E

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Quality: 927 global accepts · Rating: 2700 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[maroonrk's solution](#)

1572.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[maroonrk's solution](#)

1573.

1010E

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Quality: 386 global accepts · Rating: 2700 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[maroonrk's solution](#)

1574.

1292D

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Quality: 971 global accepts · Rating: 2700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[maroonrk's solution](#)

1575.

1019D

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1576.

1270G

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1577.

1264E

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1578.

1254D

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Quality: 1,531 global accepts · Rating: 2700 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities, trees

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1579.

1025E

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Quality: 620 global accepts · Rating: 2700 · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, matrices

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1580.

1025F

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Quality: 909 global accepts · Rating: 2700 · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: geometry

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1581.

1074F

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Rating: 2700 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

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1582.

1229D

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1583.

1214F

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Quality: 502 global accepts · Rating: 2700 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[maroonrk's solution](#)

1584.

1205D

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Quality: 764 global accepts · Rating: 2700 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[maroonrk's solution](#)

1585.

1034C

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Quality: 993 global accepts · Rating: 2700 · first AC: 2019-07-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory, trees

[maroonrk's solution](#)

1586.

1184B3

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1587.

1179D

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[maroonrk's solution](#)

1588.

1109E

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1589.

1148F

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1590.

1149C

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1591.

1146G

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1592.

1137E

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1593.

1054F

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[maroonrk's solution](#)

1594.

958E3

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1595.

958D2

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[maroonrk's solution](#)

1596.

949E

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Quality: 769 global accepts · Rating: 2700 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[maroonrk's solution](#)

1597.

2215D

[EXPloration, EXPloitation, and Gain Some EXPerience!](#) · [Tutorial](#)

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1598.

2201F2

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1599.

2157G

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1600.

2180F1

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

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities
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1601.

2172N

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1602.

2150E2

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Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities
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1603.

2127F

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

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1604.

2124F2

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1605.

2097D

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1606.

2068E

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[maroonrk's solution](#)

1607.

2048G

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[maroonrk's solution](#)

1608.

2034F2

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

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1609.

2039F1

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[maroonrk's solution](#)

1610.

2038M

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1611.

2002F2

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1612.

1967D

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Quality: 978 global accepts · Rating: 2800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers
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1613.

1942G

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1614.

1949K

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Quality: 449 global accepts · Rating: 2800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
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1615.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
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1616.

1919F2

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Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices
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1617.

1874D

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1618.

1863G

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1619.

1852D

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1620.

1844F2

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1621.

1842G

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1622.

1830D

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1623.

1827D

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1624.

1819D

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[maroonrk's solution](#)**1625.**

1810F

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[maroonrk's solution](#)**1626.**

1776D

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[maroonrk's solution](#)**1627.**

1773G

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[maroonrk's solution](#)**1628.**

1746F

[Kazae](#) · [Tutorial](#)

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[maroonrk's solution](#)**1629.**

1693D

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[maroonrk's solution](#)**1630.**

1685D1

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[maroonrk's solution](#)**1631.**

1684G

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1672F2

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[maroonrk's solution](#)**1633.**

1654F

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1634.

1648D

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1635.

750F

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1636.

1615F

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1637.

1608E

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1638.

1609F

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1639.

1578K

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1640.

1578A

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1641.

1578B

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1642.

1572D

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[maroonrk's solution](#)

1643.

1545C

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1644.

1510F

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1645.

1491G

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1646.

1477D

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1647.

1434D

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1648.

1442D

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1649.

1423M

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1650.

1404D

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Quality: 1,271 global accepts · Rating: 2800 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory
[maroonrk's solution](#)

1651.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs
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1652.

794F

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Quality: 992 global accepts · Rating: 2800 · first AC: 2020-08-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[maroonrk's solution](#)

1653.

794E

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Quality: 1,025 global accepts · Rating: 2800 · first AC: 2020-08-20 · C++17 (GCC 9-64) (first AC) · Tags: games, math
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1654.

1394D

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Quality: 1,226 global accepts · Rating: 2800 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, trees

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1655.

819E

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[maroonrk's solution](#)

1656.

830D

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Quality: 980 global accepts · Rating: 2800 · first AC: 2020-08-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, trees

[maroonrk's solution](#)

1657.

1383D

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[maroonrk's solution](#)

1658.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp

[maroonrk's solution](#)

1659.

833D

[Red-Black Cobweb](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2020-07-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[maroonrk's solution](#)

1660.

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2020-07-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, data structures, geometry

[maroonrk's solution](#)

1661.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[maroonrk's solution](#)

1662.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2020-07-02 · C++17 (GCC 9-64) (first AC) · Tags: math

[maroonrk's solution](#)

1663.

850D

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

Quality: 468 global accepts · Rating: 2800 · first AC: 2020-07-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[maroonrk's solution](#)

1664.

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2020-07-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, divide and

conquer, fft, math

[maroonrk's solution](#)

1665.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[maroonrk's solution](#)

1666.

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2020-06-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, math, probabilities

[maroonrk's solution](#)

1667.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[maroonrk's solution](#)

1668.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[maroonrk's solution](#)

1669.

1314C

[Au Pont Rouge](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, strings

[maroonrk's solution](#)

1670.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory, trees

[maroonrk's solution](#)

1671.

1012D

[AB-Strings](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 2800 · first AC: 2020-01-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[maroonrk's solution](#)

1672.

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math

[maroonrk's solution](#)

1673.

1267D

[DevOps Best Practices](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2800 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[maroonrk's solution](#)

1674.

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2019-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[maroonrk's solution](#)

1675.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees
[maroonrk's solution](#)

1676.

1214H

[Tiles Placement](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: 2800 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees
[maroonrk's solution](#)

1677.

1071D

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

Rating: 2800 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math
[maroonrk's solution](#)

1678.

1109C

[Sasha and a Patient Friend](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 2800 · first AC: 2019-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation
[maroonrk's solution](#)

1679.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2019-01-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[maroonrk's solution](#)

1680.

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2018-05-16 · last AC: 2018-05-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees
[maroonrk's solution](#)

1681.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2016-08-21 · GNU C++11 (first AC) · Tags: data structures
[maroonrk's solution](#)

1682.

2207F

[Hanabi](#) · [Tutorial](#)

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

1683.

2201F1

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

Quality: 271 global accepts · Rating: 2900 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing
[maroonrk's solution](#)

1684.

2201E

[ABBA Counting](#) · [Tutorial](#)

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

1685.

2164F2

[Chain Prefix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[maroonrk's solution](#)

1686.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, greedy, math

[maroonrk's solution](#)

1687.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[maroonrk's solution](#)

1688.

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[maroonrk's solution](#)

1689.

2062F

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

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[maroonrk's solution](#)

1690.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive

[maroonrk's solution](#)

1691.

2046E1

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

Quality: 229 global accepts · Rating: 2900 · first AC: 2024-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[maroonrk's solution](#)

1692.

2038E

[Barrels](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 2900 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[maroonrk's solution](#)

1693.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[maroonrk's solution](#)

1694.

2018F1

[Speedbreaker Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[maroonrk's solution](#)

1695.

1987G1

[Spinning Round \(Easy Version\)](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 2900 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees
[maroonrk's solution](#)

1696.

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy
[maroonrk's solution](#)

1697.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[maroonrk's solution](#)

1698.

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2900 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[maroonrk's solution](#)

1699.

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory
[maroonrk's solution](#)

1700.

1810H

[Last Number](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 2900 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[maroonrk's solution](#)

1701.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2022-11-26 · last AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive
[maroonrk's solution](#)

1702.

1773J

[Jumbled Trees](#) · [Tutorial](#)

Quality: 142 global accepts · Rating: 2900 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[maroonrk's solution](#)

1703.

1738G

[Anti-Increasing Addicts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 2900 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math
[maroonrk's solution](#)

1704.

1726F

[Late For Work \(submissions are not allowed\)](#) · [Tutorial](#)

Rating: 2900 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: *broken, data structures, greedy, schedules, shortest paths
[maroonrk's solution](#)

1705.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[maroonrk's solution](#)

1706.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[maroonrk's solution](#)

1707.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[maroonrk's solution](#)

1708.

1654G

[Snowy Mountain](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths, trees

[maroonrk's solution](#)

1709.

1630E

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

Quality: 554 global accepts · Rating: 2900 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory, probabilities

[maroonrk's solution](#)

1710.

1616F

[Tricolor Triangles](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2900 · first AC: 2021-12-29 · last AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, matrices

[maroonrk's solution](#)

1711.

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[maroonrk's solution](#)

1712.

1578F

[Framing Pictures](#) · [Tutorial](#)

Quality: 187 global accepts · Rating: 2900 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[maroonrk's solution](#)

1713.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2900 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[maroonrk's solution](#)

1714.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, trees

[maroonrk's solution](#)

1715.

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2900 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[maroonrk's solution](#)

1716.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[maroonrk's solution](#)

1717.

1510C

[Cactus Not Enough](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 2900 · first AC: 2021-05-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graph matchings, graphs

[maroonrk's solution](#)

1718.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[maroonrk's solution](#)

1719.

1500D

[Tiles for Bathroom](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2900 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, two pointers

[maroonrk's solution](#)

1720.

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[maroonrk's solution](#)

1721.

1456D

[Cakes for Clones](#) · [Tutorial](#)

Rating: 2900 · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[maroonrk's solution](#)

1722.

1444D

[Rectangular Polyline](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, geometry

[maroonrk's solution](#)

1723.

1428G1

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

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[maroonrk's solution](#)

1724.

788E

[New task](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2900 · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[maroonrk's solution](#)

1725.

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[maroonrk's solution](#)

1726.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2900 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths

[maroonrk's solution](#)

1727.

819D

[Mister B and Astronomers](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2900 · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[maroonrk's solution](#)

1728.

819C

[Mister B and Beacons on Field](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2900 · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[maroonrk's solution](#)

1729.

815E

[Karen and Neighborhood](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 2900 · first AC: 2020-07-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, implementation

[maroonrk's solution](#)

1730.

848D

[Shake It!](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 2900 · first AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, flows, graphs

[maroonrk's solution](#)

1731.

896D

[Nephren Runs a Cinema](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2900 · first AC: 2020-06-22 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, combinatorics, math, number theory

[maroonrk's solution](#)

1732.

889D

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

Rating: 2900 · first AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[maroonrk's solution](#)

1733.

1361D

[Johnny and James](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, trees

[maroonrk's solution](#)

1734.

871E

[Restore the Tree](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 2900 · first AC: 2020-04-25 · last AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, trees

[maroonrk's solution](#)

1735.

917C

[Pollywog](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2900 · first AC: 2020-04-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, matrices

[maroonrk's solution](#)

1736.

1314E

[Strange Function](#) · [Tutorial](#)

Quality: 2900 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[maroonrk's solution](#)

1737.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,668 global accepts · Rating: 2900 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy

[maroonrk's solution](#)

1738.

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[maroonrk's solution](#)

1739.

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2020-02-01 · last AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings

[maroonrk's solution](#)

1740.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[maroonrk's solution](#)

1741.

930E

[Coins Exhibition](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2900 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[maroonrk's solution](#)

1742.

1280E

[Kirchhoff's Current Loss](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[maroonrk's solution](#)

1743.

1266F

[Almost Same Distance](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: 2900 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[maroonrk's solution](#)

1744.

1276D

[Tree Elimination](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2900 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[maroonrk's solution](#)

1745.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, probabilities

[maroonrk's solution](#)

1746.

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, trees

[maroonrk's solution](#)

1747.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2019-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory, probabilities
[maroonrk's solution](#)

1748.

1053D

[Linear Congruential Generator](#) · [Tutorial](#)

Rating: 2900 · first AC: 2019-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[maroonrk's solution](#)

1749.

1086E

[Beautiful Matrix](#) · [Tutorial](#)

Rating: 2900 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp
[maroonrk's solution](#)

1750.

1056G

[Take Metro](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2900 · first AC: 2019-06-27 · last AC: 2019-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs
[maroonrk's solution](#)

1751.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[maroonrk's solution](#)

1752.

1055F

[Tree and XOR](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2019-05-10 · C++17 (GCC 7-32) (first AC) · Tags: strings, trees
[maroonrk's solution](#)

1753.

1146H

[Satanic Panic](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry
[maroonrk's solution](#)

1754.

1078D

[Chattering](#) · [Tutorial](#)

Rating: 2900 · first AC: 2019-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[maroonrk's solution](#)

1755.

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2019-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
[maroonrk's solution](#)

1756.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2019-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[maroonrk's solution](#)

1757.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[maroonrk's solution](#)

1758.

966E

[May Holidays](#) · [Tutorial](#)

Quality: 2900 · first AC: 2018-05-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[maroonrk's solution](#)

1759.

475F

[Meta-universe](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: 2900 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: data structures

[maroonrk's solution](#)

1760.

2161F

[SubMST](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3000 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graphs, trees

[maroonrk's solution](#)

1761.

2150F

[Cycle Closing](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3000 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, implementation, shortest paths, trees

[maroonrk's solution](#)

1762.

2129E

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

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, sortings

[maroonrk's solution](#)

1763.

2062E2

[The Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees

[maroonrk's solution](#)

1764.

2068K

[Amusement Park Rides](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3000 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[maroonrk's solution](#)

1765.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, math

[maroonrk's solution](#)

1766.

2038H

[Galactic Council](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3000 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: flows

[maroonrk's solution](#)

1767.

2029G

[Balanced Problem](#) · [Tutorial](#)

Quality: 258 global accepts · Rating: 3000 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[maroonrk's solution](#)

1768.

2018F2

[Speedbreaker Counting \(Medium Version\)](#) · [Tutorial](#)

Quality: 287 global accepts · Rating: 3000 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[maroonrk's solution](#)

1769.

1975G

[Zimpha Fan Club](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: fft, greedy, math, strings

[maroonrk's solution](#)

1770.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

[maroonrk's solution](#)

1771.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[maroonrk's solution](#)

1772.

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2023-09-30 · last AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[maroonrk's solution](#)

1773.

1868D

[Flower-like Pseudotree](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3000 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, trees

[maroonrk's solution](#)

1774.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[maroonrk's solution](#)

1775.

1854D

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

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-07-29 · last AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, trees

[maroonrk's solution](#)

1776.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[maroonrk's solution](#)

1777.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[maroonrk's solution](#)

1778.

1824D

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

Quality: 655 global accepts · Rating: 3000 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[maroonrk's solution](#)

1779.

1776M

[Parmigiana With Seafood](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 3000 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, trees
[maroonrk's solution](#)

1780.

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2023-03-09 · last AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees
[maroonrk's solution](#)

1781.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive
[maroonrk's solution](#)

1782.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, trees
[maroonrk's solution](#)

1783.

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths
[maroonrk's solution](#)

1784.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
[maroonrk's solution](#)

1785.

1672I

[PermutationForces](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 3000 · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[maroonrk's solution](#)

1786.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 811 global accepts · Rating: 3000 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math
[maroonrk's solution](#)

1787.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[maroonrk's solution](#)

1788.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math
[maroonrk's solution](#)

1789.

1615H

[Reindeer Games](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 3000 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, flows, graphs, shortest paths

[maroonrk's solution](#)

1790.

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math

[maroonrk's solution](#)

1791.

1610F

[Mashtali: a Space Oddyssey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[maroonrk's solution](#)

1792.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, number theory

[maroonrk's solution](#)

1793.

1586G

[Omkar and Time Travel](#) · [Tutorial](#)

Rating: 3000 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[maroonrk's solution](#)

1794.

1572E

[Polygon](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 3000 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, geometry

[maroonrk's solution](#)

1795.

1558E

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Quality: 702 global accepts · Rating: 3000 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[maroonrk's solution](#)

1796.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[maroonrk's solution](#)

1797.

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math

[maroonrk's solution](#)

1798.

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 3000 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[maroonrk's solution](#)

1799.

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, trees
[maroonrk's solution](#)

1800.

698F

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, number theory
[maroonrk's solution](#)

1801.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, sortings
[maroonrk's solution](#)

1802.

1464D

[The Thorny Path](#) · [Tutorial](#)

Rating: 3000 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[maroonrk's solution](#)

1803.

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, two pointers
[maroonrk's solution](#)

1804.

1442E

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

Quality: 788 global accepts · Rating: 3000 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees
[maroonrk's solution](#)

1805.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[maroonrk's solution](#)

1806.

806E

[Blog Post Rating](#) · [Tutorial](#)

Rating: 3000 · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[maroonrk's solution](#)

1807.

788D

[Finding lines](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 3000 · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, interactive
[maroonrk's solution](#)

1808.

1423I

[Lookup Tables](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 3000 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks
[maroonrk's solution](#)

1809.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[maroonrk's solution](#)

1810.

1381D

[The Majestic Brown Tree Snake](#) · [Tutorial](#)

Quality: 825 global accepts · Rating: 3000 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers

[maroonrk's solution](#)

1811.

843E

[Maximum Flow](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 3000 · first AC: 2020-07-07 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[maroonrk's solution](#)

1812.

790D

[Bear and Rectangle Strips](#) · [Tutorial](#)

Rating: 3000 · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: dp

[maroonrk's solution](#)

1813.

889E

[Mod Mod Mod](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2020-06-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, math

[maroonrk's solution](#)

1814.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-06-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[maroonrk's solution](#)

1815.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2020-05-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, matrices

[maroonrk's solution](#)

1816.

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp

[maroonrk's solution](#)

1817.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2020-04-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[maroonrk's solution](#)

1818.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 3000 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[maroonrk's solution](#)

1819.

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees

[maroonrk's solution](#)

1820.

936D

[World of Tank](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3000 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[maroonrk's solution](#)

1821.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[maroonrk's solution](#)

1822.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2020-01-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[maroonrk's solution](#)

1823.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[maroonrk's solution](#)

1824.

634F

[Orchestra](#) · [Tutorial](#)

Rating: 3000 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: two pointers

[maroonrk's solution](#)

1825.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[maroonrk's solution](#)

1826.

1250D

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

Quality: 216 global accepts · Rating: 3000 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[maroonrk's solution](#)

1827.

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar

[maroonrk's solution](#)

1828.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 3000 · first AC: 2019-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[maroonrk's solution](#)

1829.

1168D

[Anagram Paths](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3000 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, trees

[maroonrk's solution](#)

1830.

1161E

[Rainbow Coins](#) · [Tutorial](#)

Rating: 3000 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[maroonrk's solution](#)

1831.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, greedy

[maroonrk's solution](#)

1832.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[maroonrk's solution](#)

1833.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2018-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[maroonrk's solution](#)

1834.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2016-12-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, two pointers

[maroonrk's solution](#)

1835.

533D

[Landmarks](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3000 · first AC: 2016-07-05 · GNU C++11 (first AC) · Tags: data structures, dp

[maroonrk's solution](#)

1836.

533A

[Berland Miners](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 3000 · first AC: 2016-07-05 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[maroonrk's solution](#)

1837.

319E

[Ping-Pong](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3000 · first AC: 2016-05-24 · GNU C++11 (first AC) · Tags: data structures

[maroonrk's solution](#)

1838.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[maroonrk's solution](#)

1839.

264E

[Roadside Trees](#) · [Tutorial](#)

Quality: 469 global accepts · Rating: 3000 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: data structures, dp

[maroonrk's solution](#)

1840.

2187F1

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

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

[maroonrk's solution](#)

1841.

2172D

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

Quality: 103 global accepts · Rating: 3100 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp
[maroonrk's solution](#)

1842.

2172C

[Circles Are Far from Each Other](#) · [Tutorial](#)

Quality: 95 global accepts · Rating: 3100 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy
[maroonrk's solution](#)

1843.

2138E2

[Determinant Construction \(Hard Version\)](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory
[maroonrk's solution](#)

1844.

2138E1

[Determinant Construction \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory
[maroonrk's solution](#)

1845.

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 3100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees
[maroonrk's solution](#)

1846.

2089C2

[Key of Like \(Hard Version\)](#) · [Tutorial](#)

Quality: 260 global accepts · Rating: 3100 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities
[maroonrk's solution](#)

1847.

2101E

[Kia Bakes a Cake](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 3100 · first AC: 2025-05-17 · last AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, trees
[maroonrk's solution](#)

1848.

2097E

[Clearing the Snowdrift](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3100 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy
[maroonrk's solution](#)

1849.

2096F

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

Quality: 458 global accepts · Rating: 3100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, two pointers
[maroonrk's solution](#)

1850.

2081G1

[Hard Formula](#) · [Tutorial](#)

Quality: 81 global accepts · Rating: 3100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[maroonrk's solution](#)

1851.

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, math

[maroonrk's solution](#)

1852.

2068D

[Morse Code](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3100 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, trees

[maroonrk's solution](#)

1853.

2048H

[Kevin and Strange Operation](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3100 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[maroonrk's solution](#)

1854.

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2024-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

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1855.

2006E

[Iris's Full Binary Tree](#) · [Tutorial](#)

Quality: 318 global accepts · Rating: 3100 · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[maroonrk's solution](#)

1856.

2018F3

[Speedbreaker Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 3100 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

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1857.

1967E1

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

Quality: 379 global accepts · Rating: 3100 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[maroonrk's solution](#)

1858.

1949H

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Quality: 165 global accepts · Rating: 3100 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

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1859.

1951G

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Quality: 426 global accepts · Rating: 3100 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[maroonrk's solution](#)

1860.

1936D

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1861.

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 3100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

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1862.

1924E

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Quality: 535 global accepts · Rating: 3100 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, probabilities

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1863.

1912F

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1864.

1887E

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Quality: 493 global accepts · Rating: 3100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive

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1865.

1864G

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Quality: 315 global accepts · Rating: 3100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation

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1866.

1815E

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Quality: 419 global accepts · Rating: 3100 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, strings

[maroonrk's solution](#)

1867.

1805F2

[Survival of the Weakest \(hard version\)](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 3100 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings, two pointers

[maroonrk's solution](#)

1868.

1785E

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Rating: 3100 · first AC: 2023-02-05 · last AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, games

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1869.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[maroonrk's solution](#)

1870.

1761F1

[Anti-median \(Easy Version\)](#) · [Tutorial](#)

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[maroonrk's solution](#)

1871.

1740G

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1872.

1666G

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Quality: 153 global accepts · Rating: 3100 · first AC: 2022-06-12 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

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1873.

1168E

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Quality: 428 global accepts · Rating: 3100 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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1874.

1628E

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1875.

1610H

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Quality: 628 global accepts · Rating: 3100 · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[maroonrk's solution](#)

1876.

1610I

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Quality: 338 global accepts · Rating: 3100 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: games, trees

[maroonrk's solution](#)

1877.

1578J

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Quality: 345 global accepts · Rating: 3100 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar

[maroonrk's solution](#)

1878.

1566G

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1879.

1508E

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Quality: 392 global accepts · Rating: 3100 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dfs and similar, sortings, trees

[maroonrk's solution](#)

1880.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

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1881.

1458D

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Quality: 1,562 global accepts · Rating: 3100 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy

[maroonrk's solution](#)

1882.

1458E

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Quality: 556 global accepts · Rating: 3100 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games
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1883.

1439D

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1884.

809E

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Quality: 855 global accepts · Rating: 3100 · first AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, math, number theory, trees
[maroonrk's solution](#)

1885.

830E

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Quality: 338 global accepts · Rating: 3100 · first AC: 2020-08-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, graphs, implementation, math, trees
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1886.

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, trees
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1887.

1240F

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Quality: 327 global accepts · Rating: 3100 · first AC: 2020-07-01 · last AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: graphs
[maroonrk's solution](#)

1888.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2020-06-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[maroonrk's solution](#)

1889.

896E

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Quality: 2,505 global accepts · Rating: 3100 · first AC: 2020-06-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu
[maroonrk's solution](#)

1890.

855F

[Nagini](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3100 · first AC: 2020-06-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures
[maroonrk's solution](#)

1891.

908H

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Quality: 460 global accepts · Rating: 3100 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —
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1892.

947E

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[maroonrk's solution](#)

1893.

891D

[Sloth](#) · [Tutorial](#)

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[maroonrk's solution](#)

1894.

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, fft, math

[maroonrk's solution](#)

1895.

1344E

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Quality: 521 global accepts · Rating: 3100 · first AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[maroonrk's solution](#)

1896.

1119G

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Quality: 569 global accepts · Rating: 3100 · first AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[maroonrk's solution](#)

1897.

1246E

[To Make 1](#) · [Tutorial](#)

Rating: 3100 · first AC: 2020-04-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[maroonrk's solution](#)

1898.

1120F

[Secret Letters](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 3100 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

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1899.

1329D

[Dreamoon Likes Strings](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 3100 · first AC: 2020-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures

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1900.

1307G

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[maroonrk's solution](#)

1901.

960H

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Quality: 348 global accepts · Rating: 3100 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[maroonrk's solution](#)

1902.

963E

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Quality: 651 global accepts · Rating: 3100 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: math

[maroonrk's solution](#)

1903.

981H

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Quality: 288 global accepts · Rating: 3100 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, fft, math

[maroonrk's solution](#)**1904.**

1012E

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Quality: 396 global accepts · Rating: 3100 · first AC: 2020-01-21 · C++17 (GCC 7-32) (first AC) · Tags: dsu, math

[maroonrk's solution](#)**1905.**

1286F

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Quality: 294 global accepts · Rating: 3100 · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, fft, implementation, math

[maroonrk's solution](#)**1906.**

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices, probabilities

[maroonrk's solution](#)**1907.**

1261F

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Quality: 442 global accepts · Rating: 3100 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, math

[maroonrk's solution](#)**1908.**

1074E

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Rating: 3100 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[maroonrk's solution](#)**1909.**

1250K

[Projectors](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 3100 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[maroonrk's solution](#)**1910.**

1250I

[Show Must Go On](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3100 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, shortest paths

[maroonrk's solution](#)**1911.**

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[maroonrk's solution](#)**1912.**

1129E

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Quality: 569 global accepts · Rating: 3100 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, trees

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1913.

1184D2

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Quality: 128 global accepts · Rating: 3100 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices

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1914.

1205E

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Quality: 373 global accepts · Rating: 3100 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, strings

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1915.

1103D

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Quality: 493 global accepts · Rating: 3100 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

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1916.

1190E

[Tokitsukaze and Explosion](#) · [Tutorial](#)

Quality: 262 global accepts · Rating: 3100 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

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1917.

1184A3

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Quality: 155 global accepts · Rating: 3100 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, number theory

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1918.

1188D

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Quality: 909 global accepts · Rating: 3100 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

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1919.

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, trees

[maroonrk's solution](#)

1920.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2019-01-19 · last AC: 2019-05-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

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1921.

1067D

[Computer Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 3100 · first AC: 2019-02-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, probabilities

[maroonrk's solution](#)

1922.

966F

[Parametric Circulation](#) · [Tutorial](#)

Rating: 3100 · first AC: 2018-05-03 · C++14 (GCC 6-32) (first AC) · Tags: flows

[maroonrk's solution](#)

1923.

2157H

[Keygen 3](#) · [Tutorial](#)

Quality: 116 global accepts · Rating: 3200 · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, math

[maroonrk's solution](#)

1924.

2183G

[Snake Instructions](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 3200 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive

[maroonrk's solution](#)

1925.

2180F2

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

Quality: 223 global accepts · Rating: 3200 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[maroonrk's solution](#)

1926.

2165E

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Quality: 255 global accepts · Rating: 3200 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, trees

[maroonrk's solution](#)

1927.

2159D2

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

Quality: 394 global accepts · Rating: 3200 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

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1928.

2089D

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Quality: 188 global accepts · Rating: 3200 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

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1929.

1119H

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1930.

2096G

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1931.

2096H

[Wonderful XOR Problem](#) · [Tutorial](#)

Quality: 224 global accepts · Rating: 3200 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math

[maroonrk's solution](#)

1932.

2039F2

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

Quality: 288 global accepts · Rating: 3200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, number theory

[maroonrk's solution](#)

1933.

1984G

[Magic Trick II](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 3200 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[maroonrk's solution](#)

1934.

1967F

[Next and Prev](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: 3200 · first AC: 2024-05-03 · last AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

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1935.

1951I

[Growing Trees](#) · [Tutorial](#)

Quality: 104 global accepts · Rating: 3200 · first AC: 2024-04-14 · last AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, flows, graphs, greedy

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1936.

1951H

[Thanos Snap](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, games, greedy, trees

[maroonrk's solution](#)

1937.

1896G

[Pepe Racing](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, sortings

[maroonrk's solution](#)

1938.

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices

[maroonrk's solution](#)

1939.

1830F

[The Third Grace](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3200 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[maroonrk's solution](#)

1940.

1819E

[Roads in E City](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math, probabilities, trees

[maroonrk's solution](#)

1941.

1810G

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Quality: 1,247 global accepts · Rating: 3200 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: dp

[maroonrk's solution](#)

1942.

1776K

[Uniform Chemistry](#) · [Tutorial](#)

Quality: 86 global accepts · Rating: 3200 · first AC: 2023-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[maroonrk's solution](#)

1943.

1799H

[Tree Cutting](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3200 · first AC: 2023-02-27 · last AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp

[maroonrk's solution](#)

1944.

1782G

[Diverse Coloring](#) · [Tutorial](#)

Rating: 3200 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, trees

[maroonrk's solution](#)

1945.

1782H1

[Window Signals \(easy version\)](#) · [Tutorial](#)

Rating: 3200 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, math

[maroonrk's solution](#)

1946.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees

[maroonrk's solution](#)

1947.

1746E2

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

Quality: 484 global accepts · Rating: 3200 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, interactive

[maroonrk's solution](#)

1948.

1704H1

[Game of AI \(easy version\)](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 3200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, fft, math

[maroonrk's solution](#)

1949.

1666K

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

Quality: 357 global accepts · Rating: 3200 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: flows

[maroonrk's solution](#)

1950.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[maroonrk's solution](#)

1951.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[maroonrk's solution](#)

1952.

1656G

[Cycle Palindrome](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math

[maroonrk's solution](#)

1953.

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees

[maroonrk's solution](#)

1954.

1566H

[Xor-quiz](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 3200 · first AC: 2022-03-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, interactive, math, number theory

[maroonrk's solution](#)

1955.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

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1956.

750G

[New Year and Binary Tree Paths](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 3200 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[maroonrk's solution](#)

1957.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 839 global accepts · Rating: 3200 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation

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1958.

1588E

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

Rating: 3200 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: geometry, two pointers

[maroonrk's solution](#)

1959.

1603E

[A Perfect Problem](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 3200 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

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1960.

1578D

[Dragon Curve](#) · [Tutorial](#)

Quality: 55 global accepts · Rating: 3200 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[maroonrk's solution](#)

1961.

1540D

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

Quality: 385 global accepts · Rating: 3200 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures

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1962.

1523G

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Quality: 520 global accepts · Rating: 3200 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[maroonrk's solution](#)

1963.

566E

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Quality: 709 global accepts · Rating: 3200 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, trees

[maroonrk's solution](#)

1964.

1091G

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Quality: 227 global accepts · Rating: 3200 · first AC: 2021-05-06 · PyPy 3 (first AC) · Tags: interactive, math, number theory

[maroonrk's solution](#)

1965.

1517F

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Quality: 592 global accepts · Rating: 3200 · first AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

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1966.

1483E

[Vabank](#) · [Tutorial](#)

Rating: 3200 · first AC: 2021-04-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, interactive

[maroonrk's solution](#)

1967.

1427F

[Boring Card Game](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3200 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, trees

[maroonrk's solution](#)

1968.

1470E

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

Quality: 375 global accepts · Rating: 3200 · first AC: 2021-04-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, graphs, implementation, two pointers

[maroonrk's solution](#)

1969.

1495E

[Qingshan and Daniel](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 3200 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[maroonrk's solution](#)

1970.

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2020-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[maroonrk's solution](#)

1971.

1446F

[Line Distance](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 3200 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, geometry

[maroonrk's solution](#)

1972.

1396E

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Quality: 434 global accepts · Rating: 3200 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[maroonrk's solution](#)

1973.

1408I

[Bitwise Magic](#) · [Tutorial](#)

Quality: 200 global accepts · Rating: 3200 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[maroonrk's solution](#)

1974.

1416E

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Quality: 432 global accepts · Rating: 3200 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[maroonrk's solution](#)

1975.

827F

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Quality: 582 global accepts · Rating: 3200 · first AC: 2020-08-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs, shortest paths

[maroonrk's solution](#)**1976.**

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2020-08-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, graphs, trees

[maroonrk's solution](#)**1977.**

840E

[In a Trap](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3200 · first AC: 2020-07-08 · C++17 (GCC 9-64) (first AC) · Tags: trees

[maroonrk's solution](#)**1978.**

1214G

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Quality: 330 global accepts · Rating: 3200 · first AC: 2020-07-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures

[maroonrk's solution](#)**1979.**

1242E

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Quality: 155 global accepts · Rating: 3200 · first AC: 2020-06-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[maroonrk's solution](#)**1980.**

1267H

[Help BerLine](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 3200 · first AC: 2020-06-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[maroonrk's solution](#)**1981.**

1368G

[Shifting Dominoes](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 3200 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, graphs, trees

[maroonrk's solution](#)**1982.**

913G

[Power Substring](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3200 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[maroonrk's solution](#)**1983.**

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities

[maroonrk's solution](#)**1984.**

1344F

[Piet's Palette](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3200 · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: matrices

[maroonrk's solution](#)**1985.**

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 3200 · first AC: 2020-03-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[maroonrk's solution](#)

1986.

956F

[Minimal Subset Difference](#) · [Tutorial](#)

Rating: 3200 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[maroonrk's solution](#)

1987.

1019E

[Raining season](#) · [Tutorial](#)

Quality: 407 global accepts · Rating: 3200 · first AC: 2020-01-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[maroonrk's solution](#)

1988.

1286E

[Fedya the Potter Strikes Back](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2020-01-05 · last AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[maroonrk's solution](#)

1989.

1284F

[New Year and Social Network](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3200 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, graphs, math, trees

[maroonrk's solution](#)

1990.

1268D

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Quality: 639 global accepts · Rating: 3200 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, graphs, math

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1991.

1240E

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Rating: 3200 · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[maroonrk's solution](#)

1992.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures

[maroonrk's solution](#)

1993.

1209G2

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Quality: 528 global accepts · Rating: 3200 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures

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1994.

1034E

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Quality: 750 global accepts · Rating: 3200 · first AC: 2019-07-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[maroonrk's solution](#)

1995.

1081G

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[maroonrk's solution](#)

1996.

1056H

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Quality: 253 global accepts · Rating: 3200 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings
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1997.

1089B

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1998.

1149E

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Quality: 665 global accepts · Rating: 3200 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: games, graphs
[maroonrk's solution](#)

1999.

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive
[maroonrk's solution](#)

2000.

1109F

[Sasha and Algorithm of Silence's Sounds](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3200 · first AC: 2019-03-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
[maroonrk's solution](#)

2001.

1091H

[New Year and the Tricolore Recreation](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3200 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: games
[maroonrk's solution](#)

2002.

1007D

[Ants](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3200 · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, trees
[maroonrk's solution](#)

2003.

933E

[A Preponderant Reunion](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3200 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp
[maroonrk's solution](#)

2004.

730K

[Roads Orientation Problem](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 3200 · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: graphs
[maroonrk's solution](#)

2005.

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2016-07-30 · GNU C++11 (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy
[maroonrk's solution](#)

2006.

650E

[Clockwork Bomb](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, greedy, trees
[maroonrk's solution](#)

2007.

2190G

[Maximize Determinant](#) · [Tutorial](#)

Quality: 96 global accepts · Rating: 3300 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs

[maroonrk's solution](#)

2008.

2172G

[Gene Editor](#) · [Tutorial](#)

Quality: 67 global accepts · Rating: 3300 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[maroonrk's solution](#)

2009.

2164G

[Pointless Machine](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive, trees

[maroonrk's solution](#)

2010.

2135E1

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

Quality: 247 global accepts · Rating: 3300 · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[maroonrk's solution](#)

2011.

2122G

[Tree Parking](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3300 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, math, trees

[maroonrk's solution](#)

2012.

2101F

[Shoo Shatters the Sunshine](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3300 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, trees

[maroonrk's solution](#)

2013.

2081F

[Hot Matrix](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3300 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

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2014.

2077F

[AND x OR](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3300 · first AC: 2025-03-12 · last AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp

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2015.

2066E

[Tropical Season](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3300 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation

[maroonrk's solution](#)

2016.

2046F1

[Yandex Cuneiform \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3300 · first AC: 2024-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

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2017.

2034H

[Rayan vs. Rayaneh](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3300 · first AC: 2024-12-01 · last AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[maroonrk's solution](#)

2018.

2035G1

[Go Learn! \(Easy Version\)](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees

[maroonrk's solution](#)

2019.

2023E

[Tree of Life](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3300 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[maroonrk's solution](#)

2020.

2018E1

[Complex Segments \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3300 · first AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

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2021.

1750G

[Doping](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 3300 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[maroonrk's solution](#)

2022.

1991H

[Prime Split Game](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 3300 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, fft, games, math, number theory

[maroonrk's solution](#)

2023.

1984H

[Tower Capturing](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 3300 · first AC: 2024-06-09 · last AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, geometry

[maroonrk's solution](#)

2024.

1965F

[Conference](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 3300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows

[maroonrk's solution](#)

2025.

1943E2

[MEX Game 2 \(Hard Version\)](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 3300 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[maroonrk's solution](#)

2026.

1949A

[Grove](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, geometry, probabilities

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2027.

1936F

[Grand Finale: Circles](#) · [Tutorial](#)

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[maroonrk's solution](#)

2028.

1930H

[Interactive Mex Tree](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[maroonrk's solution](#)

2029.

1912C

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

Quality: 70 global accepts · Rating: 3300 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[maroonrk's solution](#)

2030.

1912I

[Innovative Washing Machine](#) · [Tutorial](#)

Quality: 65 global accepts · Rating: 3300 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, two pointers

[maroonrk's solution](#)

2031.

1876E

[Ball-Stackable](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, trees

[maroonrk's solution](#)

2032.

1870G

[MEXanization](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3300 · first AC: 2023-09-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[maroonrk's solution](#)

2033.

1804H

[Code Lock](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[maroonrk's solution](#)

2034.

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[maroonrk's solution](#)

2035.

1787H

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

Quality: 337 global accepts · Rating: 3300 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, geometry

[maroonrk's solution](#)

2036.

1740H

[MEX Tree Manipulation](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[maroonrk's solution](#)

2037.

1753E

[N Machines](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[maroonrk's solution](#)

2038.

1738H

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

Quality: 274 global accepts · Rating: 3300 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings

[maroonrk's solution](#)

2039.

1726G

[A Certain Magical Party](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, greedy, sortings

[maroonrk's solution](#)

2040.

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graph matchings, greedy, math, trees

[maroonrk's solution](#)

2041.

1696G

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

Quality: 321 global accepts · Rating: 3300 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, geometry, math

[maroonrk's solution](#)

2042.

1666B

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

Quality: 66 global accepts · Rating: 3300 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[maroonrk's solution](#)

2043.

1641E

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

Quality: 290 global accepts · Rating: 3300 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, fft, math

[maroonrk's solution](#)

2044.

1615G

[Maximum Adjacent Pairs](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings

[maroonrk's solution](#)

2045.

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, hashing

[maroonrk's solution](#)

2046.

1586H

[Omkar and Tours](#) · [Tutorial](#)

Rating: 3300 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, sortings, trees

[maroonrk's solution](#)

2047.

1580F

[Problems for Codeforces](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3300 · first AC: 2021-10-12 · last AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[maroonrk's solution](#)

2048.

1578I

[Interactive Rays](#) · [Tutorial](#)

Quality: 72 global accepts · Rating: 3300 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: geometry, interactive

[maroonrk's solution](#)

2049.

1556H

[DIY Tree](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2021-08-30 · last AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, math, probabilities

[maroonrk's solution](#)

2050.

1556G

[Gates to Another World](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dsu, two pointers

[maroonrk's solution](#)

2051.

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[maroonrk's solution](#)

2052.

1548D2

[Gregor and the Odd Cows \(Hard\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3300 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

[maroonrk's solution](#)

2053.

1552H

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

Quality: 462 global accepts · Rating: 3300 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, number theory

[maroonrk's solution](#)

2054.

1530G

[What a Reversal](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3300 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[maroonrk's solution](#)

2055.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 3300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, sortings

[maroonrk's solution](#)

2056.

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[maroonrk's solution](#)

2057.

1528F

[AmShZ Farm](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3300 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[maroonrk's solution](#)

2058.

1517G

[Starry Night Camping](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs

[maroonrk's solution](#)

2059.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2021-04-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, string suffix structures

[maroonrk's solution](#)

2060.

1500E

[Subset Trick](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3300 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[maroonrk's solution](#)

2061.

1495F

[Squares](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, trees

[maroonrk's solution](#)

2062.

1477E

[Nezzar and Tournaments](#) · [Tutorial](#)

Quality: 179 global accepts · Rating: 3300 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[maroonrk's solution](#)

2063.

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, greedy, math

[maroonrk's solution](#)

2064.

1450H2

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

Quality: 277 global accepts · Rating: 3300 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math

[maroonrk's solution](#)

2065.

1172E

[Nauuo and ODT](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3300 · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[maroonrk's solution](#)

2066.

1427G

[One Billion Shades of Grey](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3300 · first AC: 2020-10-10 · last AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[maroonrk's solution](#)

2067.

1396D

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

Quality: 343 global accepts · Rating: 3300 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, two pointers

[maroonrk's solution](#)

2068.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, flows, greedy

[maroonrk's solution](#)

2069.

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, greedy, implementation

[maroonrk's solution](#)

2070.

1392I

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Quality: 233 global accepts · Rating: 3300 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: fft, graphs, math

[maroonrk's solution](#)

2071.

1381E

[Origami](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3300 · first AC: 2020-07-22 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math, sortings

[maroonrk's solution](#)

2072.

866G

[Flowers and Chocolate](#) · [Tutorial](#)

Rating: 3300 · first AC: 2020-07-14 · C++17 (GCC 9-64) (first AC) · Tags: math

[maroonrk's solution](#)

2073.

1375H

[Set Merging](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3300 · first AC: 2020-07-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[maroonrk's solution](#)

2074.

790E

[Bear and Isomorphic Points](#) · [Tutorial](#)

Rating: 3300 · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[maroonrk's solution](#)

2075.

1368H1

[Breadboard Capacity \(easy version\)](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 3300 · first AC: 2020-06-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, greedy

[maroonrk's solution](#)

2076.

868G

[El Toll Caves](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3300 · first AC: 2020-06-17 · C++17 (GCC 9-64) (first AC) · Tags: math

[maroonrk's solution](#)

2077.

855G

[Harry Vs Voldemort](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3300 · first AC: 2020-06-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[maroonrk's solution](#)

2078.

1361F

[Johnny and New Toy](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math

[maroonrk's solution](#)

2079.

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2020-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing

[maroonrk's solution](#)

2080.

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[maroonrk's solution](#)

2081.

906E

[Reverses](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3300 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, string suffix structures, strings

[maroonrk's solution](#)

2082.

901E

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: 3300 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: fft, math

[maroonrk's solution](#)

2083.

1329E

[Dreamoon Loves AA](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3300 · first AC: 2020-04-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[maroonrk's solution](#)

2084.

1322E

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

Quality: 346 global accepts · Rating: 3300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[maroonrk's solution](#)

2085.

1307F

[Cow and Vacation](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 3300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, trees

[maroonrk's solution](#)

2086.

878E

[Numbers on the blackboard](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3300 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[maroonrk's solution](#)

2087.

983D

[Arkady and Rectangles](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 3300 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[maroonrk's solution](#)

2088.

1284G

[Seollal](#) · [Tutorial](#)

Quality: 228 global accepts · Rating: 3300 · first AC: 2020-01-04 · last AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[maroonrk's solution](#)

2089.

1270H

[Number of Components](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2019-12-30 · last AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[maroonrk's solution](#)

2090.

1254E

[Send Tree to Charlie](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3300 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, trees

[maroonrk's solution](#)

2091.

1209H

[Moving Walkways](#) · [Tutorial](#)

Quality: 230 global accepts · Rating: 3300 · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math
[maroonrk's solution](#)

2092.

1188E

[Problem from Red Panda](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3300 · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics
[maroonrk's solution](#)

2093.

1172F

[Nauuo and Bug](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 3300 · first AC: 2019-06-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[maroonrk's solution](#)

2094.

1148G

[Gold Experience](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3300 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory, probabilities
[maroonrk's solution](#)

2095.

1083F

[The Fair Nut and Amusing Xor](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2019-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[maroonrk's solution](#)

2096.

1060H

[Sophisticated Device](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2018-11-09 · last AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[maroonrk's solution](#)

2097.

2081G2

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

Quality: 54 global accepts · Rating: 3400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[maroonrk's solution](#)

2098.

2029I

[Variance Challenge](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 3400 · first AC: 2024-11-27 · last AC: 2024-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs, greedy
[maroonrk's solution](#)

2099.

2018E2

[Complex Segments \(Hard Version\)](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3400 · first AC: 2024-10-11 · last AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings
[maroonrk's solution](#)

2100.

2002G

[Lattice Optimizing](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle
[maroonrk's solution](#)

2101.

1936E

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

Quality: 147 global accepts · Rating: 3400 · first AC: 2024-03-01 · last AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, fft, math

[maroonrk's solution](#)

2102.

1896H1

[Cyclic Hamming \(Easy Version\)](#) · [Tutorial](#)

Quality: 118 global accepts · Rating: 3400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, dp, fft, math, number theory

[maroonrk's solution](#)

2103.

1887F

[Minimum Segments](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[maroonrk's solution](#)

2104.

1852E

[Rivalries](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[maroonrk's solution](#)

2105.

1844H

[Multiple of Three Cycles](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, dsu, math

[maroonrk's solution](#)

2106.

1827E

[Bus Routes](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3400 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[maroonrk's solution](#)

2107.

1817E

[Half-sum](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3400 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, greedy

[maroonrk's solution](#)

2108.

1801G

[A task for substrings](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3400 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings

[maroonrk's solution](#)

2109.

1785F

[Minimums or Medians](#) · [Tutorial](#)

Rating: 3400 · first AC: 2023-02-05 · last AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, two pointers

[maroonrk's solution](#)

2110.

1787I

[Treasure Hunt](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3400 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, two pointers

[maroonrk's solution](#)

2111.

1770G

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

Quality: 188 global accepts · Rating: 3400 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, fft, math
[maroonrk's solution](#)

2112.

1764H

[Doremy's Paint 2](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 3400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[maroonrk's solution](#)

2113.

1693F

[I Might Be Wrong](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3400 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers
[maroonrk's solution](#)

2114.

1693E

[Outermost Maximums](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 3400 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[maroonrk's solution](#)

2115.

1684H

[Hard Cut](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3400 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, math
[maroonrk's solution](#)

2116.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs, number theory
[maroonrk's solution](#)

2117.

1442F

[Differentiating Games](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 3400 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: games, interactive
[maroonrk's solution](#)

2118.

1601F

[Two Sorts](#) · [Tutorial](#)

Quality: 275 global accepts · Rating: 3400 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle
[maroonrk's solution](#)

2119.

1580E

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

Quality: 124 global accepts · Rating: 3400 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, graphs, shortest paths
[maroonrk's solution](#)

2120.

1572F

[Stations](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[maroonrk's solution](#)

2121.

1548E

[Gregor and the Two Painters](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 3400 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math

[maroonrk's solution](#)

2122.

1553I

[Stairs](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 3400 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[maroonrk's solution](#)

2123.

1530H

[Turing's Award](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3400 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[maroonrk's solution](#)

2124.

1097H

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

Quality: 139 global accepts · Rating: 3400 · first AC: 2021-05-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[maroonrk's solution](#)

2125.

1515I

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

Quality: 427 global accepts · Rating: 3400 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, sortings

[maroonrk's solution](#)

2126.

1466I

[The Riddle of the Sphinx](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3400 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, interactive

[maroonrk's solution](#)

2127.

1483F

[Exam](#) · [Tutorial](#)

Rating: 3400 · first AC: 2021-04-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, string suffix structures, trees

[maroonrk's solution](#)

2128.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[maroonrk's solution](#)

2129.

806F

[Test Data Generation](#) · [Tutorial](#)

Rating: 3400 · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: dp

[maroonrk's solution](#)

2130.

794G

[Replace All](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3400 · first AC: 2020-08-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[maroonrk's solution](#)

2131.

786D

[Rap God](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3400 · first AC: 2020-08-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, hashing,

strings, trees

[maroonrk's solution](#)

2132.

853E

[Lada Malina](#) · [Tutorial](#)

Quality: 81 global accepts · Rating: 3400 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry

[maroonrk's solution](#)

2133.

833E

[Caramel Clouds](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3400 · first AC: 2020-07-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, sortings

[maroonrk's solution](#)

2134.

843D

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

Quality: 1,195 global accepts · Rating: 3400 · first AC: 2020-07-07 · last AC: 2020-07-07 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[maroonrk's solution](#)

2135.

848E

[Days of Floral Colours](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 3400 · first AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[maroonrk's solution](#)

2136.

1266H

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 132 global accepts · Rating: 3400 · first AC: 2020-06-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, math, matrices, meet-in-the-middle

[maroonrk's solution](#)

2137.

1220G

[Geolocation](#) · [Tutorial](#)

Quality: 74 global accepts · Rating: 3400 · first AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[maroonrk's solution](#)

2138.

913H

[Don't Exceed](#) · [Tutorial](#)

Quality: 143 global accepts · Rating: 3400 · first AC: 2020-06-10 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities

[maroonrk's solution](#)

2139.

793G

[Oleg and chess](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3400 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, flows, graph matchings

[maroonrk's solution](#)

2140.

1314F

[Bad Cryptography](#) · [Tutorial](#)

Rating: 3400 · first AC: 2020-03-29 · last AC: 2020-03-29 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[maroonrk's solution](#)

2141.

1299E

[So Mean](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3400 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math

[maroonrk's solution](#)

2142.

936E

[Iqea](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 3400 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, shortest paths, trees

[maroonrk's solution](#)

2143.

1010F

[Tree](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3400 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: fft, graphs, trees

[maroonrk's solution](#)

2144.

1276F

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

Quality: 447 global accepts · Rating: 3400 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures

[maroonrk's solution](#)

2145.

1268E

[Happy Cactus](#) · [Tutorial](#)

Quality: 295 global accepts · Rating: 3400 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[maroonrk's solution](#)

2146.

1023G

[Pisces](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3400 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, trees

[maroonrk's solution](#)

2147.

1239F

[Swiper, no swiping!](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3400 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[maroonrk's solution](#)

2148.

1097E

[Egor and an RPG game](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 3400 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[maroonrk's solution](#)

2149.

1137F

[Matches Are Not a Child's Play](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3400 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[maroonrk's solution](#)

2150.

1098E

[Fedya the Potter](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 3400 · first AC: 2019-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, number theory

[maroonrk's solution](#)

2151.

1103E

[Radix sum](#) · [Tutorial](#)

Quality: 282 global accepts · Rating: 3400 · first AC: 2019-01-28 · C++17 (GCC 7-32) (first AC) · Tags: fft, math, number theory

[maroonrk's solution](#)

2152.

2215G

[Maze](#) · [Tutorial](#)

Quality: 50 global accepts · Rating: 3500 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: trees

[maroonrk's solution](#)

2153.

2157I

[Hyper Smawk Bros](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3500 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[maroonrk's solution](#)

2154.

2187F2

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

Quality: 71 global accepts · Rating: 3500 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees

[maroonrk's solution](#)

2155.

2159E

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

Quality: 201 global accepts · Rating: 3500 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, meet-in-the-middle

[maroonrk's solution](#)

2156.

2183H

[Minimise Cost](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 3500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, sortings

[maroonrk's solution](#)

2157.

2180G

[Balance](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2025-12-19 · last AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, implementation, math

[maroonrk's solution](#)

2158.

2161G

[Bitwise And Equals](#) · [Tutorial](#)

Quality: 91 global accepts · Rating: 3500 · first AC: 2025-11-17 · last AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy

[maroonrk's solution](#)

2159.

2165F

[Arctic Acquisition](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 3500 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[maroonrk's solution](#)

2160.

2135F

[To the Infinity](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3500 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, math, trees

[maroonrk's solution](#)

2161.

2135E2

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

Quality: 166 global accepts · Rating: 3500 · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[maroonrk's solution](#)

2162.

2124I

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

Quality: 203 global accepts · Rating: 3500 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, trees

[maroonrk's solution](#)

2163.

2057H

[Coffee Break](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math
[maroonrk's solution](#)

2164.

2089E

[Black Cat Collapse](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: 3500 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[maroonrk's solution](#)

2165.

2115E

[Gellyfish and Mayflower](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs
[maroonrk's solution](#)

2166.

2097F

[Lost Luggage](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2025-04-30 · last AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, flows
[maroonrk's solution](#)

2167.

2084G2

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

Quality: 108 global accepts · Rating: 3500 · first AC: 2025-04-05 · last AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[maroonrk's solution](#)

2168.

2077G

[RGB Walking](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 3500 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, chinese remainder theorem, dfs and similar, graphs, number theory
[maroonrk's solution](#)

2169.

1394E

[Boboniu and Banknote Collection](#) · [Tutorial](#)

Quality: 164 global accepts · Rating: 3500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings
[maroonrk's solution](#)

2170.

2068G

[A Very Long Hike](#) · [Tutorial](#)

Quality: 62 global accepts · Rating: 3500 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: shortest paths
[maroonrk's solution](#)

2171.

2068I

[Pinball](#) · [Tutorial](#)

Quality: 61 global accepts · Rating: 3500 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths
[maroonrk's solution](#)

2172.

2062H

[Galaxy Generator](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp
[maroonrk's solution](#)

2173.

2062G

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

Quality: 174 global accepts · Rating: 3500 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, geometry, graph matchings, graphs
[maroonrk's solution](#)

2174.

2061I

[Kevin and Nivek](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3500 · first AC: 2025-01-22 · last AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp
[maroonrk's solution](#)

2175.

2061H1

[Kevin and Stones \(Easy Version\)](#) · [Tutorial](#)

Quality: 103 global accepts · Rating: 3500 · first AC: 2025-01-21 · last AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, graphs
[maroonrk's solution](#)

2176.

2061F2

[Kevin and Binary String \(Hard Version\)](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3500 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[maroonrk's solution](#)

2177.

2046F2

[Yandex Cuneiform \(Hard Version\)](#) · [Tutorial](#)

Quality: 99 global accepts · Rating: 3500 · first AC: 2024-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[maroonrk's solution](#)

2178.

2046E2

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

Quality: 89 global accepts · Rating: 3500 · first AC: 2024-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[maroonrk's solution](#)

2179.

2034G1

[Simurgh's Watch \(Easy Version\)](#) · [Tutorial](#)

Quality: 77 global accepts · Rating: 3500 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[maroonrk's solution](#)

2180.

2034G2

[Simurgh's Watch \(Hard Version\)](#) · [Tutorial](#)

Quality: 78 global accepts · Rating: 3500 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[maroonrk's solution](#)

2181.

1991I

[Grid Game](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3500 · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, graph matchings, greedy, interactive
[maroonrk's solution](#)

2182.

2039H2

[Cool Swap Walk \(Hard Version\)](#) · [Tutorial](#)

Quality: 91 global accepts · Rating: 3500 · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings
[maroonrk's solution](#)

2183.

2039H1

[Cool Swap Walk \(Easy Version\)](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 3500 · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings

[maroonrk's solution](#)

2184.

2029H

[Message Spread](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3500 · first AC: 2024-11-24 · last AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[maroonrk's solution](#)

2185.

2039G

[Shohag Loves Pebae](#) · [Tutorial](#)

Quality: 82 global accepts · Rating: 3500 · first AC: 2024-11-23 · last AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[maroonrk's solution](#)

2186.

2035G2

[Go Learn! \(Hard Version\)](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3500 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp

[maroonrk's solution](#)

2187.

2023F

[Hills and Pits](#) · [Tutorial](#)

Quality: 133 global accepts · Rating: 3500 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, matrices

[maroonrk's solution](#)

2188.

1987H

[Fumo Temple](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3500 · first AC: 2024-10-15 · last AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[maroonrk's solution](#)

2189.

2006F

[Dora's Paint](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3500 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, graphs, implementation

[maroonrk's solution](#)

2190.

1994H

[Fortnite](#) · [Tutorial](#)

Quality: 774 global accepts · Rating: 3500 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, greedy, hashing, interactive, math, number theory, strings

[maroonrk's solution](#)

2191.

1750H

[BinaryStringForces](#) · [Tutorial](#)

Quality: 121 global accepts · Rating: 3500 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp

[maroonrk's solution](#)

2192.

1987G2

[Spinning Round \(Hard Version\)](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3500 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees

[maroonrk's solution](#)

2193.

1967E2

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

Quality: 215 global accepts · Rating: 3500 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[maroonrk's solution](#)

2194.

1943F

[Minimum Hamming Distance](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3500 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: dp
[maroonrk's solution](#)

2195.

1942H

[Farmer John's Favorite Intern](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 3500 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, flows, trees
[maroonrk's solution](#)

2196.

1930I

[Counting Is Fun](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 3500 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics
[maroonrk's solution](#)

2197.

1909H

[Parallel Swaps Sort](#) · [Tutorial](#)

Quality: 110 global accepts · Rating: 3500 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures
[maroonrk's solution](#)

2198.

1896H2

[Cyclic Hamming \(Hard Version\)](#) · [Tutorial](#)

Quality: 142 global accepts · Rating: 3500 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, fft, math, number theory
[maroonrk's solution](#)

2199.

1893E

[Cacti Symphony](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs
[maroonrk's solution](#)

2200.

1889F

[Doremy's Average Tree](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3500 · first AC: 2023-11-02 · last AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, trees
[maroonrk's solution](#)

2201.

1889E

[Doremy's Swapping Trees](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 3500 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees
[maroonrk's solution](#)

2202.

1870H

[Standard Graph Problem](#) · [Tutorial](#)

Quality: 121 global accepts · Rating: 3500 · first AC: 2023-09-22 · last AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, trees
[maroonrk's solution](#)

2203.

1868E

[Min-Sum-Max](#) · [Tutorial](#)

Quality: 113 global accepts · Rating: 3500 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[maroonrk's solution](#)

2204.

1868F

[LIS?](#) · [Tutorial](#)

Quality: 97 global accepts · Rating: 3500 · first AC: 2023-09-10 · last AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[maroonrk's solution](#)**2205.**

1852F

[Panda Meetups](#) · [Tutorial](#)

Quality: 147 global accepts · Rating: 3500 · first AC: 2023-08-06 · last AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows

[maroonrk's solution](#)**2206.**

1842I

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

Quality: 170 global accepts · Rating: 3500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, greedy

[maroonrk's solution](#)**2207.**

1835F

[Good Graph](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 3500 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graph matchings, graphs, implementation

[maroonrk's solution](#)**2208.**

1835E

[Old Mobile](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3500 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[maroonrk's solution](#)**2209.**

1830E

[Bully Sort](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 3500 · first AC: 2023-05-30 · last AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[maroonrk's solution](#)**2210.**

1824E

[LuoTianyi and Cartridge](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3500 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[maroonrk's solution](#)**2211.**

1817F

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

Quality: 330 global accepts · Rating: 3500 · first AC: 2023-04-30 · last AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures, strings

[maroonrk's solution](#)**2212.**

1726H

[Mainak and the Bleeding Polygon](#) · [Tutorial](#)

Quality: 106 global accepts · Rating: 3500 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, implementation, math

[maroonrk's solution](#)**2213.**

1819F

[Willy-nilly, Crack, Into Release!](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[maroonrk's solution](#)

2214.

1815F

[OH NO1 \(-2-3-4\)](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3500 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math
[maroonrk's solution](#)

2215.

1804G

[Flow Control](#) · [Tutorial](#)

Quality: 237 global accepts · Rating: 3500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, implementation
[maroonrk's solution](#)

2216.

1782H2

[Window Signals \(hard version\)](#) · [Tutorial](#)

Rating: 3500 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: dp
[maroonrk's solution](#)

2217.

1753F

[Minecraft Series](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3500 · first AC: 2023-01-11 · last AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, two pointers
[maroonrk's solution](#)

2218.

1770H

[Koxia, Mahiru and Winter Festival](#) · [Tutorial](#)

Quality: 164 global accepts · Rating: 3500 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[maroonrk's solution](#)

2219.

1779H

[Olympic Team Building](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 3500 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, meet-in-the-middle
[maroonrk's solution](#)

2220.

1737G

[Ela Takes Dancing Class](#) · [Tutorial](#)

Quality: 150 global accepts · Rating: 3500 · first AC: 2022-12-10 · last AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures
[maroonrk's solution](#)

2221.

1773C

[Cactus Meets Torus](#) · [Tutorial](#)

Quality: 41 global accepts · Rating: 3500 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2222.

1761F2

[Anti-median \(Hard Version\)](#) · [Tutorial](#)

Quality: 103 global accepts · Rating: 3500 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[maroonrk's solution](#)

2223.

1740I

[Arranging Crystal Balls](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 3500 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, number theory
[maroonrk's solution](#)

2224.

1098F

[AbÖgVæ7F](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3500 · first AC: 2019-06-25 · last AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures, strings
[maroonrk's solution](#)

2225.

1718E

[Impressionism](#) · [Tutorial](#)

Quality: 177 global accepts · Rating: 3500 · first AC: 2022-08-16 · last AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math
[maroonrk's solution](#)

2226.

1707F

[Bugaboo](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, number theory
[maroonrk's solution](#)

2227.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures
[maroonrk's solution](#)

2228.

1696H

[Maximum Product?](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3500 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, implementation, math, two pointers
[maroonrk's solution](#)

2229.

1687F

[Koishi's Unconscious Permutation](#) · [Tutorial](#)

Quality: 109 global accepts · Rating: 3500 · first AC: 2022-06-17 · C++20 (GCC 11-64) (first AC) · Tags: fft, math
[maroonrk's solution](#)

2230.

1687E

[Become Big For Me](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 3500 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, number theory
[maroonrk's solution](#)

2231.

1540E

[Tasty Dishes](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices
[maroonrk's solution](#)

2232.

1685E

[The Ultimate LIS Problem](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3500 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[maroonrk's solution](#)

2233.

1685D2

[Permutation Weight \(Hard Version\)](#) · [Tutorial](#)

Quality: 132 global accepts · Rating: 3500 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[maroonrk's solution](#)

2234.

1534H

[Lost Nodes](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3500 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, graphs,

interactive, sortings, trees

[maroonrk's solution](#)

2235.

1500F

[Cupboards Jumps](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3500 · first AC: 2022-05-12 · last AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[maroonrk's solution](#)

2236.

1677F

[Tokitsukaze and Gems](#) · [Tutorial](#)

Quality: 110 global accepts · Rating: 3500 · first AC: 2022-05-08 · last AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[maroonrk's solution](#)

2237.

1656I

[Neighbour Ordering](#) · [Tutorial](#)

Quality: 154 global accepts · Rating: 3500 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs

[maroonrk's solution](#)

2238.

1654H

[Three Minimums](#) · [Tutorial](#)

Quality: 100 global accepts · Rating: 3500 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, divide and conquer, dp, fft, math

[maroonrk's solution](#)

2239.

1648F

[Two Avenues](#) · [Tutorial](#)

Quality: 186 global accepts · Rating: 3500 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs

[maroonrk's solution](#)

2240.

1641F

[Covering Circle](#) · [Tutorial](#)

Quality: 120 global accepts · Rating: 3500 · first AC: 2022-02-23 · last AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[maroonrk's solution](#)

2241.

1586I

[Omkar and Mosaic](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[maroonrk's solution](#)

2242.

1628F

[Spaceship Crisis Management](#) · [Tutorial](#)

Quality: 97 global accepts · Rating: 3500 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, geometry, sortings

[maroonrk's solution](#)

2243.

1637H

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

Quality: 572 global accepts · Rating: 3500 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, sortings

[maroonrk's solution](#)

2244.

1621I

[Two Sequences](#) · [Tutorial](#)

Quality: 144 global accepts · Rating: 3500 · first AC: 2022-01-04 · last AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, string suffix structures

[maroonrk's solution](#)

2245.

1621H

[Trains and Airplanes](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3500 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[maroonrk's solution](#)

2246.

1616G

[Just Add an Edge](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 3500 · first AC: 2021-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[maroonrk's solution](#)

2247.

1609H

[Pushing Robots](#) · [Tutorial](#)

Quality: 104 global accepts · Rating: 3500 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[maroonrk's solution](#)

2248.

1608G

[Alphabetic Tree](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3500 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, string suffix structures, strings, trees

[maroonrk's solution](#)

2249.

1588F

[Jumping Through the Array](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3500 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, graphs, two pointers

[maroonrk's solution](#)

2250.

1545F

[AquaMoon and Potatoes](#) · [Tutorial](#)

Quality: 130 global accepts · Rating: 3500 · first AC: 2021-07-22 · last AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

[maroonrk's solution](#)

2251.

1444E

[Finding the Vertex](#) · [Tutorial](#)

Quality: 169 global accepts · Rating: 3500 · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, interactive, trees

[maroonrk's solution](#)

2252.

1456E

[XOR-ranges](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 3500 · first AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[maroonrk's solution](#)

2253.

1446E

[Long Recovery](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3500 · first AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar

[maroonrk's solution](#)

2254.

1264F

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

Quality: 1,097 global accepts · Rating: 3500 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory

[maroonrk's solution](#)

2255.

1515H

[Phoenix and Bits](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 3500 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, sortings

[maroonrk's solution](#)

2256.

1161F

[Zigzag Game](#) · [Tutorial](#)

Rating: 3500 · first AC: 2021-04-25 · C++17 (GCC 9-64) (first AC) · Tags: games, interactive

[maroonrk's solution](#)

2257.

1503F

[Balance the Cards](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3500 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation

[maroonrk's solution](#)

2258.

1508F

[Optimal Encoding](#) · [Tutorial](#)

Quality: 151 global accepts · Rating: 3500 · first AC: 2021-04-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[maroonrk's solution](#)

2259.

1464F

[My Beautiful Madness](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3500 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[maroonrk's solution](#)

2260.

1479E

[School Clubs](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3500 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, fft, math, number theory, probabilities

[maroonrk's solution](#)

2261.

1477F

[Nezzar and Chocolate Bars](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 3500 · first AC: 2021-01-31 · last AC: 2021-02-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math, probabilities

[maroonrk's solution](#)

2262.

1470F

[Strange Covering](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 3500 · first AC: 2021-01-06 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer

[maroonrk's solution](#)

2263.

1458F

[Range Diameter Sum](#) · [Tutorial](#)

Quality: 441 global accepts · Rating: 3500 · first AC: 2020-12-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[maroonrk's solution](#)

2264.

1439E

[Cheat and Win](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3500 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, games, trees

[maroonrk's solution](#)

2265.

1423G

[Growing flowers](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3500 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[maroonrk's solution](#)

2266.

1326G

[Spiderweb Trees](#) · [Tutorial](#)

Quality: 108 global accepts · Rating: 3500 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry, trees

[maroonrk's solution](#)

2267.

1336E2

[Chiori and Doll Picking \(hard version\)](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 3500 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[maroonrk's solution](#)

2268.

1349E

[Slime and Hats](#) · [Tutorial](#)

Quality: 120 global accepts · Rating: 3500 · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[maroonrk's solution](#)

2269.

1290F

[Making Shapes](#) · [Tutorial](#)

Quality: 591 global accepts · Rating: 3500 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: dp

[maroonrk's solution](#)

2270.

1368H2

[Breadboard Capacity \(hard version\)](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2020-06-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[maroonrk's solution](#)

2271.

1349F2

[Slime and Sequences \(Hard Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2020-05-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, fft, math

[maroonrk's solution](#)

2272.

1246F

[Cursor Distance](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3500 · first AC: 2020-04-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[maroonrk's solution](#)

2273.

1322F

[Assigning Fares](#) · [Tutorial](#)

Quality: 162 global accepts · Rating: 3500 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[maroonrk's solution](#)

2274.

1338E

[JYPnation](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 3500 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[maroonrk's solution](#)

2275.

1336F

[Journey](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[maroonrk's solution](#)

2276.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs
[maroonrk's solution](#)

2277.

1305H

[Kuroni the Private Tutor](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 3500 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[maroonrk's solution](#)

2278.

1292F

[Nora's Toy Boxes](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 3500 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp
[maroonrk's solution](#)

2279.

1292E

[Rin and The Unknown Flower](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3500 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math
[maroonrk's solution](#)

2280.

1158F

[Density of subarrays](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 3500 · first AC: 2020-01-02 · last AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[maroonrk's solution](#)

2281.

1270I

[Xor on Figures](#) · [Tutorial](#)

Quality: 317 global accepts · Rating: 3500 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, fft, math
[maroonrk's solution](#)

2282.

1267C

[Cactus Revenge](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 3500 · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[maroonrk's solution](#)

2283.

1237G

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

Quality: 166 global accepts · Rating: 3500 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[maroonrk's solution](#)

2284.

1229F

[Mateusz and Escape Room](#) · [Tutorial](#)

Rating: 3500 · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: dp
[maroonrk's solution](#)

2285.

1053E

[Euler tour](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3500 · first AC: 2019-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees
[maroonrk's solution](#)

2286.

1071E

[Rain Protection](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3500 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry
[maroonrk's solution](#)

2287.

1081H

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

Quality: 131 global accepts · Rating: 3500 · first AC: 2019-07-05 · last AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings

[maroonrk's solution](#)

2288.

1083D

[The Fair Nut's getting crazy](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3500 · first AC: 2019-07-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[maroonrk's solution](#)

2289.

1043G

[Speckled Band](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3500 · first AC: 2019-06-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing, string suffix structures, strings

[maroonrk's solution](#)

2290.

1148H

[Holy Diver](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3500 · first AC: 2019-06-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[maroonrk's solution](#)

2291.

1055G

[Jellyfish Nightmare](#) · [Tutorial](#)

Quality: 104 global accepts · Rating: 3500 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[maroonrk's solution](#)

2292.

2222H

[Counting Sort?](#) · [Tutorial](#)

Quality: 106 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[maroonrk's solution](#)

2293.

2222G

[Statistics on Tree](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, graphs, trees

[maroonrk's solution](#)

2294.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[maroonrk's solution](#)

2295.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,935 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[maroonrk's solution](#)

2296.

2222D

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

Quality: 3,172 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[maroonrk's solution](#)

2297.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math
[maroonrk's solution](#)

2298.

2222B

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

Quality: 7,258 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[maroonrk's solution](#)

2299.

2222A

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

Quality: 9,966 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math
[maroonrk's solution](#)

2300.

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, trees
[maroonrk's solution](#)

2301.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,597 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math
[maroonrk's solution](#)

2302.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[maroonrk's solution](#)

2303.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,212 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees
[maroonrk's solution](#)

2304.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,976 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[maroonrk's solution](#)

2305.

106268F

[Astral Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[maroonrk's solution](#)

2306.

106268K

[Membership Structure of a Secret Society](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[maroonrk's solution](#)

2307.

106268L

[Common Tangent Lines](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[maroonrk's solution](#)

2308.

106268B

[Minimizing Wildlife Damage](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[maroonrk's solution](#)

2309.

106268G

[Charity Raffle](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[maroonrk's solution](#)

2310.

106268C

[Seagull Population](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[maroonrk's solution](#)

2311.

106268J

[ICPC Board](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2312.

106268I

[Game of Names](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[maroonrk's solution](#)

2313.

106268H

[U-Shaped Panels](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[maroonrk's solution](#)

2314.

106268E

[Cutting Tofu](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[maroonrk's solution](#)

2315.

106268D

[Decompose and Concatenate](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[maroonrk's solution](#)

2316.

106268A

[Tatami Renovation](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[maroonrk's solution](#)

2317.

106250F

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

Rating: — · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[maroonrk's solution](#)

2318.

105633J

[Mixing Solutions](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · last AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[maroonrk's solution](#)

2319.

105633G

[Beyond the Former Explorer](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[maroonrk's solution](#)

2320.

105633F

[The Farthest Point](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[maroonrk's solution](#)

2321.

105633H

[Remodeling the Dungeon 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[maroonrk's solution](#)

2322.

105633D

[Tree Generators](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[maroonrk's solution](#)

2323.

105633L

[Peculiar Protocol](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[maroonrk's solution](#)

2324.

105633E

[E-Circuit Is Now on Sale!](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[maroonrk's solution](#)

2325.

105633K

[Scheduling Two Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[maroonrk's solution](#)

2326.

105633C

[Omnes Viae Yokohamam Ducunt?](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[maroonrk's solution](#)

2327.

105633I

[Greatest of the Greatest Common Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[maroonrk's solution](#)

2328.

105633B

[The Sparsest Number in Between](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[maroonrk's solution](#)

2329.

105633A

[Ribbon on the Christmas Present](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[maroonrk's solution](#)

2330.

104832C

[Ferris Wheel](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[maroonrk's solution](#)

2331.

104832J

[Do It Yourself?](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[maroonrk's solution](#)

2332.

104832H

[Task Assignment to Two Employees](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[maroonrk's solution](#)

2333.

104832I

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

Rating: — · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[maroonrk's solution](#)

2334.

104832E

[Chayas](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[maroonrk's solution](#)

2335.

104832D

[Nested Repetition Compression](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[maroonrk's solution](#)

2336.

104832K

[Probing the Disk](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[maroonrk's solution](#)

2337.

104832G

[Fortune Telling](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[maroonrk's solution](#)

2338.

104832F

[Color Inversion on a Huge Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[maroonrk's solution](#)

2339.

104832B

[Rank Promotion](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[maroonrk's solution](#)

2340.

104832A

[Yokohama Phenomena](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[maroonrk's solution](#)

2341.

105125E

[Irrational Path](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[maroonrk's solution](#)

2342.

104008H

[Hysteretic Racing](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2343.

104008F

[Union of Circular Sectors](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2344.

104008K

[Barrel Theory](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2345.

104008B

[Code With No Forces](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2346.

104008L

[Largest Unique Wins](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2347.

104008D

[Alice's Dolls](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2348.

104008J

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

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
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2349.

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2350.

104008C

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2352.

104008E

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104008A

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101471J

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101471L

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2359.

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2360.

101471C

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2361.

101471I

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2362.

101471D

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Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
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2363.

101471F

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Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
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2364.

101471E

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Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
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2365.

101242I

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Rating: — · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
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2366.

101242M

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Rating: — · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
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2367.

101242J

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[maroonrk's solution](#)

2368.

101242A

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Rating: — · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
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2369.

101242F

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Rating: — · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
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2370.

101242K

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2371.

101242D

[Clock Breaking](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2372.

101242G

[Oil](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2373.

101242B

[Branch Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2374.

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2375.

101242C

[Ceiling Function](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2376.

101242E

[Forever Young](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2377.

101239K

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Rating: — · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2378.

101239G

[Pipe Stream](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2379.

101239M

[Window Manager](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2380.

101239H

[Qanat](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2381.

101239B

[Asteroids](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2382.

101239E

[Evolution in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
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2383.

101239C

[Catering](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2384.

101239I

[Ship Traffic](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2385.

101239F

[Keyboarding](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2386.

101239L

[Weather Report](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2387.

101239J

[Tile Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2388.

101239D

[Cutting Cheese](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2389.

101239A

[Amalgamated Artichokes](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2390.

101205I

[A Safe Bet](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2391.

101205G

[Minimum Cost Flow](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2392.

101205A

[Asteroid Rangers](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2393.

101205F

[Keys](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
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2394.

101205H

[Room Service](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2395.

101205L

[Takeover Wars](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2396.

101205E

[Infiltration](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
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2397.

101205B

[Curvy Little Bottles](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2398.

101205D

[Fibonacci Words](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2399.

101205C

[Bus Tour](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2400.

101205K

[Stacking Plates](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2401.

101175G

[Magic Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2402.

101175B

[Affine Mess](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2403.

101175I

[Mummy Madness](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2404.

101175H

[Mining Your Own Business](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2405.

101175D

[Chips Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2406.

101175C

[Ancient Messages](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2407.

101175J

[Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2408.

101175F

[Machine Works](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2409.

101175A

[To Add or to Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2410.

101175K

[Trash Removal](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2411.

101175E

[Coffee Central](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2412.

103415L

[Dynamic Convex Hull](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2413.

103415B

[Sweeping Robots](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2414.

103415G

[Slope](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2415.

103415D

[Unnamed Easy Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2416.

103415A

[Math Ball](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2417.

103415K

[Magus Night](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —
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2418.

103415C

[Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2419.

103415J

[Cafeteria](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —
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2420.

103415F

[Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —
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2421.

103415I

[Pudding Store](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —
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2422.

103415H

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Rating: — · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —
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2423.

103860I

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Rating: — · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —
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2424.

103860E

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2425.

103860K

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Rating: — · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2426.

103860D

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[maroonrk's solution](#)

2427.

103860J

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Rating: — · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —
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2428.

103860G

[Integer Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2429.

103860C

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Rating: — · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2430.

103860L

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Rating: — · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2431.

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2432.

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2433.

103652A

[Erase Nodes](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2434.

103652J

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

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2435.

103652F

[Square Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2436.

103652L

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2437.

103652H

[Quicksort](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2438.

103652G

[Cosmic Cleaner](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2439.

103652E

[Power of Function](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2440.

103652B

[Linear Congruential Generator](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2441.

103652K

[Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[maroonrk's solution](#)

2442.

1662J

[Training Camp](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: — · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs
[maroonrk's solution](#)

2443.

1662E

[Round Table](#) · [Tutorial](#)

Quality: 179 global accepts · Rating: — · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: math
[maroonrk's solution](#)

2444.

1662K

[Pandemic Restrictions](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: — · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: geometry, ternary search
[maroonrk's solution](#)

2445.

1662B

[Toys](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: — · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[maroonrk's solution](#)

2446.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths
[maroonrk's solution](#)

2447.

1662G

[Gastronomic Event](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: — · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees
[maroonrk's solution](#)

2448.

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings
[maroonrk's solution](#)

2449.

1662C

[European Trip](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: — · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, matrices
[maroonrk's solution](#)

2450.

16620

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[maroonrk's solution](#)

2451.

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[maroonrk's solution](#)

2452.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[maroonrk's solution](#)

2453.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, sortings

[maroonrk's solution](#)

2454.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[maroonrk's solution](#)

2455.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[maroonrk's solution](#)

2456.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[maroonrk's solution](#)

2457.

102394H

[Highway Buses](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-25 · last AC: 2021-02-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[maroonrk's solution](#)

2458.

102394C

[Competition in Swiss-system](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[maroonrk's solution](#)

2459.

102394L

[LRU Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[maroonrk's solution](#)

2460.

102394G

[Game Store](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[maroonrk's solution](#)

2461.

102394B

[Binary Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[maroonrk's solution](#)

2462.

102394A

[Artful Paintings](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[maroonrk's solution](#)

2463.

102394E

[Exchanging Gifts](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2464.

102394I

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

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2465.

102394K

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2466.

102394J

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2467.

102394F

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2468.

102832E

[Defense of Valor League](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: —
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2469.

102832B

[The Tortoise and the Hare](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: —
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2470.

102832K

[Ragdoll](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: —
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2471.

102832L

[Coordinate Paper](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: —
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2472.

102832I

[Kawaii Courier](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: —
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2473.

102832J

[Abstract Painting](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: —
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2474.

102832G

[Monkey's Keyboard](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: —
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2475.

102832H

[Combination Lock](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[maroonrk's solution](#)

2476.

102832F

[Strange Memory](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[maroonrk's solution](#)

2477.

102832D

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

Rating: — · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: —
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2478.

102832A

[Krypton](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[maroonrk's solution](#)

2479.

102896N

[New Flat](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2480.

102896B

[Brain-teaser](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2481.

102896J

[Jumping Cat](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[maroonrk's solution](#)

2482.

102896O

[Optimum Server Location](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2483.

102896D

[Down We Dig](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2484.

102896G

[Geometrical Combinatorics](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2485.

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2486.

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2487.

102896L

[Lookup Performance](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[maroonrk's solution](#)

2488.

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2489.

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[maroonrk's solution](#)

2490.

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2491.

102769B

[Bounding Wall](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[maroonrk's solution](#)

2492.

102769D

[Defend City](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[maroonrk's solution](#)

2493.

102769L

[Lost Temple](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[maroonrk's solution](#)

2494.

102769J

[Jewel Splitting](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[maroonrk's solution](#)

2495.

102769H

[Holy Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[maroonrk's solution](#)

2496.

102769I

[Interstellar Hunter](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[maroonrk's solution](#)

2497.

102769E

[Exam Results](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[maroonrk's solution](#)

2498.

102769F

[Friendly Group](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[maroonrk's solution](#)

2499.

102769G

[Good Number](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[maroonrk's solution](#)

2500.

102769K

[Kingdom's Power](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[maroonrk's solution](#)

2501.

102769A

[A Greeting from Qinhuangdao](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[maroonrk's solution](#)

2502.

101955D

[Diameter of a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[maroonrk's solution](#)

2503.

101955B

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

Rating: — · first AC: 2020-04-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[maroonrk's solution](#)

2504.

101955K

[Let the Flames Begin](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[maroonrk's solution](#)

2505.

101955E

[The Kouga Ninja Scrolls](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[maroonrk's solution](#)

2506.

101955L

[Machining Disc Rotors](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[maroonrk's solution](#)

2507.

101955I

[Distance Between Sweethearts](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[maroonrk's solution](#)

2508.

101955G

[Best ACMer Solves the Hardest Problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[maroonrk's solution](#)

2509.

101955C

[Insertion Sort](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-09 · C++17 (GCC 9-64) (first AC) · Tags: —
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2510.

101955J

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[maroonrk's solution](#)

2511.

102354D

[Magic Strings](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[maroonrk's solution](#)

2512.

102354I

[From Modular to Rational](#) · [Tutorial](#)

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[maroonrk's solution](#)

2513.

102354B

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

Rating: — · first AC: 2020-03-28 · last AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2514.

102354H

[Defying Gravity](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[maroonrk's solution](#)

2515.

102354A

[Square Root Partitioning](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[maroonrk's solution](#)

2516.

102354J

[Tree Automorphisms](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[maroonrk's solution](#)

2517.

102354E

[Decimal Expansion](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[maroonrk's solution](#)

2518.

102354C

[Money Sharing](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[maroonrk's solution](#)

2519.

102220I

[Temperature Survey](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-25 · last AC: 2020-03-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[maroonrk's solution](#)

2520.

102220A

[Apple Business](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2521.

102220D

[Master of Data Structure](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[maroonrk's solution](#)

2522.

102220F

[Mini-game Before Contest](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[maroonrk's solution](#)

2523.

102220H

[Skyscraper](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2524.

102220E

[Minimum Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2525.

102220G

[Radar Scanner](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[maroonrk's solution](#)

2526.

102220B

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[maroonrk's solution](#)

2527.

102220C

[Line-line Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[maroonrk's solution](#)

2528.

102220J

[Time Limit](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[maroonrk's solution](#)

2529.

102411L

[Lengths and Periods](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2530.

102411G

[Golf Time](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2531.

102411C

[Cross-Stitch](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2532.

102411D

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

Rating: — · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2533.

102411K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2534.

102411H

[High Load Database](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2535.

102411J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2536.

102411B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2537.

102411I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2538.

102411E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2539.

102411M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2540.

102411A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2541.

102361A

[Angle Beats](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · last AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2542.

102361B

[The Tree of Haruhi Suzumiya](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2543.

102361H

[Houraisan Kaguya](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2544.

102361C

[Sakurada Reset](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2545.

102361G

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

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2546.

102361E

[Escape](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2547.

102361I

[Invoker](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2548.

102361L

[MUV LUV ALTERNATIVE](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2549.

102361K

[MUV LUV UNLIMITED](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2550.

102361J

[MUV LUV EXTRA](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2551.

102361F

[Forest Program](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2552.

102361D

[Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2553.

102391K

[Wind of Change](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-07 · last AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2554.

102391I

[Minimum Diameter Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-07 · last AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2555.

102391B

[Bigger Sokoban 40k](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2556.

102391F

[Hilbert's Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2557.

102391J

[Parklife](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2558.

102391H

[Maximizer](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2559.

102391G

[Lexicographically Minimum Walk](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2560.

102391A

[6789](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2561.

100448F

[Data Mining](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2562.

100448E

[Burger Bar](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2563.

100448D

[Splitting Money](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2564.

100448C

[Non-Convex Quadrilaterals](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2565.

100448B

[Adjusting Ducks](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2566.

100448A

[Learning to Add](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2567.

101208I

[Pirate Chest](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2568.

101208K

[Up a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2569.

101208J

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

Rating: — · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2570.

101208H

[Matryoshka](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2571.

101208A

[Self-Assembly](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2572.

101208C

[Surely You Congest](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2573.

101208D

[Factors](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2574.

101208F

[Low Power](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2575.

102012D

[Rikka with Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2576.

102012M

[Rikka with Illuminations](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2577.

102012K

[Rikka with Ants](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2578.

102012I

[Rikka with Sorting Networks](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2579.

102012H

[Rikka with A Long Colour Palette](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2580.

102012G

[Rikka with Intersections of Paths](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2581.

102012A

[Rikka with Minimum Spanning Trees](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[maroonrk's solution](#)

2582.

102055D

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