

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

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# Unique solved — masy2011

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

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

Filters: none

Count: 990

1.

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: math

[masy2011's solution](#)

2.

2211A

[Antimedian Deletion](#) · [Tutorial](#)

Quality: 16,071 global accepts · Rating: 800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[masy2011's solution](#)

3.

2209A

[Flip Flops](#) · [Tutorial](#)

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

[masy2011's solution](#)

4.

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,221 global accepts · Rating: 800 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

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5.

1130A

[Be Positive](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 800 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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6.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,577 global accepts · Rating: 800 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[masy2011's solution](#)

7.

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,834 global accepts · Rating: 800 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[masy2011's solution](#)

8.

2191A

[Array Coloring](#) · [Tutorial](#)

Quality: 27,780 global accepts · Rating: 800 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[masy2011's solution](#)

9.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,948 global accepts · Rating: 800 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[masy2011's solution](#)

**10.**

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 800 · first AC: 2025-12-27 · last AC: 2026-01-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[masy2011's solution](#)

**11.**

867A

[Between the Offices](#) · [Tutorial](#)

Quality: 20,630 global accepts · Rating: 800 · first AC: 2026-01-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[masy2011's solution](#)

**12.**

1194A

[Remove a Progression](#) · [Tutorial](#)

Quality: 17,374 global accepts · Rating: 800 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: math  
[masy2011's solution](#)

**13.**

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,260 global accepts · Rating: 800 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: math  
[masy2011's solution](#)

**14.**

747A

[Display Size](#) · [Tutorial](#)

Quality: 11,193 global accepts · Rating: 800 · first AC: 2025-12-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[masy2011's solution](#)

**15.**

1189A

[Keanu Reeves](#) · [Tutorial](#)

Quality: 16,105 global accepts · Rating: 800 · first AC: 2025-12-22 · C++17 (GCC 7-32) (first AC) · Tags: strings  
[masy2011's solution](#)

**16.**

2175A

[Little Fairy's Painting](#) · [Tutorial](#)

Quality: 18,734 global accepts · Rating: 800 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
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**17.**

2167C

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

Quality: 36,060 global accepts · Rating: 800 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings  
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**18.**

2167B

[Your Name](#) · [Tutorial](#)

Quality: 51,817 global accepts · Rating: 800 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings, strings  
[masy2011's solution](#)

**19.**

2167A

[Square?](#) · [Tutorial](#)

Quality: 58,458 global accepts · Rating: 800 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings  
[masy2011's solution](#)

**20.**

2160A

[MEX Partition](#) · [Tutorial](#)

Quality: 22,457 global accepts · Rating: 800 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
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**21.**

2149B

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

Quality: 33,040 global accepts · Rating: 800 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[masy2011's solution](#)

**22.**

2149A

[Be Positive](#) · [Tutorial](#)

Quality: 40,906 global accepts · Rating: 800 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[masy2011's solution](#)

**23.**

2151A

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

Quality: 17,960 global accepts · Rating: 800 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, strings  
[masy2011's solution](#)

**24.**

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,047 global accepts · Rating: 800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry  
[masy2011's solution](#)

**25.**

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,420 global accepts · Rating: 800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, hashing, math  
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**26.**

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings  
[masy2011's solution](#)

**27.**

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy  
[masy2011's solution](#)

**28.**

2132A

[Homework](#) · [Tutorial](#)

Quality: 43,341 global accepts · Rating: 800 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, strings  
[masy2011's solution](#)

**29.**

2126B

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

Quality: 37,694 global accepts · Rating: 800 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy  
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**30.**

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,084 global accepts · Rating: 800 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math  
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**31.**

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,916 global accepts · Rating: 800 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
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**32.**

2010B

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Quality: 24,717 global accepts · Rating: 800 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math  
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**33.**

2010A

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

Quality: 21,268 global accepts · Rating: 800 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math  
[masy2011's solution](#)

**34.**

2106A

[Dr. TC](#) · [Tutorial](#)

Quality: 36,359 global accepts · Rating: 800 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math  
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**35.**

2117B

[Shrink](#) · [Tutorial](#)

Quality: 32,167 global accepts · Rating: 800 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
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**36.**

2117A

[False Alarm](#) · [Tutorial](#)

Quality: 38,046 global accepts · Rating: 800 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[masy2011's solution](#)

**37.**

2121B

[Above the Clouds](#) · [Tutorial](#)

Quality: 32,495 global accepts · Rating: 800 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings  
[masy2011's solution](#)

**38.**

2121A

[Letter Home](#) · [Tutorial](#)

Quality: 39,282 global accepts · Rating: 800 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math  
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**39.**

2123B

[Tournament](#) · [Tutorial](#)

Quality: 34,911 global accepts · Rating: 800 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
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**40.**

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,691 global accepts · Rating: 800 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: math  
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**41.**

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,509 global accepts · Rating: 800 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
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**42.**

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,203 global accepts · Rating: 800 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math  
[masy2011's solution](#)

**43.**

2109A

[It's Time To Duel](#) · [Tutorial](#)

Quality: 26,948 global accepts · Rating: 800 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
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**44.**

946A

[Partition](#) · [Tutorial](#)

Quality: 18,159 global accepts · Rating: 800 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
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**45.**

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings  
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**46.**

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,306 global accepts · Rating: 800 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: math  
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**47.**

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,427 global accepts · Rating: 800 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
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**48.**

1850C

[Word on the Paper](#) · [Tutorial](#)

Quality: 53,541 global accepts · Rating: 800 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings  
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**49.**

2094B

[Bobritto Bandito](#) · [Tutorial](#)

Quality: 33,150 global accepts · Rating: 800 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms  
[masy2011's solution](#)

**50.**

2094A

[Trippi Troppi](#) · [Tutorial](#)

Quality: 56,282 global accepts · Rating: 800 · first AC: 2025-04-15 · C++17 (GCC 7-32) (first AC) · Tags: strings  
[masy2011's solution](#)

**51.**

2093A

[Ideal Generator](#) · [Tutorial](#)

Quality: 40,839 global accepts · Rating: 800 · first AC: 2025-04-10 · C++17 (GCC 7-32) (first AC) · Tags: math  
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**52.**

2091B

[Team Training](#) · [Tutorial](#)

Quality: 32,704 global accepts · Rating: 800 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings  
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**53.**

2091A

[Olympiad Date](#) · [Tutorial](#)

Quality: 39,023 global accepts · Rating: 800 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[masy2011's solution](#)

**54.**

2090A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 21,374 global accepts · Rating: 800 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
[masy2011's solution](#)

**55.**

2074B

[The Third Side](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 800 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math  
[masy2011's solution](#)

**56.**

2074A

[Draw a Square](#) · [Tutorial](#)

Quality: 44,316 global accepts · Rating: 800 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, implementation  
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**57.**

952A

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

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**58.**

2072A

[New World, New Me, New Array](#) · [Tutorial](#)

Quality: 40,657 global accepts · Rating: 800 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math  
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**59.**

1950C

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**60.**

1950B

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Quality: 44,211 global accepts · Rating: 800 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
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**61.**

1950A

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Quality: 69,444 global accepts · Rating: 800 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
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**62.**

2067A

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**63.**

2064A

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Quality: 27,099 global accepts · Rating: 800 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings  
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**64.**

1971B

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Quality: 44,706 global accepts · Rating: 800 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

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**65.**

1971A

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

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**66.**

2065B

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

Quality: 42,073 global accepts · Rating: 800 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: strings

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**67.**

2065A

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

Quality: 55,632 global accepts · Rating: 800 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

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**68.**

2060A

[Fibonacciness](#) · [Tutorial](#)

Quality: 41,098 global accepts · Rating: 800 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force

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**69.**

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,760 global accepts · Rating: 800 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[masy2011's solution](#)

**70.**

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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**71.**

2043A

[Coin Transformation](#) · [Tutorial](#)

Quality: 26,989 global accepts · Rating: 800 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[masy2011's solution](#)

**72.**

2051B

[Journey](#) · [Tutorial](#)

Quality: 39,758 global accepts · Rating: 800 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[masy2011's solution](#)

**73.**

2051A

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

Quality: 35,177 global accepts · Rating: 800 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy

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**74.**

2044C

[Hard Problem](#) · [Tutorial](#)

Quality: 45,268 global accepts · Rating: 800 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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**75.**

2044B

[Normal Problem](#) · [Tutorial](#)

Quality: 51,976 global accepts · Rating: 800 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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**76.**

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,214 global accepts · Rating: 800 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
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**77.**

2040A

[Game of Division](#) · [Tutorial](#)

Quality: 24,433 global accepts · Rating: 800 · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: games, math  
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**78.**

2050A

[Line Breaks](#) · [Tutorial](#)

Quality: 36,457 global accepts · Rating: 800 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
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**79.**

2037B

[Intercepted Inputs](#) · [Tutorial](#)

Quality: 25,539 global accepts · Rating: 800 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation  
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**80.**

2037A

[Twice](#) · [Tutorial](#)

Quality: 35,696 global accepts · Rating: 800 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
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**81.**

2031A

[Penchick and Modern Monument](#) · [Tutorial](#)

Quality: 20,947 global accepts · Rating: 800 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math  
[masy2011's solution](#)

**82.**

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,578 global accepts · Rating: 800 · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[masy2011's solution](#)

**83.**

1914B

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

Quality: 33,226 global accepts · Rating: 800 · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[masy2011's solution](#)

**84.**

1914A

[Problemsolving Log](#) · [Tutorial](#)

Quality: 35,153 global accepts · Rating: 800 · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
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**85.**

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,177 global accepts · Rating: 800 · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
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**86.**

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,365 global accepts · Rating: 800 · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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**87.**

1931A

[Recovering a Small String](#) · [Tutorial](#)

Quality: 39,962 global accepts · Rating: 800 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings  
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**88.**

2036B

[Startup](#) · [Tutorial](#)

Quality: 29,743 global accepts · Rating: 800 · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
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**89.**

2036A

[Quintomania](#) · [Tutorial](#)

Quality: 40,692 global accepts · Rating: 800 · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
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**90.**

2033A

[Sakurako and Kosuke](#) · [Tutorial](#)

Quality: 41,162 global accepts · Rating: 800 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math  
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**91.**

1843C

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

Quality: 39,498 global accepts · Rating: 800 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math, trees  
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**92.**

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,102 global accepts · Rating: 800 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, two pointers  
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**93.**

1843A

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

Quality: 37,310 global accepts · Rating: 800 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers  
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**94.**

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,775 global accepts · Rating: 800 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: math  
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**95.**

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,605 global accepts · Rating: 800 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings  
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**96.**

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation  
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**97.**

1833C

[Vlad Building Beautiful Array](#) · [Tutorial](#)

Quality: 27,893 global accepts · Rating: 800 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

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**98.**

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,082 global accepts · Rating: 800 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings  
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**99.**

1883A

[Morning](#) · [Tutorial](#)

Quality: 29,255 global accepts · Rating: 800 · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
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**100.**

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,707 global accepts · Rating: 800 · first AC: 2024-09-21 · last AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
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**101.**

2014B

[Robin Hood and the Major Oak](#) · [Tutorial](#)

Quality: 33,191 global accepts · Rating: 800 · first AC: 2024-09-21 · last AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: math  
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**102.**

1692C

[Where's the Bishop?](#) · [Tutorial](#)

Quality: 38,918 global accepts · Rating: 800 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
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**103.**

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,438 global accepts · Rating: 800 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
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**104.**

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,747 global accepts · Rating: 800 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[masy2011's solution](#)

**105.**

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,175 global accepts · Rating: 800 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation  
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**106.**

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,456 global accepts · Rating: 800 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
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**107.**

1722A

[Spell Check](#) · [Tutorial](#)

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**108.**

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,183 global accepts · Rating: 800 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation

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**109.**

1915B

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

Quality: 50,352 global accepts · Rating: 800 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, implementation  
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**110.**

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,797 global accepts · Rating: 800 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, implementation  
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**111.**

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,819 global accepts · Rating: 800 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings  
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**112.**

1760B

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Quality: 53,340 global accepts · Rating: 800 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings  
[masy2011's solution](#)

**113.**

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,938 global accepts · Rating: 800 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings  
[masy2011's solution](#)

**114.**

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,225 global accepts · Rating: 800 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation  
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**115.**

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,965 global accepts · Rating: 800 · first AC: 2024-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math  
[masy2011's solution](#)

**116.**

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,956 global accepts · Rating: 800 · first AC: 2024-09-03 · last AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, strings  
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**117.**

2008C

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

Quality: 36,479 global accepts · Rating: 800 · first AC: 2024-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math  
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**118.**

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,790 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[masy2011's solution](#)

**119.**

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,332 global accepts · Rating: 800 · first AC: 2024-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings

[masy2011's solution](#)

**120.**

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,350 global accepts · Rating: 800 · first AC: 2024-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[masy2011's solution](#)

**121.**

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,715 global accepts · Rating: 800 · first AC: 2024-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[masy2011's solution](#)

**122.**

977A

[Wrong Subtraction](#) · [Tutorial](#)

Quality: 217,481 global accepts · Rating: 800 · first AC: 2024-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[masy2011's solution](#)

**123.**

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,252 global accepts · Rating: 800 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[masy2011's solution](#)

**124.**

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,974 global accepts · Rating: 800 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[masy2011's solution](#)

**125.**

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,904 global accepts · Rating: 800 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers

[masy2011's solution](#)

**126.**

978B

[File Name](#) · [Tutorial](#)

Quality: 40,910 global accepts · Rating: 800 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[masy2011's solution](#)

**127.**

978A

[Remove Duplicates](#) · [Tutorial](#)

Quality: 30,731 global accepts · Rating: 800 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[masy2011's solution](#)

**128.**

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,097 global accepts · Rating: 800 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[masy2011's solution](#)

**129.**

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,300 global accepts · Rating: 800 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[masy2011's solution](#)

**130.**

1791C

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Quality: 74,162 global accepts · Rating: 800 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation, two pointers  
[masy2011's solution](#)

**131.**

1791B

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

Quality: 52,663 global accepts · Rating: 800 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation  
[masy2011's solution](#)

**132.**

1791A

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

Quality: 80,612 global accepts · Rating: 800 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings  
[masy2011's solution](#)

**133.**

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,918 global accepts · Rating: 800 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[masy2011's solution](#)

**134.**

1547B

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

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**135.**

1547A

[Shortest Path with Obstacle](#) · [Tutorial](#)

Quality: 32,287 global accepts · Rating: 800 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[masy2011's solution](#)

**136.**

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,613 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: two pointers  
[masy2011's solution](#)

**137.**

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,104 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, strings  
[masy2011's solution](#)

**138.**

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,640 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
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**139.**

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,933 global accepts · Rating: 800 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[masy2011's solution](#)

**140.**

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,169 global accepts · Rating: 800 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
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**141.**

1980B

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Quality: 38,502 global accepts · Rating: 800 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: sortings  
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**142.**

1996B

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Quality: 36,912 global accepts · Rating: 800 · first AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
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**143.**

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,379 global accepts · Rating: 800 · first AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, ternary search  
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**144.**

1551B1

[Wonderful Coloring - 1](#) · [Tutorial](#)

Quality: 31,324 global accepts · Rating: 800 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings  
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**145.**

1551A

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Quality: 58,354 global accepts · Rating: 800 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[masy2011's solution](#)

**146.**

1462B

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Quality: 29,175 global accepts · Rating: 800 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings  
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**147.**

1462A

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**148.**

1690C

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**149.**

1690A

[Print a Pedestal \(Codeforces logo?\)](#) · [Tutorial](#)

Quality: 35,629 global accepts · Rating: 800 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
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**150.**

1690B

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Quality: 26,933 global accepts · Rating: 800 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
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**151.**

1987A

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**152.**

1352A

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Quality: 104,114 global accepts · Rating: 800 · first AC: 2024-07-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
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**153.**

1992B

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Quality: 37,944 global accepts · Rating: 800 · first AC: 2024-07-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings  
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**154.**

1992A

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Quality: 49,234 global accepts · Rating: 800 · first AC: 2024-07-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings  
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**155.**

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,545 global accepts · Rating: 800 · first AC: 2024-07-10 · last AC: 2024-07-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings  
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**156.**

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,534 global accepts · Rating: 800 · first AC: 2024-07-10 · last AC: 2024-07-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
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**157.**

1669C

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**158.**

1676C

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**159.**

1676B

[Equal Candies](#) · [Tutorial](#)

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**160.**

1676A

[Lucky?](#) · [Tutorial](#)

Quality: 87,418 global accepts · Rating: 800 · first AC: 2024-07-04 · last AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
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**161.**

1921B

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**162.**

1921A

[Square](#) · [Tutorial](#)

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**163.**

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,981 global accepts · Rating: 800 · first AC: 2024-07-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation  
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**164.**

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,986 global accepts · Rating: 800 · first AC: 2024-06-23 · last AC: 2024-07-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math, sortings  
[masy2011's solution](#)

**165.**

1985B

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

Quality: 56,769 global accepts · Rating: 800 · first AC: 2024-06-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory  
[masy2011's solution](#)

**166.**

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,371 global accepts · Rating: 800 · first AC: 2024-06-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
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**167.**

1980A

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

Quality: 47,597 global accepts · Rating: 800 · first AC: 2024-06-05 · C++14 (GCC 6-32) (first AC) · Tags: math  
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**168.**

1714C

[Minimum Varied Number](#) · [Tutorial](#)

Quality: 33,426 global accepts · Rating: 800 · first AC: 2024-05-21 · last AC: 2024-05-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
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**169.**

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,777 global accepts · Rating: 800 · first AC: 2024-05-21 · last AC: 2024-05-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation  
[masy2011's solution](#)

**170.**

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,636 global accepts · Rating: 800 · first AC: 2024-05-14 · last AC: 2024-05-14 · C++14 (GCC 6-32) (first AC) · Tags: math  
[masy2011's solution](#)

**171.**

1759A

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Quality: 32,664 global accepts · Rating: 800 · first AC: 2024-05-14 · last AC: 2024-05-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
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**172.**

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 800 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: strings

[masy2011's solution](#)

**173.**

2209B

[Array](#) · [Tutorial](#)

Quality: 19,378 global accepts · Rating: 900 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[masy2011's solution](#)

**174.**

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,584 global accepts · Rating: 900 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[masy2011's solution](#)

**175.**

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,141 global accepts · Rating: 900 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[masy2011's solution](#)

**176.**

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,338 global accepts · Rating: 900 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[masy2011's solution](#)

**177.**

2132B

[The Secret Number](#) · [Tutorial](#)

Quality: 33,547 global accepts · Rating: 900 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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**178.**

168A

[Wizards and Demonstration](#) · [Tutorial](#)

Quality: 11,506 global accepts · Rating: 900 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[masy2011's solution](#)

**179.**

412B

[Network Configuration](#) · [Tutorial](#)

Quality: 6,357 global accepts · Rating: 900 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[masy2011's solution](#)

**180.**

2094C

[Brr Brr Patapim](#) · [Tutorial](#)

Quality: 30,490 global accepts · Rating: 900 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: math

[masy2011's solution](#)

**181.**

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,834 global accepts · Rating: 900 · first AC: 2025-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[masy2011's solution](#)

**182.**

2072B

[Having Been a Treasurer in the Past, I Help Goblins Deceive](#) · [Tutorial](#)

Quality: 30,935 global accepts · Rating: 900 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, strings

[masy2011's solution](#)

**183.**

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,088 global accepts · Rating: 900 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, implementation, interactive

[masy2011's solution](#)

### 184.

1971C

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

Quality: 41,576 global accepts · Rating: 900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[masy2011's solution](#)

### 185.

2060C

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

Quality: 32,074 global accepts · Rating: 900 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings, two pointers

[masy2011's solution](#)

### 186.

1430A

[Number of Apartments](#) · [Tutorial](#)

Quality: 21,755 global accepts · Rating: 900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[masy2011's solution](#)

### 187.

2031B

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

Quality: 20,784 global accepts · Rating: 900 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[masy2011's solution](#)

### 188.

1872B

[The Corridor or There and Back Again](#) · [Tutorial](#)

Quality: 30,496 global accepts · Rating: 900 · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[masy2011's solution](#)

### 189.

2033B

[Sakurako and Water](#) · [Tutorial](#)

Quality: 28,845 global accepts · Rating: 900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[masy2011's solution](#)

### 190.

1833B

[Restore the Weather](#) · [Tutorial](#)

Quality: 29,622 global accepts · Rating: 900 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[masy2011's solution](#)

### 191.

1883B

[Chemistry](#) · [Tutorial](#)

Quality: 59,682 global accepts · Rating: 900 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: strings

[masy2011's solution](#)

### 192.

1915D

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

Quality: 35,084 global accepts · Rating: 900 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[masy2011's solution](#)

### 193.

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,759 global accepts · Rating: 900 · first AC: 2024-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[masy2011's solution](#)

**194.**

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,780 global accepts · Rating: 900 · first AC: 2024-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings  
[masy2011's solution](#)

**195.**

2007B

[Index and Maximum Value](#) · [Tutorial](#)

Quality: 25,593 global accepts · Rating: 900 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
[masy2011's solution](#)

**196.**

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,384 global accepts · Rating: 900 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: games  
[masy2011's solution](#)

**197.**

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2024-08-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[masy2011's solution](#)

**198.**

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,450 global accepts · Rating: 900 · first AC: 2024-07-22 · last AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math  
[masy2011's solution](#)

**199.**

1992C

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

Quality: 33,257 global accepts · Rating: 900 · first AC: 2024-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[masy2011's solution](#)

**200.**

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,603 global accepts · Rating: 900 · first AC: 2024-01-22 · last AC: 2024-07-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[masy2011's solution](#)

**201.**

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,407 global accepts · Rating: 900 · first AC: 2024-06-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[masy2011's solution](#)

**202.**

1714A

[Everyone Loves to Sleep](#) · [Tutorial](#)

Quality: 32,895 global accepts · Rating: 900 · first AC: 2024-05-21 · last AC: 2024-05-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[masy2011's solution](#)

**203.**

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,417 global accepts · Rating: 1000 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math  
[masy2011's solution](#)

**204.**

2191B

[MEX Reordering](#) · [Tutorial](#)

Quality: 19,908 global accepts · Rating: 1000 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings

[masy2011's solution](#)

**205.**

688B

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

Quality: 36,023 global accepts · Rating: 1000 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[masy2011's solution](#)

**206.**

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[masy2011's solution](#)

**207.**

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,196 global accepts · Rating: 1000 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[masy2011's solution](#)

**208.**

2167D

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

Quality: 30,207 global accepts · Rating: 1000 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory  
[masy2011's solution](#)

**209.**

2148D

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

Quality: 26,739 global accepts · Rating: 1000 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings  
[masy2011's solution](#)

**210.**

1579E1

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

Quality: 25,200 global accepts · Rating: 1000 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math  
[masy2011's solution](#)

**211.**

2132C1

[The Cunning Seller \(easy version\)](#) · [Tutorial](#)

Quality: 27,735 global accepts · Rating: 1000 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[masy2011's solution](#)

**212.**

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation  
[masy2011's solution](#)

**213.**

2093C

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

Quality: 30,844 global accepts · Rating: 1000 · first AC: 2025-04-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[masy2011's solution](#)

**214.**

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,833 global accepts · Rating: 1000 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy  
[masy2011's solution](#)

**215.**

2090B

[Pushing Balls](#) · [Tutorial](#)

Quality: 16,467 global accepts · Rating: 1000 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation

[masy2011's solution](#)

**216.**

2060B

[Farmer John's Card Game](#) · [Tutorial](#)

Quality: 28,590 global accepts · Rating: 1000 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[masy2011's solution](#)

**217.**

1243B1

[Character Swap \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[masy2011's solution](#)

**218.**

2051C

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

Quality: 28,010 global accepts · Rating: 1000 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[masy2011's solution](#)

**219.**

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1000 · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[masy2011's solution](#)

**220.**

1800C1

[Powering the Hero \(easy version\)](#) · [Tutorial](#)

Quality: 26,957 global accepts · Rating: 1000 · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[masy2011's solution](#)

**221.**

1800B

[Count the Number of Pairs](#) · [Tutorial](#)

Quality: 28,412 global accepts · Rating: 1000 · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[masy2011's solution](#)

**222.**

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,884 global accepts · Rating: 1000 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[masy2011's solution](#)

**223.**

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,484 global accepts · Rating: 1000 · first AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[masy2011's solution](#)

**224.**

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,169 global accepts · Rating: 1000 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[masy2011's solution](#)

**225.**

1760D

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

Quality: 27,015 global accepts · Rating: 1000 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, two pointers

[masy2011's solution](#)

**226.**

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[masy2011's solution](#)

**227.**

978C

[Letters](#) · [Tutorial](#)

Quality: 29,823 global accepts · Rating: 1000 · first AC: 2024-08-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[masy2011's solution](#)

**228.**

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,266 global accepts · Rating: 1000 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[masy2011's solution](#)

**229.**

2000C

[Numeric String Template](#) · [Tutorial](#)

Quality: 31,427 global accepts · Rating: 1000 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[masy2011's solution](#)

**230.**

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,745 global accepts · Rating: 1000 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[masy2011's solution](#)

**231.**

1690D

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

Quality: 47,030 global accepts · Rating: 1000 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: implementation, two pointers

[masy2011's solution](#)

**232.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,198 global accepts · Rating: 1000 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: math

[masy2011's solution](#)

**233.**

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2024-07-04 · last AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[masy2011's solution](#)

**234.**

1986B

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

Quality: 30,132 global accepts · Rating: 1000 · first AC: 2024-06-24 · last AC: 2024-07-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[masy2011's solution](#)

**235.**

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,106 global accepts · Rating: 1000 · first AC: 2024-06-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[masy2011's solution](#)

**236.**

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,622 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[masy2011's solution](#)

**237.**

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,667 global accepts · Rating: 1100 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[masy2011's solution](#)

**238.**

2160B

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

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

[masy2011's solution](#)

**239.**

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,444 global accepts · Rating: 1100 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, math

[masy2011's solution](#)

**240.**

2126C

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

Quality: 26,277 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[masy2011's solution](#)

**241.**

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,387 global accepts · Rating: 1100 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[masy2011's solution](#)

**242.**

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,206 global accepts · Rating: 1100 · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, strings

[masy2011's solution](#)

**243.**

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,861 global accepts · Rating: 1100 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[masy2011's solution](#)

**244.**

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,972 global accepts · Rating: 1100 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[masy2011's solution](#)

**245.**

1950D

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

Quality: 26,495 global accepts · Rating: 1100 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, number theory

[masy2011's solution](#)

**246.**

2064B

[Variety is Discouraged](#) · [Tutorial](#)

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[masy2011's solution](#)

**247.**

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,555 global accepts · Rating: 1100 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, sortings, strings

[masy2011's solution](#)

**248.**

2065C1

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

Quality: 27,760 global accepts · Rating: 1100 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[masy2011's solution](#)

**249.**

2060D

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

Quality: 26,198 global accepts · Rating: 1100 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[masy2011's solution](#)

**250.**

2063B

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

Quality: 23,194 global accepts · Rating: 1100 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[masy2011's solution](#)

**251.**

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[masy2011's solution](#)

**252.**

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,733 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[masy2011's solution](#)

**253.**

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,100 global accepts · Rating: 1100 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[masy2011's solution](#)

**254.**

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,059 global accepts · Rating: 1100 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[masy2011's solution](#)

**255.**

1800C2

[Powering the Hero \(hard version\)](#) · [Tutorial](#)

Quality: 27,088 global accepts · Rating: 1100 · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[masy2011's solution](#)

**256.**

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,532 global accepts · Rating: 1100 · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[masy2011's solution](#)

**257.**

1872C

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

Quality: 26,383 global accepts · Rating: 1100 · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[masy2011's solution](#)

**258.**

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,200 global accepts · Rating: 1100 · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[masy2011's solution](#)

**259.**

2014C

[Robin Hood in Town](#) · [Tutorial](#)

Quality: 27,457 global accepts · Rating: 1100 · first AC: 2024-09-21 · last AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[masy2011's solution](#)

**260.**

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,660 global accepts · Rating: 1100 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[masy2011's solution](#)

**261.**

1722D

[Line](#) · [Tutorial](#)

Quality: 26,554 global accepts · Rating: 1100 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[masy2011's solution](#)

**262.**

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[masy2011's solution](#)

**263.**

2009C

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

Quality: 33,010 global accepts · Rating: 1100 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[masy2011's solution](#)

**264.**

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,447 global accepts · Rating: 1100 · first AC: 2024-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, dsu, graphs, math

[masy2011's solution](#)

**265.**

1807G1

[Subsequence Addition \(Easy Version\)](#) · [Tutorial](#)

Quality: 22,250 global accepts · Rating: 1100 · first AC: 2024-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[masy2011's solution](#)

**266.**

1807G2

[Subsequence Addition \(Hard Version\)](#) · [Tutorial](#)

Quality: 27,844 global accepts · Rating: 1100 · first AC: 2024-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[masy2011's solution](#)

**267.**

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,824 global accepts · Rating: 1100 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math  
[masy2011's solution](#)

**268.**

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,105 global accepts · Rating: 1100 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, number theory  
[masy2011's solution](#)

**269.**

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,284 global accepts · Rating: 1100 · first AC: 2024-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings  
[masy2011's solution](#)

**270.**

1791G1

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

Quality: 33,918 global accepts · Rating: 1100 · first AC: 2024-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[masy2011's solution](#)

**271.**

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math  
[masy2011's solution](#)

**272.**

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers  
[masy2011's solution](#)

**273.**

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,672 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings  
[masy2011's solution](#)

**274.**

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,421 global accepts · Rating: 1100 · first AC: 2024-07-10 · last AC: 2024-07-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[masy2011's solution](#)

**275.**

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,619 global accepts · Rating: 1100 · first AC: 2024-07-10 · last AC: 2024-07-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers  
[masy2011's solution](#)

**276.**

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,071 global accepts · Rating: 1100 · first AC: 2024-07-04 · last AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings  
[masy2011's solution](#)

**277.**

1921D

[Very Different Array](#) · [Tutorial](#)

Quality: 24,277 global accepts · Rating: 1100 · first AC: 2024-01-22 · last AC: 2024-07-03 · C++20 (GCC 11-64) (first AC) · Tags: data

structures, greedy, sortings, two pointers

[masy2011's solution](#)

**278.**

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1100 · first AC: 2024-07-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[masy2011's solution](#)

**279.**

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,020 global accepts · Rating: 1100 · first AC: 2024-06-23 · last AC: 2024-07-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[masy2011's solution](#)

**280.**

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,394 global accepts · Rating: 1100 · first AC: 2024-05-14 · last AC: 2024-05-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, shortest paths

[masy2011's solution](#)

**281.**

732C

[Sanatorium](#) · [Tutorial](#)

Quality: 10,171 global accepts · Rating: 1200 · first AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[masy2011's solution](#)

**282.**

1272B

[Snow Walking Robot](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1200 · first AC: 2026-04-17 · Python 3 (first AC) · Tags: constructive algorithms, greedy, implementation

[masy2011's solution](#)

**283.**

340A

[The Wall](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1200 · first AC: 2026-02-27 · last AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: math

[masy2011's solution](#)

**284.**

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,135 global accepts · Rating: 1200 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[masy2011's solution](#)

**285.**

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[masy2011's solution](#)

**286.**

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,741 global accepts · Rating: 1200 · first AC: 2025-12-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[masy2011's solution](#)

**287.**

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,605 global accepts · Rating: 1200 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[masy2011's solution](#)

**288.**

2175C

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

Quality: 1200 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[masy2011's solution](#)

**289.**

79A

[Bus Game](#) · [Tutorial](#)

Quality: 4,556 global accepts · Rating: 1200 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[masy2011's solution](#)

**290.**

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,352 global accepts · Rating: 1200 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[masy2011's solution](#)

**291.**

1909B

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

Quality: 30,965 global accepts · Rating: 1200 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[masy2011's solution](#)

**292.**

2148E

[Split](#) · [Tutorial](#)

Quality: 14,063 global accepts · Rating: 1200 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers

[masy2011's solution](#)

**293.**

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,448 global accepts · Rating: 1200 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, math

[masy2011's solution](#)

**294.**

2126D

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

Quality: 24,014 global accepts · Rating: 1200 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[masy2011's solution](#)

**295.**

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,623 global accepts · Rating: 1200 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[masy2011's solution](#)

**296.**

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,335 global accepts · Rating: 1200 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[masy2011's solution](#)

**297.**

1409C

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

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[masy2011's solution](#)

**298.**

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,567 global accepts · Rating: 1200 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks  
[masy2011's solution](#)

**299.**

2072C

[Creating Keys for StORages Has Become My Main Skill](#) · [Tutorial](#)

Quality: 19,575 global accepts · Rating: 1200 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[masy2011's solution](#)

**300.**

2056C

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

Quality: 19,433 global accepts · Rating: 1200 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math  
[masy2011's solution](#)

**301.**

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,918 global accepts · Rating: 1200 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers  
[masy2011's solution](#)

**302.**

2050C

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

Quality: 25,000 global accepts · Rating: 1200 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math  
[masy2011's solution](#)

**303.**

1800D

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

Quality: 29,346 global accepts · Rating: 1200 · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, hashing, strings  
[masy2011's solution](#)

**304.**

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,092 global accepts · Rating: 1200 · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings  
[masy2011's solution](#)

**305.**

1872D

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

Quality: 38,828 global accepts · Rating: 1200 · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: math  
[masy2011's solution](#)

**306.**

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,692 global accepts · Rating: 1200 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees  
[masy2011's solution](#)

**307.**

1822D

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

Quality: 19,020 global accepts · Rating: 1200 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[masy2011's solution](#)

**308.**

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2024-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings  
[masy2011's solution](#)

**309.**

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2024-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, implementation  
[masy2011's solution](#)

**310.**

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,621 global accepts · Rating: 1200 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math  
[masy2011's solution](#)

**311.**

1857C

[Assembly via Minimums](#) · [Tutorial](#)

Quality: 41,755 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[masy2011's solution](#)

**312.**

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,837 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers  
[masy2011's solution](#)

**313.**

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,028 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, strings  
[masy2011's solution](#)

**314.**

1352C

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

Quality: 69,767 global accepts · Rating: 1200 · first AC: 2024-07-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math  
[masy2011's solution](#)

**315.**

1352B

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

Quality: 44,819 global accepts · Rating: 1200 · first AC: 2024-07-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[masy2011's solution](#)

**316.**

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,004 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation  
[masy2011's solution](#)

**317.**

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1200 · first AC: 2024-07-10 · last AC: 2024-07-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, strings  
[masy2011's solution](#)

**318.**

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2024-07-10 · last AC: 2024-07-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar,

implementation

[masy2011's solution](#)

**319.**

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,536 global accepts · Rating: 1200 · first AC: 2024-06-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math

[masy2011's solution](#)

**320.**

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,108 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[masy2011's solution](#)

**321.**

2208C

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

Quality: 11,093 global accepts · Rating: 1300 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[masy2011's solution](#)

**322.**

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,899 global accepts · Rating: 1300 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[masy2011's solution](#)

**323.**

2189C1

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

Quality: 13,897 global accepts · Rating: 1300 · first AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[masy2011's solution](#)

**324.**

2181A

[Alphabet City](#) · [Tutorial](#)

Quality: 3,733 global accepts · Rating: 1300 · first AC: 2025-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, strings

[masy2011's solution](#)

**325.**

2175B

[XOR Array](#) · [Tutorial](#)

Quality: 12,222 global accepts · Rating: 1300 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[masy2011's solution](#)

**326.**

2160C

[Reverse XOR](#) · [Tutorial](#)

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

[masy2011's solution](#)

**327.**

271B

[Prime Matrix](#) · [Tutorial](#)

Quality: 15,459 global accepts · Rating: 1300 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math, number theory

[masy2011's solution](#)

**328.**

2151B

[Incremental Path](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[masy2011's solution](#)

**329.**

750B

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

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, implementation  
[masy2011's solution](#)

**330.**

1249B2

[Books Exchange \(hard version\)](#) · [Tutorial](#)

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, math  
[masy2011's solution](#)

**331.**

612A

[The Text Splitting](#) · [Tutorial](#)

Quality: 7,839 global accepts · Rating: 1300 · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings  
[masy2011's solution](#)

**332.**

2072D

[For Wizards, the Exam Is Easy, but I Couldn't Handle It](#) · [Tutorial](#)

Quality: 17,639 global accepts · Rating: 1300 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation  
[masy2011's solution](#)

**333.**

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,069 global accepts · Rating: 1300 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, number theory  
[masy2011's solution](#)

**334.**

2050D

[Digital string maximization](#) · [Tutorial](#)

Quality: 18,978 global accepts · Rating: 1300 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings  
[masy2011's solution](#)

**335.**

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,627 global accepts · Rating: 1300 · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory  
[masy2011's solution](#)

**336.**

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,988 global accepts · Rating: 1300 · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, matrices  
[masy2011's solution](#)

**337.**

2033D

[Kousuke's Assignment](#) · [Tutorial](#)

Quality: 18,196 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, math  
[masy2011's solution](#)

**338.**

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,525 global accepts · Rating: 1300 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math  
[masy2011's solution](#)

**339.**

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,774 global accepts · Rating: 1300 · first AC: 2024-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search,

implementation, interactive

[masy2011's solution](#)

**340.**

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,320 global accepts · Rating: 1300 · first AC: 2024-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings, trees

[masy2011's solution](#)

**341.**

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 1300 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[masy2011's solution](#)

**342.**

1999E

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

Quality: 23,621 global accepts · Rating: 1300 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math

[masy2011's solution](#)

**343.**

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,109 global accepts · Rating: 1300 · first AC: 2024-07-10 · last AC: 2024-07-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[masy2011's solution](#)

**344.**

1676G

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

Quality: 24,003 global accepts · Rating: 1300 · first AC: 2024-07-04 · last AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[masy2011's solution](#)

**345.**

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,190 global accepts · Rating: 1300 · first AC: 2024-07-04 · last AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[masy2011's solution](#)

**346.**

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2024-07-02 · last AC: 2024-07-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[masy2011's solution](#)

**347.**

670C

[Cinema](#) · [Tutorial](#)

Quality: 9,999 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[masy2011's solution](#)

**348.**

2209C

[Find the Zero](#) · [Tutorial](#)

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

[masy2011's solution](#)

**349.**

248B

[Chilly Willy](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1400 · first AC: 2026-03-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[masy2011's solution](#)

**350.**

2190B1

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

Quality: 10,673 global accepts · Rating: 1400 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[masy2011's solution](#)

**351.**

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,681 global accepts · Rating: 1400 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy

[masy2011's solution](#)

**352.**

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,487 global accepts · Rating: 1400 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy

[masy2011's solution](#)

**353.**

2151C

[Incremental Stay](#) · [Tutorial](#)

Quality: 10,266 global accepts · Rating: 1400 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[masy2011's solution](#)

**354.**

2132C2

[The Cunning Seller \(hard version\)](#) · [Tutorial](#)

Quality: 13,336 global accepts · Rating: 1400 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[masy2011's solution](#)

**355.**

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,017 global accepts · Rating: 1400 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[masy2011's solution](#)

**356.**

386B

[Fly, freebies, fly!](#) · [Tutorial](#)

Quality: 2,528 global accepts · Rating: 1400 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation

[masy2011's solution](#)

**357.**

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,231 global accepts · Rating: 1400 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[masy2011's solution](#)

**358.**

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: dp

[masy2011's solution](#)

**359.**

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,064 global accepts · Rating: 1400 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers

[masy2011's solution](#)

**360.**

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, implementation

[masy2011's solution](#)

**361.**

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,586 global accepts · Rating: 1400 · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[masy2011's solution](#)

**362.**

1914E2

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

Quality: 14,751 global accepts · Rating: 1400 · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[masy2011's solution](#)

**363.**

1914E1

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

Quality: 14,244 global accepts · Rating: 1400 · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, sortings

[masy2011's solution](#)

**364.**

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,729 global accepts · Rating: 1400 · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[masy2011's solution](#)

**365.**

2033C

[Sakurako's Field Trip](#) · [Tutorial](#)

Quality: 17,813 global accepts · Rating: 1400 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[masy2011's solution](#)

**366.**

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[masy2011's solution](#)

**367.**

1883G1

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

Quality: 19,552 global accepts · Rating: 1400 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[masy2011's solution](#)

**368.**

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,973 global accepts · Rating: 1400 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[masy2011's solution](#)

**369.**

2009E

[Klee's SUPER DUPER LARGE Array!!!](#) · [Tutorial](#)

Quality: 17,665 global accepts · Rating: 1400 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[masy2011's solution](#)

**370.**

2009D

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

Quality: 18,774 global accepts · Rating: 1400 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math  
[masy2011's solution](#)

**371.**

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,665 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory  
[masy2011's solution](#)

**372.**

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 1400 · first AC: 2024-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, math, sortings  
[masy2011's solution](#)

**373.**

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,994 global accepts · Rating: 1400 · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy  
[masy2011's solution](#)

**374.**

1972D1

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

Rating: 1400 · first AC: 2024-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory  
[masy2011's solution](#)

**375.**

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2024-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math  
[masy2011's solution](#)

**376.**

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,090 global accepts · Rating: 1400 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings, two pointers  
[masy2011's solution](#)

**377.**

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,222 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math  
[masy2011's solution](#)

**378.**

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1400 · first AC: 2024-07-22 · last AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory  
[masy2011's solution](#)

**379.**

1676H1

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

Quality: 16,326 global accepts · Rating: 1400 · first AC: 2024-07-04 · last AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force  
[masy2011's solution](#)

**380.**

1986D

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

Quality: 17,962 global accepts · Rating: 1400 · first AC: 2024-06-23 · last AC: 2024-07-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[masy2011's solution](#)

**381.**

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,527 global accepts · Rating: 1400 · first AC: 2024-05-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[masy2011's solution](#)

**382.**

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,267 global accepts · Rating: 1400 · first AC: 2024-05-14 · last AC: 2024-05-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[masy2011's solution](#)

**383.**

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2026-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[masy2011's solution](#)

**384.**

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2025-11-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[masy2011's solution](#)

**385.**

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,887 global accepts · Rating: 1500 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, two pointers

[masy2011's solution](#)

**386.**

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, strings

[masy2011's solution](#)

**387.**

2149E

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

Quality: 9,275 global accepts · Rating: 1500 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, two pointers

[masy2011's solution](#)

**388.**

2070C

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

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[masy2011's solution](#)

**389.**

2109C1

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

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[masy2011's solution](#)

**390.**

320B

[Ping-Pong \(Easy Version\) · Tutorial](#)

Quality: 7,783 global accepts · Rating: 1500 · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs  
[masy2011's solution](#)

**391.**

2093E

[Min Max MEX · Tutorial](#)

Quality: 13,442 global accepts · Rating: 1500 · first AC: 2025-04-11 · last AC: 2025-04-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy  
[masy2011's solution](#)

**392.**

2072E

[Do You Love Your Hero and His Two-Hit Multi-Target Attacks? · Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math  
[masy2011's solution](#)

**393.**

1950E

[Nearly Shortest Repeating Substring · Tutorial](#)

Quality: 17,428 global accepts · Rating: 1500 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, number theory, strings  
[masy2011's solution](#)

**394.**

1971E

[Find the Car · Tutorial](#)

Quality: 18,338 global accepts · Rating: 1500 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings  
[masy2011's solution](#)

**395.**

2060E

[Graph Composition · Tutorial](#)

Quality: 12,252 global accepts · Rating: 1500 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy  
[masy2011's solution](#)

**396.**

1569C

[Jury Meeting · Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math  
[masy2011's solution](#)

**397.**

2050E

[Three Strings · Tutorial](#)

Quality: 14,500 global accepts · Rating: 1500 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings  
[masy2011's solution](#)

**398.**

1800E2

[Unforgivable Curse \(hard version\) · Tutorial](#)

Quality: 15,270 global accepts · Rating: 1500 · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings  
[masy2011's solution](#)

**399.**

1872E

[Data Structures Fan · Tutorial](#)

Quality: 21,378 global accepts · Rating: 1500 · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dp  
[masy2011's solution](#)

**400.**

1883D

[In Love](#) · [Tutorial](#)

Quality: 14,529 global accepts · Rating: 1500 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
[masy2011's solution](#)

**401.**

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1500 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[masy2011's solution](#)

**402.**

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,198 global accepts · Rating: 1500 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, sortings  
[masy2011's solution](#)

**403.**

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,790 global accepts · Rating: 1500 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings  
[masy2011's solution](#)

**404.**

2008E

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

Quality: 13,225 global accepts · Rating: 1500 · first AC: 2024-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings  
[masy2011's solution](#)

**405.**

977E

[Cyclic Components](#) · [Tutorial](#)

Quality: 25,616 global accepts · Rating: 1500 · first AC: 2024-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs  
[masy2011's solution](#)

**406.**

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,897 global accepts · Rating: 1500 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[masy2011's solution](#)

**407.**

1490F

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

Quality: 18,382 global accepts · Rating: 1500 · first AC: 2024-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, sortings  
[masy2011's solution](#)

**408.**

978D

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

Quality: 9,955 global accepts · Rating: 1500 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math  
[masy2011's solution](#)

**409.**

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2024-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation  
[masy2011's solution](#)

**410.**

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[masy2011's solution](#)

**411.**

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,014 global accepts · Rating: 1500 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[masy2011's solution](#)

**412.**

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,528 global accepts · Rating: 1500 · first AC: 2024-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures

[masy2011's solution](#)

**413.**

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,842 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[masy2011's solution](#)

**414.**

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,374 global accepts · Rating: 1500 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[masy2011's solution](#)

**415.**

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,962 global accepts · Rating: 1500 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[masy2011's solution](#)

**416.**

1999G1

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

Quality: 14,527 global accepts · Rating: 1500 · first AC: 2024-08-06 · last AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[masy2011's solution](#)

**417.**

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,604 global accepts · Rating: 1500 · first AC: 2024-07-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[masy2011's solution](#)

**418.**

1551C

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

Quality: 14,542 global accepts · Rating: 1500 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, strings

[masy2011's solution](#)

**419.**

1676H2

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

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2024-07-04 · last AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings

[masy2011's solution](#)

**420.**

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,014 global accepts · Rating: 1500 · first AC: 2024-06-12 · last AC: 2024-06-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[masy2011's solution](#)

**421.**

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,474 global accepts · Rating: 1500 · first AC: 2024-05-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[masy2011's solution](#)

**422.**

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,518 global accepts · Rating: 1500 · first AC: 2024-05-14 · last AC: 2024-05-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, sortings

[masy2011's solution](#)

**423.**

1305C

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

Quality: 18,785 global accepts · Rating: 1600 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, math, number theory

[masy2011's solution](#)

**424.**

2207B

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

Quality: 5,808 global accepts · Rating: 1600 · first AC: 2026-03-09 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[masy2011's solution](#)

**425.**

214B

[Hometask](#) · [Tutorial](#)

Quality: 5,352 global accepts · Rating: 1600 · first AC: 2026-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[masy2011's solution](#)

**426.**

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1600 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[masy2011's solution](#)

**427.**

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 1600 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[masy2011's solution](#)

**428.**

2167E

[khba Loves to Sleep!](#) · [Tutorial](#)

Quality: 9,068 global accepts · Rating: 1600 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation

[masy2011's solution](#)

**429.**

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1600 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, math, trees

[masy2011's solution](#)

**430.**

2167G

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

Quality: 11,016 global accepts · Rating: 1600 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp  
[masy2011's solution](#)

**431.**

1282B2

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

Quality: 11,009 global accepts · Rating: 1600 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings  
[masy2011's solution](#)

**432.**

2132D

[From 1 to Infinity](#) · [Tutorial](#)

Quality: 8,823 global accepts · Rating: 1600 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, implementation, math  
[masy2011's solution](#)

**433.**

495B

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

Quality: 8,264 global accepts · Rating: 1600 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory  
[masy2011's solution](#)

**434.**

2094F

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

Quality: 11,413 global accepts · Rating: 1600 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[masy2011's solution](#)

**435.**

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, interactive, probabilities  
[masy2011's solution](#)

**436.**

952C

[Ravioli Sort](#) · [Tutorial](#)

Quality: 3,061 global accepts · Rating: 1600 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation  
[masy2011's solution](#)

**437.**

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: \*special, implementation, number theory  
[masy2011's solution](#)

**438.**

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,470 global accepts · Rating: 1600 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math  
[masy2011's solution](#)

**439.**

2063C

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

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees  
[masy2011's solution](#)

**440.**

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,256 global accepts · Rating: 1600 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[masy2011's solution](#)

**441.**

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,199 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[masy2011's solution](#)

**442.**

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,956 global accepts · Rating: 1600 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[masy2011's solution](#)

**443.**

2036E

[Reverse the Rivers](#) · [Tutorial](#)

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[masy2011's solution](#)

**444.**

1843E

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

Quality: 17,806 global accepts · Rating: 1600 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[masy2011's solution](#)

**445.**

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,357 global accepts · Rating: 1600 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, strings

[masy2011's solution](#)

**446.**

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 1600 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[masy2011's solution](#)

**447.**

1722E

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

Quality: 13,367 global accepts · Rating: 1600 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation

[masy2011's solution](#)

**448.**

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2024-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math

[masy2011's solution](#)

**449.**

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,521 global accepts · Rating: 1600 · first AC: 2024-07-04 · last AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive

algorithms, graphs, greedy, shortest paths, trees

[masy2011's solution](#)

**450.**

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,215 global accepts · Rating: 1600 · first AC: 2024-06-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[masy2011's solution](#)

**451.**

1714D

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

Quality: 10,323 global accepts · Rating: 1600 · first AC: 2024-05-21 · last AC: 2024-05-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[masy2011's solution](#)

**452.**

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 1700 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[masy2011's solution](#)

**453.**

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 1700 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[masy2011's solution](#)

**454.**

2160D

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

Rating: 1700 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[masy2011's solution](#)

**455.**

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,889 global accepts · Rating: 1700 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[masy2011's solution](#)

**456.**

2151D

[Grid Counting](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics

[masy2011's solution](#)

**457.**

2132E

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

Quality: 7,594 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search

[masy2011's solution](#)

**458.**

2113C

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

Quality: 7,975 global accepts · Rating: 1700 · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[masy2011's solution](#)

**459.**

2109C2

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

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive,

math, number theory  
[masy2011's solution](#)

**460.**

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings  
[masy2011's solution](#)

**461.**

2094G

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

Quality: 7,848 global accepts · Rating: 1700 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math  
[masy2011's solution](#)

**462.**

2072F

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

Quality: 8,446 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory  
[masy2011's solution](#)

**463.**

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,278 global accepts · Rating: 1700 · first AC: 2025-02-20 · last AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees  
[masy2011's solution](#)

**464.**

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,487 global accepts · Rating: 1700 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings  
[masy2011's solution](#)

**465.**

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1700 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory  
[masy2011's solution](#)

**466.**

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,009 global accepts · Rating: 1700 · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs  
[masy2011's solution](#)

**467.**

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,477 global accepts · Rating: 1700 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory  
[masy2011's solution](#)

**468.**

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,137 global accepts · Rating: 1700 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers  
[masy2011's solution](#)

**469.**

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,921 global accepts · Rating: 1700 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[masy2011's solution](#)

**470.**

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,014 global accepts · Rating: 1700 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, implementation

[masy2011's solution](#)

**471.**

1760G

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

Quality: 10,315 global accepts · Rating: 1700 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[masy2011's solution](#)

**472.**

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,488 global accepts · Rating: 1700 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, flows, math

[masy2011's solution](#)

**473.**

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,319 global accepts · Rating: 1700 · first AC: 2024-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, implementation

[masy2011's solution](#)

**474.**

977F

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

Quality: 25,130 global accepts · Rating: 1700 · first AC: 2024-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[masy2011's solution](#)

**475.**

978G

[Petya's Exams](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2024-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[masy2011's solution](#)

**476.**

1999G2

[Ruler \(hard version\)](#) · [Tutorial](#)

Quality: 11,029 global accepts · Rating: 1700 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[masy2011's solution](#)

**477.**

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2024-07-04 · last AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[masy2011's solution](#)

**478.**

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[masy2011's solution](#)

**479.**

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,568 global accepts · Rating: 1700 · first AC: 2024-07-02 · last AC: 2024-07-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[masy2011's solution](#)

**480.**

2218G

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

Quality: 3,620 global accepts · Rating: 1800 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
[masy2011's solution](#)

**481.**

2211C2

[Equal Multisets \(Hard Version\) · Tutorial](#)

Quality: 3,674 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy  
[masy2011's solution](#)

**482.**

2209D

[Ghostfires · Tutorial](#)

Quality: 5,318 global accepts · Rating: 1800 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy  
[masy2011's solution](#)

**483.**

2208D1

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

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees  
[masy2011's solution](#)

**484.**

1034A

[Enlarge GCD · Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2026-02-27 · last AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: number theory  
[masy2011's solution](#)

**485.**

2189C2

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

Quality: 6,209 global accepts · Rating: 1800 · first AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math  
[masy2011's solution](#)

**486.**

358D

[Dima and Hares · Tutorial](#)

Quality: 4,505 global accepts · Rating: 1800 · first AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[masy2011's solution](#)

**487.**

2148F

[Gravity Falls · Tutorial](#)

Quality: 6,595 global accepts · Rating: 1800 · first AC: 2025-09-14 · last AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings  
[masy2011's solution](#)

**488.**

2093F

[Hackers and Neural Networks · Tutorial](#)

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy  
[masy2011's solution](#)

**489.**

220B

[Little Elephant and Array · Tutorial](#)

Quality: 12,884 global accepts · Rating: 1800 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures

[masy2011's solution](#)

**490.**

952D

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

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, probabilities  
[masy2011's solution](#)

**491.**

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,679 global accepts · Rating: 1800 · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, flows, math, number theory

[masy2011's solution](#)

**492.**

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2024-12-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[masy2011's solution](#)

**493.**

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,401 global accepts · Rating: 1800 · first AC: 2024-12-12 · last AC: 2024-12-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[masy2011's solution](#)

**494.**

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,536 global accepts · Rating: 1800 · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[masy2011's solution](#)

**495.**

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[masy2011's solution](#)

**496.**

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[masy2011's solution](#)

**497.**

1833G

[Ksyusha and Chinchilla](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 1800 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

[masy2011's solution](#)

**498.**

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,726 global accepts · Rating: 1800 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[masy2011's solution](#)

**499.**

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,717 global accepts · Rating: 1800 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[masy2011's solution](#)

**500.**

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1800 · first AC: 2024-07-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[masy2011's solution](#)

**501.**

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2024-05-14 · last AC: 2024-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[masy2011's solution](#)

**502.**

121C

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

Quality: 1,434 global accepts · Rating: 1900 · first AC: 2026-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, number theory

[masy2011's solution](#)

**503.**

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,859 global accepts · Rating: 1900 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, two pointers

[masy2011's solution](#)

**504.**

57C

[Array](#) · [Tutorial](#)

Quality: 4,006 global accepts · Rating: 1900 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[masy2011's solution](#)

**505.**

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[masy2011's solution](#)

**506.**

1055C

[Lucky Days](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 1900 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[masy2011's solution](#)

**507.**

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,413 global accepts · Rating: 1900 · first AC: 2026-02-27 · last AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math

[masy2011's solution](#)

**508.**

2189D1

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

Quality: 3,960 global accepts · Rating: 1900 · first AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[masy2011's solution](#)

**509.**

2190B2

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

Quality: 3,180 global accepts · Rating: 1900 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation,

strings

[masy2011's solution](#)

**510.**

292D

[Connected Components](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu

[masy2011's solution](#)

**511.**

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[masy2011's solution](#)

**512.**

2149F

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

Quality: 4,812 global accepts · Rating: 1900 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, ternary search

[masy2011's solution](#)

**513.**

2148G

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

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

[masy2011's solution](#)

**514.**

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[masy2011's solution](#)

**515.**

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,620 global accepts · Rating: 1900 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[masy2011's solution](#)

**516.**

2094H

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

Quality: 3,785 global accepts · Rating: 1900 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math, number theory

[masy2011's solution](#)

**517.**

952B

[A Map of the Cat](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 1900 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, brute force, interactive

[masy2011's solution](#)

**518.**

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1900 · first AC: 2025-02-20 · last AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[masy2011's solution](#)

**519.**

2044F

[Easy Demon Problem](#) · [Tutorial](#)

Quality: 6,044 global accepts · Rating: 1900 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[masy2011's solution](#)

**520.**

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,687 global accepts · Rating: 1900 · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[masy2011's solution](#)

**521.**

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math

[masy2011's solution](#)

**522.**

1547F

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

Quality: 6,952 global accepts · Rating: 1900 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[masy2011's solution](#)

**523.**

529B

[Group Photo 2 \(online mirror version\)](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 1900 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[masy2011's solution](#)

**524.**

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,844 global accepts · Rating: 1900 · first AC: 2024-07-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[masy2011's solution](#)

**525.**

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,662 global accepts · Rating: 1900 · first AC: 2024-05-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, trees

[masy2011's solution](#)

**526.**

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2024-05-14 · last AC: 2024-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[masy2011's solution](#)

**527.**

2215B

[RReepppeettiittiioonn](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2000 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, math, number theory

[masy2011's solution](#)

**528.**

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[masy2011's solution](#)

**529.**

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2026-02-27 · last AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, number theory

[masy2011's solution](#)

**530.**

2194E

[The Turtle Strikes Back](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2000 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, implementation

[masy2011's solution](#)

**531.**

2181D

[Doorway](#) · [Tutorial](#)

Quality: 1,357 global accepts · Rating: 2000 · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[masy2011's solution](#)

**532.**

2126F

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

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees

[masy2011's solution](#)

**533.**

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,602 global accepts · Rating: 2000 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[masy2011's solution](#)

**534.**

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[masy2011's solution](#)

**535.**

2063D

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

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[masy2011's solution](#)

**536.**

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[masy2011's solution](#)

**537.**

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,048 global accepts · Rating: 2000 · first AC: 2024-12-12 · C++17 (GCC 7-32) (first AC) · Tags: \*special, data structures

[masy2011's solution](#)

**538.**

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 2000 · first AC: 2024-12-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[masy2011's solution](#)

**539.**

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
[masy2011's solution](#)

**540.**

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 2000 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[masy2011's solution](#)

**541.**

784E

[Twisted Circuit](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2000 · first AC: 2024-04-29 · last AC: 2024-04-29 · C++14 (GCC 6-32) (first AC) · Tags: \*special, brute force, implementation  
[masy2011's solution](#)

**542.**

452C

[Magic Trick](#) · [Tutorial](#)

Quality: 1,750 global accepts · Rating: 2100 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities  
[masy2011's solution](#)

**543.**

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices  
[masy2011's solution](#)

**544.**

225E

[Unsolvable](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2100 · first AC: 2026-02-27 · last AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory  
[masy2011's solution](#)

**545.**

1790F

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

Quality: 3,997 global accepts · Rating: 2100 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees  
[masy2011's solution](#)

**546.**

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers  
[masy2011's solution](#)

**547.**

103D

[Time to Raid Cowavans](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings  
[masy2011's solution](#)

**548.**

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2025-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp  
[masy2011's solution](#)

**549.**

489F

[Special Matrices](#) · [Tutorial](#)

Quality: 1,940 global accepts · Rating: 2100 · first AC: 2025-12-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp  
[masy2011's solution](#)

**550.**

2160E

[Rectangles](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers  
[masy2011's solution](#)

**551.**

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-09-28 · last AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[masy2011's solution](#)

**552.**

2151E

[Limited Edition Shop](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, games, greedy  
[masy2011's solution](#)

**553.**

2132F

[Rada and the Chamomile Valley](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths

[masy2011's solution](#)

**554.**

763B

[Timofey and rectangles](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry  
[masy2011's solution](#)

**555.**

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry  
[masy2011's solution](#)

**556.**

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers  
[masy2011's solution](#)

**557.**

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2024-07-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees  
[masy2011's solution](#)

**558.**

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp  
[masy2011's solution](#)

**559.**

2215C

[Oriented Journey](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2200 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force,

communication, constructive algorithms, graphs, interactive, trees

[masy2011's solution](#)

**560.**

2209E

[A Trivial String Problem](#) · [Tutorial](#)

Quality: 1,775 global accepts · Rating: 2200 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

[masy2011's solution](#)

**561.**

2208D2

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

Quality: 1,834 global accepts · Rating: 2200 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[masy2011's solution](#)

**562.**

2207D

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

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[masy2011's solution](#)

**563.**

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2026-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[masy2011's solution](#)

**564.**

2200G

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

Quality: 1,029 global accepts · Rating: 2200 · first AC: 2026-02-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[masy2011's solution](#)

**565.**

593C

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

Quality: 325 global accepts · Rating: 2200 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[masy2011's solution](#)

**566.**

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[masy2011's solution](#)

**567.**

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2026-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[masy2011's solution](#)

**568.**

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,042 global accepts · Rating: 2200 · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[masy2011's solution](#)

**569.**

2189D2

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

Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[masy2011's solution](#)

**570.**

1156E

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

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2026-01-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[masy2011's solution](#)

**571.**

1227F1

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

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dp

[masy2011's solution](#)

**572.**

369D

[Valera and Fools](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2200 · first AC: 2025-12-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[masy2011's solution](#)

**573.**

323B

[Tournament-graph](#) · [Tutorial](#)

Quality: 470 global accepts · Rating: 2200 · first AC: 2025-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[masy2011's solution](#)

**574.**

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2025-12-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, geometry

[masy2011's solution](#)

**575.**

425B

[Sereja and Table](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2200 · first AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[masy2011's solution](#)

**576.**

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[masy2011's solution](#)

**577.**

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[masy2011's solution](#)

**578.**

678E

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

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[masy2011's solution](#)

**579.**

2126G1

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

Quality: 2,481 global accepts · Rating: 2200 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp,

dsu, two pointers

[masy2011's solution](#)

**580.**

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[masy2011's solution](#)

**581.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, two pointers

[masy2011's solution](#)

**582.**

1505F

[Math](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2200 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: \*special, math

[masy2011's solution](#)

**583.**

2060F

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

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory

[masy2011's solution](#)

**584.**

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,666 global accepts · Rating: 2200 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[masy2011's solution](#)

**585.**

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory

[masy2011's solution](#)

**586.**

1972D2

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

Rating: 2200 · first AC: 2024-08-28 · last AC: 2024-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[masy2011's solution](#)

**587.**

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[masy2011's solution](#)

**588.**

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2300 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, number theory

[masy2011's solution](#)

**589.**

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2026-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[masy2011's solution](#)

**590.**

1600F

[Party Organization](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2300 · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, probabilities

[masy2011's solution](#)

**591.**

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[masy2011's solution](#)

**592.**

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[masy2011's solution](#)

**593.**

2194F1

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

Quality: 888 global accepts · Rating: 2300 · first AC: 2026-02-08 · last AC: 2026-03-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, trees

[masy2011's solution](#)

**594.**

2195G

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

Quality: 1,046 global accepts · Rating: 2300 · first AC: 2026-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, trees

[masy2011's solution](#)

**595.**

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,270 global accepts · Rating: 2300 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[masy2011's solution](#)

**596.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2026-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees

[masy2011's solution](#)

**597.**

1151F

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

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[masy2011's solution](#)

**598.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,404 global accepts · Rating: 2300 · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[masy2011's solution](#)

**599.**

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[masy2011's solution](#)

**600.**

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, math, shortest paths

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**601.**

825E

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Quality: 4,309 global accepts · Rating: 2300 · first AC: 2026-01-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[masy2011's solution](#)

**602.**

444B

[DZY Loves FFT](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2300 · first AC: 2024-05-18 · last AC: 2025-12-30 · C++14 (GCC 6-32) (first AC) · Tags: probabilities

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**603.**

1468M

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Quality: 1,130 global accepts · Rating: 2300 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, implementation

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**604.**

2181J

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Quality: 708 global accepts · Rating: 2300 · first AC: 2025-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, probabilities

[masy2011's solution](#)

**605.**

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2025-12-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

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**606.**

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2300 · first AC: 2025-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[masy2011's solution](#)

**607.**

316D1

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Quality: 607 global accepts · Rating: 2300 · first AC: 2025-12-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[masy2011's solution](#)

**608.**

316D2

[PE Lesson](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2300 · first AC: 2025-12-08 · C++17 (GCC 7-32) (first AC) · Tags: dp

[masy2011's solution](#)

**609.**

727F

[Polycarp's problems](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2300 · first AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

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**610.**

487C

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Quality: 3,080 global accepts · Rating: 2300 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

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**611.**

888G

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Quality: 5,858 global accepts · Rating: 2300 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[masy2011's solution](#)

**612.**

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, math

[masy2011's solution](#)

**613.**

713C

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Quality: 6,533 global accepts · Rating: 2300 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

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**614.**

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy

[masy2011's solution](#)

**615.**

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[masy2011's solution](#)

**616.**

1916E

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[masy2011's solution](#)

**617.**

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[masy2011's solution](#)

**618.**

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 2300 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[masy2011's solution](#)

**619.**

2057E1

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[masy2011's solution](#)

**620.**

509F

[Progress Monitoring](#) · [Tutorial](#)

Quality: 1,183 global accepts · Rating: 2300 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees  
[masy2011's solution](#)

**621.**

1866D

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Quality: 1,566 global accepts · Rating: 2300 · first AC: 2024-04-13 · last AC: 2024-04-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy  
[masy2011's solution](#)

**622.**

2176E

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

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees  
[masy2011's solution](#)

**623.**

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings  
[masy2011's solution](#)

**624.**

1244G

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Quality: 1,532 global accepts · Rating: 2400 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[masy2011's solution](#)

**625.**

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths  
[masy2011's solution](#)

**626.**

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers  
[masy2011's solution](#)

**627.**

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation  
[masy2011's solution](#)

**628.**

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math  
[masy2011's solution](#)

**629.**

2211F

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

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math  
[masy2011's solution](#)

**630.**

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp  
[masy2011's solution](#)

**631.**

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs  
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**632.**

1874B

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Quality: 1,392 global accepts · Rating: 2400 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths  
[masy2011's solution](#)

**633.**

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2026-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math  
[masy2011's solution](#)

**634.**

2207E2

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Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math  
[masy2011's solution](#)

**635.**

1144G

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

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2026-03-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[masy2011's solution](#)

**636.**

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math  
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**637.**

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy  
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**638.**

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, trees  
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**639.**

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities  
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**640.**

2195H

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

Quality: 467 global accepts · Rating: 2400 · first AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, geometry, implementation

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**641.**

865C

[Gotta Go Fast](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2400 · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[masy2011's solution](#)

**642.**

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[masy2011's solution](#)

**643.**

513G2

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

Quality: 725 global accepts · Rating: 2400 · first AC: 2026-02-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[masy2011's solution](#)

**644.**

1970G3

[Min-Fund Prison \(Hard\)](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2400 · first AC: 2026-02-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, trees

[masy2011's solution](#)

**645.**

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[masy2011's solution](#)

**646.**

2193H

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

Quality: 1,043 global accepts · Rating: 2400 · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees

[masy2011's solution](#)

**647.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[masy2011's solution](#)

**648.**

1794E

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

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[masy2011's solution](#)

**649.**

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2400 · first AC: 2026-02-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[masy2011's solution](#)

**650.**

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math  
[masy2011's solution](#)

**651.**

1032F

[Vasya and Maximum Matching](#) · [Tutorial](#)

Quality: 1,144 global accepts · Rating: 2400 · first AC: 2026-01-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees  
[masy2011's solution](#)

**652.**

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2026-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees  
[masy2011's solution](#)

**653.**

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2026-01-09 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs  
[masy2011's solution](#)

**654.**

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers  
[masy2011's solution](#)

**655.**

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2026-01-04 · last AC: 2026-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, sortings  
[masy2011's solution](#)

**656.**

1227F2

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

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[masy2011's solution](#)

**657.**

1784D

[Wooden Spoon](#) · [Tutorial](#)

Quality: 1,310 global accepts · Rating: 2400 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp  
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**658.**

2181G

[Greta's Game](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, math  
[masy2011's solution](#)

**659.**

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2025-12-16 · C++17 (GCC 7-32) (first AC) · Tags: dp  
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**660.**

273D

[Dima and Figure](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2400 · first AC: 2025-12-16 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[masy2011's solution](#)

**661.**

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2025-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[masy2011's solution](#)

**662.**

316D3

[PE Lesson](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2400 · first AC: 2025-12-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, math  
[masy2011's solution](#)

**663.**

939F

[Cutlet](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp  
[masy2011's solution](#)

**664.**

835E

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

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive  
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**665.**

865D

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Quality: 8,017 global accepts · Rating: 2400 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy  
[masy2011's solution](#)

**666.**

1792E

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

Quality: 1,596 global accepts · Rating: 2400 · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory  
[masy2011's solution](#)

**667.**

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math  
[masy2011's solution](#)

**668.**

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, strings  
[masy2011's solution](#)

**669.**

2096E

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

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings  
[masy2011's solution](#)

**670.**

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[masy2011's solution](#)

**671.**

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, fft

[masy2011's solution](#)

**672.**

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[masy2011's solution](#)

**673.**

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs

[masy2011's solution](#)

**674.**

979E

[Kuro and Topological Parity](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2400 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[masy2011's solution](#)

**675.**

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[masy2011's solution](#)

**676.**

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy

[masy2011's solution](#)

**677.**

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[masy2011's solution](#)

**678.**

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2025-03-07 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[masy2011's solution](#)

**679.**

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer

[masy2011's solution](#)

**680.**

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2025-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, implementation, math  
[masy2011's solution](#)

**681.**

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2025-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers  
[masy2011's solution](#)

**682.**

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers  
[masy2011's solution](#)

**683.**

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings  
[masy2011's solution](#)

**684.**

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math  
[masy2011's solution](#)

**685.**

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp  
[masy2011's solution](#)

**686.**

1882E1

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

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory  
[masy2011's solution](#)

**687.**

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths  
[masy2011's solution](#)

**688.**

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures  
[masy2011's solution](#)

**689.**

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-12-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[masy2011's solution](#)

**690.**

866D

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

Rating: 2400 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[masy2011's solution](#)

**691.**

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2026-05-05 · last AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[masy2011's solution](#)

**692.**

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2026-05-05 · last AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[masy2011's solution](#)

**693.**

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[masy2011's solution](#)

**694.**

888F

[Connecting Vertices](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2026-04-28 · last AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs

[masy2011's solution](#)

**695.**

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[masy2011's solution](#)

**696.**

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[masy2011's solution](#)

**697.**

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[masy2011's solution](#)

**698.**

1111E

[Tree](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2500 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[masy2011's solution](#)

**699.**

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[masy2011's solution](#)

**700.**

1788F

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

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[masy2011's solution](#)

## 701.

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[masy2011's solution](#)

## 702.

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[masy2011's solution](#)

## 703.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[masy2011's solution](#)

## 704.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[masy2011's solution](#)

## 705.

1814D

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

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[masy2011's solution](#)

## 706.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[masy2011's solution](#)

## 707.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2026-03-06 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[masy2011's solution](#)

## 708.

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2026-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[masy2011's solution](#)

## 709.

1824C

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

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2026-03-05 · last AC: 2026-03-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[masy2011's solution](#)

**710.**

1986G2

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

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2026-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[masy2011's solution](#)

**711.**

1796E

[Colored Subgraphs · Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[masy2011's solution](#)

**712.**

1734F

[Zeros and Ones · Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2025-01-18 · last AC: 2026-03-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[masy2011's solution](#)

**713.**

1737E

[Ela Goes Hiking · Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[masy2011's solution](#)

**714.**

1574E

[Coloring · Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[masy2011's solution](#)

**715.**

1037F

[Maximum Reduction · Tutorial](#)

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, math

[masy2011's solution](#)

**716.**

1418G

[Three Occurrences · Tutorial](#)

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[masy2011's solution](#)

**717.**

1320D

[Reachable Strings · Tutorial](#)

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, strings

[masy2011's solution](#)

**718.**

1946F

[Nobody is needed · Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[masy2011's solution](#)

**719.**

1838E

[Count Supersequences · Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[masy2011's solution](#)

**720.**

1661E

[Narrow Components](#) · [Tutorial](#)

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[masy2011's solution](#)

**721.**

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2026-02-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math

[masy2011's solution](#)

**722.**

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2026-02-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[masy2011's solution](#)

**723.**

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[masy2011's solution](#)

**724.**

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2026-01-29 · last AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, graph matchings

[masy2011's solution](#)

**725.**

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[masy2011's solution](#)

**726.**

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2026-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[masy2011's solution](#)

**727.**

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2026-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[masy2011's solution](#)

**728.**

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2500 · first AC: 2026-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[masy2011's solution](#)

**729.**

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2026-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, strings

[masy2011's solution](#)

**730.**

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2025-12-26 · last AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math  
[masy2011's solution](#)

**731.**

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy  
[masy2011's solution](#)

**732.**

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures  
[masy2011's solution](#)

**733.**

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2025-12-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp  
[masy2011's solution](#)

**734.**

416E

[President's Path](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2025-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths  
[masy2011's solution](#)

**735.**

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2025-12-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
[masy2011's solution](#)

**736.**

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2025-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings  
[masy2011's solution](#)

**737.**

1085F

[Rock-Paper-Scissors Champion](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2500 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[masy2011's solution](#)

**738.**

360C

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

Quality: 1,226 global accepts · Rating: 2500 · first AC: 2025-12-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp  
[masy2011's solution](#)

**739.**

610E

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

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, strings  
[masy2011's solution](#)

**740.**

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer,

sortings

[masy2011's solution](#)

**741.**

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[masy2011's solution](#)

**742.**

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[masy2011's solution](#)

**743.**

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[masy2011's solution](#)

**744.**

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[masy2011's solution](#)

**745.**

1505H

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

Quality: 563 global accepts · Rating: 2500 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: \*special

[masy2011's solution](#)

**746.**

2057E2

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

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-16 · last AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[masy2011's solution](#)

**747.**

95D

[Horse Races](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2500 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[masy2011's solution](#)

**748.**

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2026-01-05 · last AC: 2026-05-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[masy2011's solution](#)

**749.**

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2026-04-30 · last AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[masy2011's solution](#)

**750.**

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp,

graphs, greedy, trees  
[masy2011's solution](#)

**751.**

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy  
[masy2011's solution](#)

**752.**

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp  
[masy2011's solution](#)

**753.**

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms  
[masy2011's solution](#)

**754.**

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2025-05-17 · last AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: math  
[masy2011's solution](#)

**755.**

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, implementation, trees, two pointers  
[masy2011's solution](#)

**756.**

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, interactive, trees  
[masy2011's solution](#)

**757.**

1363F

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

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings  
[masy2011's solution](#)

**758.**

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2026-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy  
[masy2011's solution](#)

**759.**

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2026-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings  
[masy2011's solution](#)

**760.**

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2026-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[masy2011's solution](#)

**761.**

1990E2

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

Quality: 1,109 global accepts · Rating: 2600 · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[masy2011's solution](#)

**762.**

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2025-12-18 · last AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures

[masy2011's solution](#)

**763.**

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[masy2011's solution](#)

**764.**

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[masy2011's solution](#)

**765.**

1848E

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

Quality: 925 global accepts · Rating: 2600 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory

[masy2011's solution](#)

**766.**

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2026-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[masy2011's solution](#)

**767.**

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[masy2011's solution](#)

**768.**

2200H

[Six Seven](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2600 · first AC: 2026-02-28 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, math, number theory, strings, trees

[masy2011's solution](#)

**769.**

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[masy2011's solution](#)

**770.**

1793E

[Velepín and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp,

greedy, sortings, two pointers

[masy2011's solution](#)

**771.**

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[masy2011's solution](#)

**772.**

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[masy2011's solution](#)

**773.**

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2026-02-05 · last AC: 2026-02-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[masy2011's solution](#)

**774.**

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[masy2011's solution](#)

**775.**

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-02-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[masy2011's solution](#)

**776.**

755F

[PolandBall and Gifts](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy

[masy2011's solution](#)

**777.**

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2026-01-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers

[masy2011's solution](#)

**778.**

480D

[Parcels](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 2600 · first AC: 2026-01-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[masy2011's solution](#)

**779.**

1987F2

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

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2026-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[masy2011's solution](#)

**780.**

883B

[Berland Army](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2600 · first AC: 2026-01-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[masy2011's solution](#)

**781.**

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2025-12-26 · last AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[masy2011's solution](#)

**782.**

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2025-12-26 · last AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows

[masy2011's solution](#)

**783.**

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[masy2011's solution](#)

**784.**

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[masy2011's solution](#)

**785.**

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2600 · first AC: 2025-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

[masy2011's solution](#)

**786.**

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2025-12-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[masy2011's solution](#)

**787.**

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[masy2011's solution](#)

**788.**

2132G

[Famous Choreographer](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2600 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, implementation, strings

[masy2011's solution](#)

**789.**

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[masy2011's solution](#)

**790.**

2120F

[Superb Graphs](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2600 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, graphs

[masy2011's solution](#)

**791.**

2103F

[Maximize Nor](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, implementation, sortings

[masy2011's solution](#)

**792.**

2109C3

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

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[masy2011's solution](#)

**793.**

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[masy2011's solution](#)

**794.**

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[masy2011's solution](#)

**795.**

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2025-03-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[masy2011's solution](#)

**796.**

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures

[masy2011's solution](#)

**797.**

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, greedy

[masy2011's solution](#)

**798.**

1505G

[Encoded message](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2600 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: \*special, implementation

[masy2011's solution](#)

**799.**

7E

[Defining Macros](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2600 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, expression parsing, implementation

[masy2011's solution](#)

**800.**

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry, sortings

[masy2011's solution](#)

**801.**

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dsu  
[masy2011's solution](#)

## 802.

1422E

[Minlexes](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2700 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[masy2011's solution](#)

## 803.

2215E

[Star Map](#) · [Tutorial](#)

Quality: 166 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

[masy2011's solution](#)

## 804.

1956E2

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

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[masy2011's solution](#)

## 805.

1421E

[Swedish Heroes](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2700 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation

[masy2011's solution](#)

## 806.

938F

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

Quality: 613 global accepts · Rating: 2700 · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[masy2011's solution](#)

## 807.

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing

[masy2011's solution](#)

## 808.

838D

[Airplane Arrangements](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2025-07-23 · last AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[masy2011's solution](#)

## 809.

2210F

[A Simple Problem](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: 2700 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, trees

[masy2011's solution](#)

## 810.

1918G

[Permutation of Given](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2700 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[masy2011's solution](#)

## 811.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2026-03-26 · last AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math  
[masy2011's solution](#)

**812.**

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar  
[masy2011's solution](#)

**813.**

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math  
[masy2011's solution](#)

**814.**

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, math  
[masy2011's solution](#)

**815.**

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2700 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, implementation  
[masy2011's solution](#)

**816.**

2208E

[Counting Cute Arrays](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: 2700 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp  
[masy2011's solution](#)

**817.**

780G

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2700 · first AC: 2026-03-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp  
[masy2011's solution](#)

**818.**

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2025-07-09 · last AC: 2026-03-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation  
[masy2011's solution](#)

**819.**

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math, number theory  
[masy2011's solution](#)

**820.**

1730E

[Maximums and Minimums](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2700 · first AC: 2026-02-26 · last AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory  
[masy2011's solution](#)

**821.**

457D

[Bingo!](#) · [Tutorial](#)

Quality: 390 global accepts · Rating: 2700 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities  
[masy2011's solution](#)

**822.**

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees

[masy2011's solution](#)

**823.**

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, strings

[masy2011's solution](#)

**824.**

1781F

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

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[masy2011's solution](#)

**825.**

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs

[masy2011's solution](#)

**826.**

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2026-01-29 · last AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[masy2011's solution](#)

**827.**

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2026-01-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[masy2011's solution](#)

**828.**

1866E

[Elevators of Tamem](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2026-01-12 · last AC: 2026-01-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[masy2011's solution](#)

**829.**

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[masy2011's solution](#)

**830.**

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2026-01-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[masy2011's solution](#)

**831.**

721E

[Road to Home](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 2700 · first AC: 2025-12-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[masy2011's solution](#)

**832.**

1131G

[Most Dangerous Shark](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2700 · first AC: 2025-12-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, two pointers  
[masy2011's solution](#)

**833.**

482D

[Random Function and Tree](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees  
[masy2011's solution](#)

**834.**

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2025-07-29 · last AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp  
[masy2011's solution](#)

**835.**

1789F

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

Quality: 999 global accepts · Rating: 2700 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings  
[masy2011's solution](#)

**836.**

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, implementation  
[masy2011's solution](#)

**837.**

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy  
[masy2011's solution](#)

**838.**

2026F

[Bermart Ice Cream](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 2700 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, implementation, trees  
[masy2011's solution](#)

**839.**

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees  
[masy2011's solution](#)

**840.**

2028F

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

Quality: 541 global accepts · Rating: 2700 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation  
[masy2011's solution](#)

**841.**

2022D2

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

Quality: 827 global accepts · Rating: 2700 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, interactive  
[masy2011's solution](#)

**842.**

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: fft, math, strings  
[masy2011's solution](#)

**843.**

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2025-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees  
[masy2011's solution](#)

**844.**

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2700 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees  
[masy2011's solution](#)

**845.**

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2700 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat  
[masy2011's solution](#)

**846.**

2063F2

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

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-02-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees  
[masy2011's solution](#)

**847.**

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures  
[masy2011's solution](#)

**848.**

1082F

[Speed Dial](#) · [Tutorial](#)

Quality: 541 global accepts · Rating: 2800 · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings, trees  
[masy2011's solution](#)

**849.**

1884E

[Hard Design](#) · [Tutorial](#)

Quality: 390 global accepts · Rating: 2800 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math  
[masy2011's solution](#)

**850.**

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, greedy, trees  
[masy2011's solution](#)

**851.**

2215D

[EXPloration, EXPlotation, and Gain Some EXPerience!](#) · [Tutorial](#)

Quality: 114 global accepts · Rating: 2800 · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation  
[masy2011's solution](#)

**852.**

1808E3

[Minibuses on Venus \(hard version\)](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2800 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[masy2011's solution](#)

**853.**

1809G

[Prediction](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2800 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[masy2011's solution](#)

**854.**

2217H

[Closer](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 2800 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[masy2011's solution](#)

**855.**

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[masy2011's solution](#)

**856.**

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2026-04-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math

[masy2011's solution](#)

**857.**

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2026-04-03 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[masy2011's solution](#)

**858.**

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2800 · first AC: 2026-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory

[masy2011's solution](#)

**859.**

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[masy2011's solution](#)

**860.**

652F

[Ants on a Circle](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2800 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[masy2011's solution](#)

**861.**

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, geometry

[masy2011's solution](#)

**862.**

1419F

[Rain of Fire](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2800 · first AC: 2026-03-24 · last AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, implementation

[masy2011's solution](#)

**863.**

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[masy2011's solution](#)

**864.**

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, graphs, trees

[masy2011's solution](#)

**865.**

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2026-03-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[masy2011's solution](#)

**866.**

1725I

[Imitating the Key Tree](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 2800 · first AC: 2026-03-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dsu, trees

[masy2011's solution](#)

**867.**

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2026-03-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[masy2011's solution](#)

**868.**

1732E

[Location](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2026-03-03 · last AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, math, number theory

[masy2011's solution](#)

**869.**

613D

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

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[masy2011's solution](#)

**870.**

2189F

[Zhora the Vacuum Cleaner](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 2800 · first AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, sortings, trees

[masy2011's solution](#)

**871.**

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[masy2011's solution](#)

**872.**

1615F

[LEGOndary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2025-07-21 · last AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[masy2011's solution](#)

**873.**

480E

[Parking Lot](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2800 · first AC: 2026-01-07 · last AC: 2026-01-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[masy2011's solution](#)

**874.**

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2026-01-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[masy2011's solution](#)

**875.**

79D

[Password](#) · [Tutorial](#)

Quality: 1,348 global accepts · Rating: 2800 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, shortest paths

[masy2011's solution](#)

**876.**

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2800 · first AC: 2025-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, trees

[masy2011's solution](#)

**877.**

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2025-12-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, probabilities

[masy2011's solution](#)

**878.**

217E

[Alien DNA](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 2800 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, trees

[masy2011's solution](#)

**879.**

2112F

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

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[masy2011's solution](#)

**880.**

2038M

[Royal Flush](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 2800 · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[masy2011's solution](#)

**881.**

2107F2

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

Quality: 507 global accepts · Rating: 2800 · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[masy2011's solution](#)

**882.**

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math  
[masy2011's solution](#)

**883.**

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy  
[masy2011's solution](#)

**884.**

204E

[Little Elephant and Strings](#) · [Tutorial](#)

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[masy2011's solution](#)

**885.**

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2024-06-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

[masy2011's solution](#)

**886.**

1028F

[Make Symmetrical](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2900 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[masy2011's solution](#)

**887.**

1487F

[Ones](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2900 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, shortest paths

[masy2011's solution](#)

**888.**

1055F

[Tree and XOR](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: strings, trees

[masy2011's solution](#)

**889.**

2211G

[Rational Bubble Sort](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 2900 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[masy2011's solution](#)

**890.**

1085G

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2900 · first AC: 2025-09-15 · last AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[masy2011's solution](#)

**891.**

643F

[Bears and Juice](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, meet-in-the-middle

[masy2011's solution](#)

**892.**

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math  
[masy2011's solution](#)

**893.**

2207F

[Hanabi](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2026-03-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy  
[masy2011's solution](#)

**894.**

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp  
[masy2011's solution](#)

**895.**

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2025-07-23 · last AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, probabilities  
[masy2011's solution](#)

**896.**

1792F2

[Graph Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2900 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, divide and conquer, dp, fft, graphs  
[masy2011's solution](#)

**897.**

478E

[Wavy numbers](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2900 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, meet-in-the-middle, sortings  
[masy2011's solution](#)

**898.**

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2025-12-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, probabilities  
[masy2011's solution](#)

**899.**

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2025-12-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers  
[masy2011's solution](#)

**900.**

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2900 · first AC: 2025-12-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees  
[masy2011's solution](#)

**901.**

933D

[A Creative Cutout](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: 2900 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math  
[masy2011's solution](#)

**902.**

1758F

[Decent Division](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 3000 · first AC: 2026-05-01 · last AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive

algorithms, data structures

[masy2011's solution](#)

**903.**

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 3000 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[masy2011's solution](#)

**904.**

1906C

[Cursed Game](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3000 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[masy2011's solution](#)

**905.**

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2026-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, two pointers

[masy2011's solution](#)

**906.**

135E

[Weak Subsequence](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3000 · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[masy2011's solution](#)

**907.**

573D

[Bear and Cavalry](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp

[masy2011's solution](#)

**908.**

1956F

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

Quality: 483 global accepts · Rating: 3000 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs, sortings

[masy2011's solution](#)

**909.**

297E

[Mystic Carvings](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 3000 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[masy2011's solution](#)

**910.**

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[masy2011's solution](#)

**911.**

773E

[Blog Post Rating](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 3000 · first AC: 2025-12-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[masy2011's solution](#)

**912.**

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2024-12-14 · last AC: 2025-11-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[masy2011's solution](#)

**913.**

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings  
[masy2011's solution](#)

**914.**

356E

[Xenia and String Problem](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 3000 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings  
[masy2011's solution](#)

**915.**

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures  
[masy2011's solution](#)

**916.**

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2026-02-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[masy2011's solution](#)

**917.**

1767F

[Two Subtrees](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3100 · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees  
[masy2011's solution](#)

**918.**

2187F1

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

Quality: 213 global accepts · Rating: 3100 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, trees  
[masy2011's solution](#)

**919.**

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees  
[masy2011's solution](#)

**920.**

571D

[Campus](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 3100 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, trees  
[masy2011's solution](#)

**921.**

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu  
[masy2011's solution](#)

**922.**

855F

[Nagini](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 3100 · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures  
[masy2011's solution](#)

**923.**

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy

[masy2011's solution](#)

**924.**

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[masy2011's solution](#)

**925.**

2207G

[Toothless](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 3300 · first AC: 2026-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[masy2011's solution](#)

**926.**

713E

[Sonya Partymaker](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp

[masy2011's solution](#)

**927.**

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry, sortings

[masy2011's solution](#)

**928.**

2067G

[Tropical Season](#) · [Tutorial](#)

Rating: 3300 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[masy2011's solution](#)

**929.**

1764H

[Doremy's Paint 2](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 3400 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[masy2011's solution](#)

**930.**

1039E

[Summer Oenothera Exhibition](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 3400 · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[masy2011's solution](#)

**931.**

1586I

[Omkar and Mosaic](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[masy2011's solution](#)

**932.**

1264F

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

Quality: 1,097 global accepts · Rating: 3500 · first AC: 2023-12-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[masy2011's solution](#)

**933.**

2226F

[Inversion Invasion](#) · [Tutorial](#)

Quality: 181 global accepts · Rating: — · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[masy2011's solution](#)

**934.**

2226G

[Stop Spot](#) · [Tutorial](#)

Quality: 128 global accepts · Rating: — · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings, trees  
[masy2011's solution](#)

**935.**

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation  
[masy2011's solution](#)

**936.**

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive  
[masy2011's solution](#)

**937.**

2222D

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

Quality: 3,182 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, sortings  
[masy2011's solution](#)

**938.**

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,768 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math  
[masy2011's solution](#)

**939.**

2222B

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

Quality: 7,267 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[masy2011's solution](#)

**940.**

2222A

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

Quality: 9,981 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math  
[masy2011's solution](#)

**941.**

2225G

[Simple Problem](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: — · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, greedy, number theory  
[masy2011's solution](#)

**942.**

1193A

[Amusement Park](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: — · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: \*special, dp, math  
[masy2011's solution](#)

**943.**

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, interactive, math  
[masy2011's solution](#)

**944.**

2168A1

[Encode and Decode \(Easy Version\) · Tutorial](#)

Quality: 5,027 global accepts · Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, interactive

[masy2011's solution](#)

**945.**

2214I

[You Are a Robot · Tutorial](#)

Quality: 297 global accepts · Rating: — · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[masy2011's solution](#)

**946.**

2214J

[Special Problem · Tutorial](#)

Quality: 3,542 global accepts · Rating: — · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: \*special, brute force, games, interactive

[masy2011's solution](#)

**947.**

2214H

[Double Vision · Tutorial](#)

Quality: 1,602 global accepts · Rating: — · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[masy2011's solution](#)

**948.**

2214G

[Anomaly · Tutorial](#)

Quality: 730 global accepts · Rating: — · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: \*special, communication

[masy2011's solution](#)

**949.**

2214F

[Numbers · Tutorial](#)

Quality: 936 global accepts · Rating: — · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[masy2011's solution](#)

**950.**

2214E

[Shortest Paths · Tutorial](#)

Quality: 1,050 global accepts · Rating: — · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: \*special, shortest paths

[masy2011's solution](#)

**951.**

2214D

[Neural Feud · Tutorial](#)

Quality: 4,268 global accepts · Rating: — · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: \*special, strings

[masy2011's solution](#)

**952.**

2214C

[And? · Tutorial](#)

Quality: 1,819 global accepts · Rating: — · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: \*special, bitmasks

[masy2011's solution](#)

**953.**

2214B

[Are You Smiling? · Tutorial](#)

Quality: 6,562 global accepts · Rating: — · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: \*special, strings

[masy2011's solution](#)

**954.**

2214A

[Odd One Out · Tutorial](#)

Quality: 10,131 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, graph matchings, implementation

[masy2011's solution](#)

**955.**

104879E

[DequeQL](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · last AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[masy2011's solution](#)

**956.**

105222F

[Isoball: 2D Version](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[masy2011's solution](#)

**957.**

105222E

[L-Covering Checker](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[masy2011's solution](#)

**958.**

105222A

[Reverse Pairs Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[masy2011's solution](#)

**959.**

105222L

[Beef Tripe in Soup Pot?](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[masy2011's solution](#)

**960.**

105222H

[GG and YY's Stone Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[masy2011's solution](#)

**961.**

101933K

[King's Colors](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[masy2011's solution](#)

**962.**

2095F

[!S Cæb 0E \\$a bICVø](#)

Quality: 837 global accepts · Rating: — · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, math

[masy2011's solution](#)

**963.**

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, binary search, brute force

[masy2011's solution](#)

**964.**

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: \*special, games, interactive

[masy2011's solution](#)

**965.**

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · last AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special,

string suffix structures

[masy2011's solution](#)

**966.**

1812G

[Colour Vision](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: — · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: \*special, implementation

[masy2011's solution](#)

**967.**

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: \*special, brute force, implementation

[masy2011's solution](#)

**968.**

1812F

[Factorization](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: — · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: \*special, number theory

[masy2011's solution](#)

**969.**

1812J

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

Quality: 6,290 global accepts · Rating: — · first AC: 2025-02-20 · Mysterious Language (first AC) · Tags: \*special, constructive algorithms, strings

[masy2011's solution](#)

**970.**

1812D

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

Quality: 4,901 global accepts · Rating: — · first AC: 2025-02-20 · C++17 (GCC 7-32) (first AC) · Tags: \*special, constructive algorithms, math, number theory

[masy2011's solution](#)

**971.**

1812C

[Digits](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: \*special

[masy2011's solution](#)

**972.**

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2025-02-20 · C++17 (GCC 7-32) (first AC) · Tags: \*special, constructive algorithms, geometry, math

[masy2011's solution](#)

**973.**

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: \*special, expression parsing, strings

[masy2011's solution](#)

**974.**

1331F

[Elementary!](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: — · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: \*special, brute force, dp, strings

[masy2011's solution](#)

**975.**

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: \*special, math, number theory

[masy2011's solution](#)

**976.**

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: \*special, implementation  
[masy2011's solution](#)

**977.**

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: \*special  
[masy2011's solution](#)

**978.**

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2025-02-18 · Text (first AC) · Tags: \*special, constructive algorithms  
[masy2011's solution](#)

**979.**

1663C

[P Ô! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation, math  
[masy2011's solution](#)

**980.**

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2025-02-18 · Text (first AC) · Tags: \*special, expression parsing, trees  
[masy2011's solution](#)

**981.**

1145C

[Mystery Circuit](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: — · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force  
[masy2011's solution](#)

**982.**

1145F

[Neat Words](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: — · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: \*special  
[masy2011's solution](#)

**983.**

1145E

[Fourier Doodles](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: — · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[masy2011's solution](#)

**984.**

1145D

[Pigeon d'Or](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: — · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: \*special, implementation  
[masy2011's solution](#)

**985.**

1145B

[Kanban Numbers](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: — · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: \*special, brute force  
[masy2011's solution](#)

**986.**

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,267 global accepts · Rating: — · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: \*special, implementation  
[masy2011's solution](#)

**987.**

105198F

[Not A Giveaway](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-05 · last AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[masy2011's solution](#)

**988.**

103107A

[And RMQ](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[masy2011's solution](#)

**989.**

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, strings

[masy2011's solution](#)

**990.**

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, implementation

[masy2011's solution](#)