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# Unique solved — mathiasgw

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

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Count: 1,849

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- 2.**  
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2211A  
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2210A  
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- 6.**  
2207A  
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- 7.**  
2204B  
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- 8.**  
2204A  
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- 9.**  
2208A  
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**10.**

2205B

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**11.**

2205A

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2200B

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**13.**

2200A

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2203A

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2184A

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**16.**

1896A

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2183A

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**20.**

2182A

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greedy, implementation, strings

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2178A

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**22.**

2161A

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**23.**

1923A

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**24.**

2180B

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2180A

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1746B

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**27.**

1746A

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**28.**

2048A

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**29.**

1764A

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2147A

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**31.**

2164A

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**32.**

2176A

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**33.**

1627A

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**34.**

2173A

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**35.**

2158A

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**36.**

2170A

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**37.**

2042A

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**38.**

2004A

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2157A

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**40.**

2154A

[Notelock](#) · [Tutorial](#)

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41.

2160A

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42.

2153B

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43.

2153A

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44.

2145A

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45.

2090A

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46.

2155A

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47.

2152A

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48.

2151A

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49.

2136A

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50.

2146A

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51.

2144A

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**52.**

2134A

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**53.**

2133B

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2133A

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**55.**

2122A

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**56.**

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**57.**

2125A

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**58.**

2128A

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**59.**

2119A

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**60.**

2120A

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2096A

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2103A

[Common Multiple](#) · [Tutorial](#)

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2092A

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**64.**

2075A

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**65.**

2070A

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**66.**

2071A

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**67.**

2069A

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**68.**

2064A

[Brogramming Contest](#) · [Tutorial](#)

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**69.**

2067A

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**70.**

2062A

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**71.**

2059A

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**72.**

2060A

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**73.**

2056A

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**74.**

2055A

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**75.**

2057A

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**76.**

2053A

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**77.**

1916A

[2023](#) · [Tutorial](#)

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**78.**

2043A

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

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**79.**

2049A

[MEX Destruction](#) · [Tutorial](#)

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**80.**

1765B

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**81.**

2038J

[Waiting for...](#) · [Tutorial](#)

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**82.**

2038N

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**83.**

2031A

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**84.**

2032A

[Circuit](#) · [Tutorial](#)

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**85.**

2027A

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**86.**

2024A

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**87.**

2030B

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**88.**

2030A

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**89.**

1998A

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**90.**

2025A

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**91.**

2022A

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**92.**

2020A

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**93.**

2014B

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**94.**

2014A

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**95.**

2019A

[Max Plus Size](#) · [Tutorial](#)

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**96.**

2003B

[Turtle and Piggy Are Playing a Game 2](#) · [Tutorial](#)

Quality: 27,529 global accepts · Rating: 800 · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[mathiasgw's solution](#)

**97.**

2003A

[Turtle and Good Strings](#) · [Tutorial](#)

Quality: 32,666 global accepts · Rating: 800 · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[mathiasgw's solution](#)

**98.**

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,960 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[mathiasgw's solution](#)

**99.**

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,260 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[mathiasgw's solution](#)

**100.**

1983A

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

Quality: 28,118 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[mathiasgw's solution](#)

**101.**

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings

[mathiasgw's solution](#)

**102.**

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search

[mathiasgw's solution](#)

**103.**

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[mathiasgw's solution](#)

**104.**

1981A

[Turtle and Piggy Are Playing a Game](#) · [Tutorial](#)

Quality: 24,251 global accepts · Rating: 800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[mathiasgw's solution](#)

**105.**

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,646 global accepts · Rating: 800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[mathiasgw's solution](#)

**106.**

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,598 global accepts · Rating: 800 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: strings

[mathiasgw's solution](#)

**107.**

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,204 global accepts · Rating: 800 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: math

[mathiasgw's solution](#)

**108.**

1974B

[Symmetric Encoding](#) · [Tutorial](#)

Quality: 34,490 global accepts · Rating: 800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[mathiasgw's solution](#)

**109.**

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,924 global accepts · Rating: 800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[mathiasgw's solution](#)

**110.**

1956B

[Nene and the Card Game](#) · [Tutorial](#)

Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[mathiasgw's solution](#)

**111.**

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, games, greedy

[mathiasgw's solution](#)

**112.**

1946A

[Median of an Array](#) · [Tutorial](#)

Quality: 28,572 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[mathiasgw's solution](#)

**113.**

1944A

[Destroying Bridges](#) · [Tutorial](#)

Quality: 28,737 global accepts · Rating: 800 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math

[mathiasgw's solution](#)

**114.**

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[mathiasgw's solution](#)

**115.**

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,658 global accepts · Rating: 800 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[mathiasgw's solution](#)

**116.**

1933B

[Turtle Math: Fast Three Task](#) · [Tutorial](#)

Quality: 36,275 global accepts · Rating: 800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[mathiasgw's solution](#)

**117.**

1933A

[Turtle Puzzle: Rearrange and Negate](#) · [Tutorial](#)

Quality: 42,111 global accepts · Rating: 800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[mathiasgw's solution](#)

**118.**

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,454 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation

[mathiasgw's solution](#)

**119.**

1926A

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

Quality: 62,211 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[mathiasgw's solution](#)

**120.**

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,016 global accepts · Rating: 800 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, two pointers

[mathiasgw's solution](#)

**121.**

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 70,036 global accepts · Rating: 800 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[mathiasgw's solution](#)

**122.**

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,710 global accepts · Rating: 800 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[mathiasgw's solution](#)

**123.**

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,416 global accepts · Rating: 800 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[mathiasgw's solution](#)

**124.**

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,901 global accepts · Rating: 800 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[mathiasgw's solution](#)

**125.**

1930A

[Maximise The Score](#) · [Tutorial](#)

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[mathiasgw's solution](#)

**126.**

1929B

[Sasha and the Drawing](#) · [Tutorial](#)

Quality: 26,731 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[mathiasgw's solution](#)

**127.**

1929A

[Sasha and the Beautiful Array](#) · [Tutorial](#)

Quality: 34,945 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[mathiasgw's solution](#)

**128.**

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,369 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[mathiasgw's solution](#)

**129.**

1931A

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

Quality: 39,964 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

[mathiasgw's solution](#)

**130.**

1928A

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

Quality: 24,424 global accepts · Rating: 800 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[mathiasgw's solution](#)

**131.**

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,374 global accepts · Rating: 800 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[mathiasgw's solution](#)

**132.**

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,577 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[mathiasgw's solution](#)

**133.**

1921A

[Square](#) · [Tutorial](#)

Quality: 49,598 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[mathiasgw's solution](#)

**134.**

1920A

[Satisfying Constraints](#) · [Tutorial](#)

Quality: 29,560 global accepts · Rating: 800 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[mathiasgw's solution](#)

**135.**

1605A

[A.M. Deviation](#) · [Tutorial](#)

Quality: 21,646 global accepts · Rating: 800 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[mathiasgw's solution](#)

**136.**

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,184 global accepts · Rating: 800 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math  
[mathiasgw's solution](#)

**137.**

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[mathiasgw's solution](#)

**138.**

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: games, math  
[mathiasgw's solution](#)

**139.**

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,191 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation  
[mathiasgw's solution](#)

**140.**

1915B

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

Quality: 50,361 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation  
[mathiasgw's solution](#)

**141.**

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,814 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, implementation  
[mathiasgw's solution](#)

**142.**

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,246 global accepts · Rating: 800 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[mathiasgw's solution](#)

**143.**

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[mathiasgw's solution](#)

**144.**

1914B

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

Quality: 33,226 global accepts · Rating: 800 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[mathiasgw's solution](#)

**145.**

1914A

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

Quality: 35,157 global accepts · Rating: 800 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[mathiasgw's solution](#)

**146.**

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,149 global accepts · Rating: 800 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy,

implementation, strings

[mathiasgw's solution](#)

**147.**

1898A

[Milica and String](#) · [Tutorial](#)

Quality: 17,426 global accepts · Rating: 800 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[mathiasgw's solution](#)

**148.**

1899A

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

Quality: 92,817 global accepts · Rating: 800 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory

[mathiasgw's solution](#)

**149.**

1750B

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

Quality: 16,816 global accepts · Rating: 800 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[mathiasgw's solution](#)

**150.**

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[mathiasgw's solution](#)

**151.**

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[mathiasgw's solution](#)

**152.**

1891A

[Sorting with Twos](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[mathiasgw's solution](#)

**153.**

1794A

[Prefix and Suffix Array](#) · [Tutorial](#)

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: strings

[mathiasgw's solution](#)

**154.**

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[mathiasgw's solution](#)

**155.**

1843C

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

Quality: 39,501 global accepts · Rating: 800 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, trees

[mathiasgw's solution](#)

**156.**

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,960 global accepts · Rating: 800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

[mathiasgw's solution](#)

**157.**

80A

[Panoramix's Prediction](#) · [Tutorial](#)

Quality: 66,322 global accepts · Rating: 800 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[mathiasgw's solution](#)

**158.**

785A

[Anton and Polyhedrons](#) · [Tutorial](#)

Quality: 110,974 global accepts · Rating: 800 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[mathiasgw's solution](#)

**159.**

486A

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

Quality: 154,170 global accepts · Rating: 800 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[mathiasgw's solution](#)

**160.**

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,795 global accepts · Rating: 800 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[mathiasgw's solution](#)

**161.**

469A

[I Wanna Be the Guy](#) · [Tutorial](#)

Quality: 121,224 global accepts · Rating: 800 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[mathiasgw's solution](#)

**162.**

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,554 global accepts · Rating: 800 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[mathiasgw's solution](#)

**163.**

136A

[Presents](#) · [Tutorial](#)

Quality: 146,559 global accepts · Rating: 800 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[mathiasgw's solution](#)

**164.**

770A

[New Password](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 800 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: \*special, implementation

[mathiasgw's solution](#)

**165.**

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 71,031 global accepts · Rating: 800 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[mathiasgw's solution](#)

**166.**

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,426 global accepts · Rating: 800 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, strings

[mathiasgw's solution](#)

**167.**

686A

[Free Ice Cream](#) · [Tutorial](#)

Quality: 43,422 global accepts · Rating: 800 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[mathiasgw's solution](#)

**168.**

71A

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

Quality: 503,373 global accepts · Rating: 800 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: strings  
[mathiasgw's solution](#)

**169.**

443A

[Anton and Letters](#) · [Tutorial](#)

Quality: 112,083 global accepts · Rating: 800 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation  
[mathiasgw's solution](#)

**170.**

294A

[Shaass and Oskols](#) · [Tutorial](#)

Quality: 28,398 global accepts · Rating: 800 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[mathiasgw's solution](#)

**171.**

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,688 global accepts · Rating: 800 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities  
[mathiasgw's solution](#)

**172.**

265A

[Colorful Stones \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 42,678 global accepts · Rating: 800 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[mathiasgw's solution](#)

**173.**

228A

[Is your horseshoe on the other hoof?](#) · [Tutorial](#)

Quality: 139,835 global accepts · Rating: 800 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[mathiasgw's solution](#)

**174.**

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,847 global accepts · Rating: 800 · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math  
[mathiasgw's solution](#)

**175.**

268A

[Games](#) · [Tutorial](#)

Quality: 104,228 global accepts · Rating: 800 · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force  
[mathiasgw's solution](#)

**176.**

731A

[Night at the Museum](#) · [Tutorial](#)

Quality: 53,216 global accepts · Rating: 800 · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[mathiasgw's solution](#)

**177.**

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,959 global accepts · Rating: 800 · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[mathiasgw's solution](#)

**178.**

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,249 global accepts · Rating: 800 · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[mathiasgw's solution](#)

**179.**

266A

[Stones on the Table](#) · [Tutorial](#)

Quality: 244,624 global accepts · Rating: 800 · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[mathiasgw's solution](#)

**180.**

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,840 global accepts · Rating: 800 · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, two pointers

[mathiasgw's solution](#)

**181.**

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,364 global accepts · Rating: 800 · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[mathiasgw's solution](#)

**182.**

59A

[Word](#) · [Tutorial](#)

Quality: 227,991 global accepts · Rating: 800 · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[mathiasgw's solution](#)

**183.**

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,103 global accepts · Rating: 800 · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[mathiasgw's solution](#)

**184.**

112A

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

Quality: 287,311 global accepts · Rating: 800 · first AC: 2023-05-24 · PyPy 3-64 (first AC) · Tags: implementation, strings

[mathiasgw's solution](#)

**185.**

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,073 global accepts · Rating: 800 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[mathiasgw's solution](#)

**186.**

231A

[Team](#) · [Tutorial](#)

Quality: 430,360 global accepts · Rating: 800 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[mathiasgw's solution](#)

**187.**

791A

[Bear and Big Brother](#) · [Tutorial](#)

Quality: 257,292 global accepts · Rating: 800 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[mathiasgw's solution](#)

**188.**

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,574 global accepts · Rating: 800 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[mathiasgw's solution](#)

**189.**

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,675 global accepts · Rating: 800 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[mathiasgw's solution](#)

**190.**

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[mathiasgw's solution](#)

**191.**

1762A

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

Quality: 20,589 global accepts · Rating: 800 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[mathiasgw's solution](#)

**192.**

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,059 global accepts · Rating: 800 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[mathiasgw's solution](#)

**193.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,025 global accepts · Rating: 800 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[mathiasgw's solution](#)

**194.**

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,209 global accepts · Rating: 800 · first AC: 2022-06-11 · Python 3 (first AC) · Tags: brute force, greedy, math

[mathiasgw's solution](#)

**195.**

2210B

[Simply Sitting on Chairs](#) · [Tutorial](#)

Quality: 17,571 global accepts · Rating: 900 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[mathiasgw's solution](#)

**196.**

2200C

[Specialty String](#) · [Tutorial](#)

Quality: 21,739 global accepts · Rating: 900 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

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**197.**

1896B

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Quality: 18,424 global accepts · Rating: 900 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

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**198.**

2035B

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**199.**

2178B

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Quality: 21,589 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

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**200.**

2048B

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Quality: 20,651 global accepts · Rating: 900 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

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**201.**

1764B

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Quality: 17,932 global accepts · Rating: 900 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

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**202.**

2042B

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Quality: 19,487 global accepts · Rating: 900 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

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**203.**

2157B

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Quality: 12,902 global accepts · Rating: 900 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

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**204.**

2169A

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**205.**

2136B

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**206.**

2125B

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**207.**

2085A

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**208.**

2062B

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Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-02-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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**209.**

2060C

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**210.**

2031B

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

Quality: 20,787 global accepts · Rating: 900 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings  
[mathiasgw's solution](#)

**211.**

2026A

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Quality: 20,265 global accepts · Rating: 900 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

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**212.**

2005A

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Quality: 26,248 global accepts · Rating: 900 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[mathiasgw's solution](#)

**213.**

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,453 global accepts · Rating: 900 · first AC: 2024-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[mathiasgw's solution](#)

**214.**

1988A

[Split the Multiset](#) · [Tutorial](#)

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[mathiasgw's solution](#)

**215.**

1992C

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

Quality: 33,273 global accepts · Rating: 900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[mathiasgw's solution](#)

**216.**

1973A

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Quality: 28,543 global accepts · Rating: 900 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[mathiasgw's solution](#)

**217.**

1954A

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[mathiasgw's solution](#)

**218.**

1951A

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Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[mathiasgw's solution](#)

**219.**

1918B

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Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

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**220.**

1921C

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Quality: 32,605 global accepts · Rating: 900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[mathiasgw's solution](#)

**221.**

1872B

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**222.**

1915D

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Quality: 35,086 global accepts · Rating: 900 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings  
[mathiasgw's solution](#)

**223.**

1900B

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

Quality: 20,474 global accepts · Rating: 900 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math  
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**224.**

1794B

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1888A

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Rating: 900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: strings  
[mathiasgw's solution](#)

**226.**

26A

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**227.**

199A

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**228.**

152A

[Marks](#) · [Tutorial](#)

Quality: 18,619 global accepts · Rating: 900 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[mathiasgw's solution](#)

**229.**

746B

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Quality: 31,891 global accepts · Rating: 900 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
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**230.**

16B

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Quality: 20,771 global accepts · Rating: 900 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings  
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**231.**

127A

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Quality: 12,592 global accepts · Rating: 900 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: geometry  
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**232.**

208A

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[mathiasgw's solution](#)

**233.**

807A

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Quality: 23,249 global accepts · Rating: 900 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

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**234.**

318A

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Quality: 143,135 global accepts · Rating: 900 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: math

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**235.**

474A

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[mathiasgw's solution](#)

**236.**

160A

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**237.**

768A

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**238.**

567A

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[mathiasgw's solution](#)

**239.**

709A

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Quality: 37,969 global accepts · Rating: 900 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[mathiasgw's solution](#)

**240.**

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,500 global accepts · Rating: 900 · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

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**241.**

1823B

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Quality: 18,124 global accepts · Rating: 900 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[mathiasgw's solution](#)

**242.**

2204C

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Quality: 17,415 global accepts · Rating: 1000 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[mathiasgw's solution](#)

**243.**

2203B

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Quality: 14,316 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, fft, greedy, math

[mathiasgw's solution](#)

**244.**

1785A

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

Rating: 1000 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

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**245.**

1876A

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**246.**

2147B

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**247.**

2164B

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**248.**

2176B

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**249.**

2004B

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**250.**

2002B

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**251.**

2154B

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Quality: 19,818 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

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**252.**

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[mathiasgw's solution](#)

**253.**

2090B

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Quality: 16,471 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation

[mathiasgw's solution](#)

**254.**

2144B

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[mathiasgw's solution](#)

**255.**

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,743 global accepts · Rating: 1000 · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: geometry

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**256.**

1906A

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Quality: 6,049 global accepts · Rating: 1000 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force

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**257.**

2092B

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Quality: 24,823 global accepts · Rating: 1000 · first AC: 2025-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[mathiasgw's solution](#)

**258.**

2060B

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**259.**

2055B

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**260.**

2057B

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[mathiasgw's solution](#)

**261.**

1916B

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**262.**

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,899 global accepts · Rating: 1000 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[mathiasgw's solution](#)

**263.**

1765E

[Exchange](#) · [Tutorial](#)

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[mathiasgw's solution](#)

**264.**

2034B

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**265.**

1998B

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[mathiasgw's solution](#)

**266.**

2005B1

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**267.**

1844B

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Quality: 20,248 global accepts · Rating: 1000 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
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**268.**

1930B

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**269.**

1931C

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Quality: 33,890 global accepts · Rating: 1000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math  
[mathiasgw's solution](#)

**270.**

1605B

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[mathiasgw's solution](#)

**271.**

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[mathiasgw's solution](#)

**272.**

1770A

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

Quality: 25,246 global accepts · Rating: 1000 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy  
[mathiasgw's solution](#)

**273.**

1894B

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**274.**

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[mathiasgw's solution](#)

**275.**

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,405 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory  
[mathiasgw's solution](#)

**276.**

1051B

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Quality: 18,811 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory  
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**277.**

766B

[Mahmoud and a Triangle](#) · [Tutorial](#)

Quality: 38,357 global accepts · Rating: 1000 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings  
[mathiasgw's solution](#)

**278.**

688B

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

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[mathiasgw's solution](#)

**279.**

102B

[Sum of Digits](#) · [Tutorial](#)

Quality: 31,944 global accepts · Rating: 1000 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[mathiasgw's solution](#)

**280.**

680B

[Bear and Finding Criminals](#) · [Tutorial](#)

Quality: 26,244 global accepts · Rating: 1000 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation  
[mathiasgw's solution](#)

**281.**

1237A

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

Quality: 22,122 global accepts · Rating: 1000 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
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**282.**

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: math  
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**283.**

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,945 global accepts · Rating: 1000 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks  
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**284.**

699A

[Launch of Collider](#) · [Tutorial](#)

Quality: 18,858 global accepts · Rating: 1000 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[mathiasgw's solution](#)

**285.**

143A

[Help Vasilisa the Wise 2](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1000 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math  
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**286.**

1A

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**287.**

742A

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[mathiasgw's solution](#)

**288.**

404A

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**289.**

43A

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**290.**

584A

[Olesya and Rodion](#) · [Tutorial](#)

Quality: 52,618 global accepts · Rating: 1000 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: math  
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**291.**

766A

[Mahmoud and Longest Uncommon Subsequence](#) · [Tutorial](#)

Quality: 34,549 global accepts · Rating: 1000 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings  
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**292.**

1760D

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**293.**

1766B

[Notepad#](#) · [Tutorial](#)

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[mathiasgw's solution](#)

**294.**

499B

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[mathiasgw's solution](#)

**295.**

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,407 global accepts · Rating: 1000 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[mathiasgw's solution](#)

**296.**

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,063 global accepts · Rating: 1000 · first AC: 2022-07-10 · Python 3 (first AC) · Tags: dp, greedy  
[mathiasgw's solution](#)

**297.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,955 global accepts · Rating: 1100 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
[mathiasgw's solution](#)

**298.**

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, strings  
[mathiasgw's solution](#)

**299.**

2211B

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

Quality: 11,650 global accepts · Rating: 1100 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math  
[mathiasgw's solution](#)

**300.**

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,691 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  
[mathiasgw's solution](#)

**301.**

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,822 global accepts · Rating: 1100 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, sortings, two pointers  
[mathiasgw's solution](#)

**302.**

2183B

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

Quality: 16,180 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy  
[mathiasgw's solution](#)

**303.**

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,882 global accepts · Rating: 1100 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation  
[mathiasgw's solution](#)

**304.**

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,434 global accepts · Rating: 1100 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy  
[mathiasgw's solution](#)

**305.**

2173B

[Niko's Tactical Cards](#) · [Tutorial](#)

Quality: 18,135 global accepts · Rating: 1100 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math  
[mathiasgw's solution](#)

**306.**

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,130 global accepts · Rating: 1100 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings  
[mathiasgw's solution](#)

**307.**

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,110 global accepts · Rating: 1100 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
[mathiasgw's solution](#)

**308.**

2160B

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

Quality: 17,763 global accepts · Rating: 1100 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[mathiasgw's solution](#)

**309.**

2155B

[Abraham's Great Escape](#) · [Tutorial](#)

Quality: 16,993 global accepts · Rating: 1100 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs  
[mathiasgw's solution](#)

**310.**

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,924 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
[mathiasgw's solution](#)

**311.**

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 17,002 global accepts · Rating: 1100 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[mathiasgw's solution](#)

**312.**

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,225 global accepts · Rating: 1100 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[mathiasgw's solution](#)

**313.**

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,441 global accepts · Rating: 1100 · first AC: 2025-08-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers  
[mathiasgw's solution](#)

**314.**

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,885 global accepts · Rating: 1100 · first AC: 2025-08-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math  
[mathiasgw's solution](#)

**315.**

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,753 global accepts · Rating: 1100 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[mathiasgw's solution](#)

**316.**

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,422 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[mathiasgw's solution](#)

**317.**

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[mathiasgw's solution](#)

**318.**

2103B

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

Quality: 17,709 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[mathiasgw's solution](#)

**319.**

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,691 global accepts · Rating: 1100 · first AC: 2025-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[mathiasgw's solution](#)

**320.**

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[mathiasgw's solution](#)

**321.**

2064B

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

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[mathiasgw's solution](#)

**322.**

2060D

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

Quality: 26,204 global accepts · Rating: 1100 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[mathiasgw's solution](#)

**323.**

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[mathiasgw's solution](#)

**324.**

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[mathiasgw's solution](#)

**325.**

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[mathiasgw's solution](#)

**326.**

2024B

[Buying Lemonade](#) · [Tutorial](#)

Quality: 17,044 global accepts · Rating: 1100 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, sortings

[mathiasgw's solution](#)

**327.**

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy

[mathiasgw's solution](#)

**328.**

2025B

[Binomial Coefficients, Kind Of](#) · [Tutorial](#)

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[mathiasgw's solution](#)

**329.**

2014C

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

Quality: 27,460 global accepts · Rating: 1100 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[mathiasgw's solution](#)

**330.**

1976B

[Increase/Decrease/Copy](#) · [Tutorial](#)

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[mathiasgw's solution](#)

**331.**

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1100 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[mathiasgw's solution](#)

**332.**

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[mathiasgw's solution](#)

**333.**

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1100 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[mathiasgw's solution](#)

**334.**

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1100 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[mathiasgw's solution](#)

**335.**

1933C

[Turtle Fingers: Count the Values of k](#) · [Tutorial](#)

Quality: 25,373 global accepts · Rating: 1100 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[mathiasgw's solution](#)

**336.**

1873E

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

Quality: 43,475 global accepts · Rating: 1100 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings  
[mathiasgw's solution](#)

**337.**

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 1100 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: number theory  
[mathiasgw's solution](#)

**338.**

1921D

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

Quality: 24,279 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers  
[mathiasgw's solution](#)

**339.**

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings  
[mathiasgw's solution](#)

**340.**

1872C

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

Quality: 26,390 global accepts · Rating: 1100 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[mathiasgw's solution](#)

**341.**

1917B

[Erase First or Second Letter](#) · [Tutorial](#)

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings  
[mathiasgw's solution](#)

**342.**

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,544 global accepts · Rating: 1100 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[mathiasgw's solution](#)

**343.**

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,371 global accepts · Rating: 1100 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, number theory  
[mathiasgw's solution](#)

**344.**

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,882 global accepts · Rating: 1100 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers  
[mathiasgw's solution](#)

**345.**

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,028 global accepts · Rating: 1100 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings  
[mathiasgw's solution](#)

**346.**

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,694 global accepts · Rating: 1100 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory  
[mathiasgw's solution](#)

**347.**

535B

[Tavas and SaDDas](#) · [Tutorial](#)

Quality: 26,662 global accepts · Rating: 1100 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, implementation

[mathiasgw's solution](#)

**348.**

6B

[President's Office](#) · [Tutorial](#)

Quality: 14,827 global accepts · Rating: 1100 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[mathiasgw's solution](#)

**349.**

363B

[Fence](#) · [Tutorial](#)

Quality: 67,095 global accepts · Rating: 1100 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[mathiasgw's solution](#)

**350.**

227B

[Effective Approach](#) · [Tutorial](#)

Quality: 32,441 global accepts · Rating: 1100 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[mathiasgw's solution](#)

**351.**

463B

[Caisa and Pylons](#) · [Tutorial](#)

Quality: 29,968 global accepts · Rating: 1100 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[mathiasgw's solution](#)

**352.**

66B

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

Quality: 23,109 global accepts · Rating: 1100 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[mathiasgw's solution](#)

**353.**

667A

[Pouring Rain](#) · [Tutorial](#)

Quality: 8,470 global accepts · Rating: 1100 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[mathiasgw's solution](#)

**354.**

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,830 global accepts · Rating: 1100 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math

[mathiasgw's solution](#)

**355.**

296A

[Yaroslav and Permutations](#) · [Tutorial](#)

Quality: 26,043 global accepts · Rating: 1100 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[mathiasgw's solution](#)

**356.**

287A

[IQ Test](#) · [Tutorial](#)

Quality: 21,985 global accepts · Rating: 1100 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[mathiasgw's solution](#)

**357.**

289A

[Polo the Penguin and Segments](#) · [Tutorial](#)

Quality: 10,327 global accepts · Rating: 1100 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[mathiasgw's solution](#)

**358.**

382A

[Ksenia and Pan Scales](#) · [Tutorial](#)

Quality: 13,668 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[mathiasgw's solution](#)

**359.**

218A

[Mountain Scenery](#) · [Tutorial](#)

Quality: 10,533 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation  
[mathiasgw's solution](#)

**360.**

682A

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

Quality: 23,995 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory  
[mathiasgw's solution](#)

**361.**

225A

[Dice Tower](#) · [Tutorial](#)

Quality: 14,245 global accepts · Rating: 1100 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[mathiasgw's solution](#)

**362.**

365A

[Good Number](#) · [Tutorial](#)

Quality: 22,977 global accepts · Rating: 1100 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[mathiasgw's solution](#)

**363.**

483A

[Counterexample](#) · [Tutorial](#)

Quality: 24,887 global accepts · Rating: 1100 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory  
[mathiasgw's solution](#)

**364.**

767A

[Snacktower](#) · [Tutorial](#)

Quality: 22,693 global accepts · Rating: 1100 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation  
[mathiasgw's solution](#)

**365.**

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,453 global accepts · Rating: 1100 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation  
[mathiasgw's solution](#)

**366.**

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,176 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[mathiasgw's solution](#)

**367.**

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math  
[mathiasgw's solution](#)

**368.**

2210C1

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

Quality: 12,825 global accepts · Rating: 1200 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory  
[mathiasgw's solution](#)

**369.**

2202B

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

Quality: 11,154 global accepts · Rating: 1200 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation  
[mathiasgw's solution](#)

**370.**

1874A

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

Quality: 19,389 global accepts · Rating: 1200 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, implementation  
[mathiasgw's solution](#)

**371.**

2196A

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

Quality: 15,838 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math  
[mathiasgw's solution](#)

**372.**

2182C

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

Quality: 15,524 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp  
[mathiasgw's solution](#)

**373.**

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,704 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation  
[mathiasgw's solution](#)

**374.**

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,562 global accepts · Rating: 1200 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers  
[mathiasgw's solution](#)

**375.**

2048C

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

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings  
[mathiasgw's solution](#)

**376.**

2174A

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

Quality: 14,308 global accepts · Rating: 1200 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers  
[mathiasgw's solution](#)

**377.**

2158B

[Split](#) · [Tutorial](#)

Quality: 13,952 global accepts · Rating: 1200 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math  
[mathiasgw's solution](#)

**378.**

2170B

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

Quality: 14,296 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[mathiasgw's solution](#)

**379.**

2136C

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

Quality: 1200 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[mathiasgw's solution](#)

**380.**

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,689 global accepts · Rating: 1200 · first AC: 2025-08-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[mathiasgw's solution](#)

**381.**

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,880 global accepts · Rating: 1200 · first AC: 2025-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[mathiasgw's solution](#)

**382.**

2046A

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

Quality: 16,814 global accepts · Rating: 1200 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[mathiasgw's solution](#)

**383.**

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,596 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[mathiasgw's solution](#)

**384.**

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,310 global accepts · Rating: 1200 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[mathiasgw's solution](#)

**385.**

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,338 global accepts · Rating: 1200 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[mathiasgw's solution](#)

**386.**

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,585 global accepts · Rating: 1200 · first AC: 2025-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[mathiasgw's solution](#)

**387.**

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,102 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[mathiasgw's solution](#)

**388.**

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,816 global accepts · Rating: 1200 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, matrices

[mathiasgw's solution](#)

**389.**

2072C

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

Quality: 19,577 global accepts · Rating: 1200 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[mathiasgw's solution](#)

**390.**

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[mathiasgw's solution](#)

**391.**

2056C

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

Quality: 19,439 global accepts · Rating: 1200 · first AC: 2025-01-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[mathiasgw's solution](#)

**392.**

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[mathiasgw's solution](#)

**393.**

1916C

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

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[mathiasgw's solution](#)

**394.**

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,822 global accepts · Rating: 1200 · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[mathiasgw's solution](#)

**395.**

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,669 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[mathiasgw's solution](#)

**396.**

2019B

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

Quality: 17,282 global accepts · Rating: 1200 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[mathiasgw's solution](#)

**397.**

2005B2

[The Strict Teacher \(Hard Version\)](#) · [Tutorial](#)

Quality: 21,693 global accepts · Rating: 1200 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[mathiasgw's solution](#)

**398.**

2003C

[Turtle and Good Pairs](#) · [Tutorial](#)

Quality: 21,672 global accepts · Rating: 1200 · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[mathiasgw's solution](#)

**399.**

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,414 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[mathiasgw's solution](#)

#### 400.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,902 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[mathiasgw's solution](#)

#### 401.

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[mathiasgw's solution](#)

#### 402.

1954C

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

Quality: 22,748 global accepts · Rating: 1200 · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[mathiasgw's solution](#)

#### 403.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[mathiasgw's solution](#)

#### 404.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[mathiasgw's solution](#)

#### 405.

1934B

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

Quality: 22,016 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[mathiasgw's solution](#)

#### 406.

1933D

[Turtle Tenacity: Continual Mods](#) · [Tutorial](#)

Quality: 23,529 global accepts · Rating: 1200 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[mathiasgw's solution](#)

#### 407.

1926C

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

Quality: 32,754 global accepts · Rating: 1200 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[mathiasgw's solution](#)

#### 408.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,755 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[mathiasgw's solution](#)

#### 409.

1581B

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

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs,

greedy, math

[mathiasgw's solution](#)

**410.**

1872D

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

Quality: 38,846 global accepts · Rating: 1200 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: math

[mathiasgw's solution](#)

**411.**

1909B

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

Quality: 30,974 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[mathiasgw's solution](#)

**412.**

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,106 global accepts · Rating: 1200 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[mathiasgw's solution](#)

**413.**

776B

[Sherlock and his girlfriend](#) · [Tutorial](#)

Quality: 25,733 global accepts · Rating: 1200 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[mathiasgw's solution](#)

**414.**

872B

[Maximum of Maximums of Minimums](#) · [Tutorial](#)

Rating: 1200 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[mathiasgw's solution](#)

**415.**

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,817 global accepts · Rating: 1200 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs

[mathiasgw's solution](#)

**416.**

385B

[Bear and Strings](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 1200 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math, strings

[mathiasgw's solution](#)

**417.**

262B

[Roma and Changing Signs](#) · [Tutorial](#)

Quality: 12,316 global accepts · Rating: 1200 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[mathiasgw's solution](#)

**418.**

186B

[Growing Mushrooms](#) · [Tutorial](#)

Quality: 6,179 global accepts · Rating: 1200 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[mathiasgw's solution](#)

**419.**

400B

[Inna and New Matrix of Candies](#) · [Tutorial](#)

Quality: 8,603 global accepts · Rating: 1200 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, schedules

[mathiasgw's solution](#)

**420.**

714B

[Filya and Homework](#) · [Tutorial](#)

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[mathiasgw's solution](#)

**421.**

129B

[Students and Shoelaces](#) · [Tutorial](#)

Quality: 13,865 global accepts · Rating: 1200 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[mathiasgw's solution](#)

**422.**

433B

[Kuriyama Mirai's Stones](#) · [Tutorial](#)

Quality: 53,882 global accepts · Rating: 1200 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, sortings

[mathiasgw's solution](#)

**423.**

492B

[Vanya and Lanterns](#) · [Tutorial](#)

Quality: 90,206 global accepts · Rating: 1200 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, sortings

[mathiasgw's solution](#)

**424.**

78B

[Easter Eggs](#) · [Tutorial](#)

Quality: 15,349 global accepts · Rating: 1200 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[mathiasgw's solution](#)

**425.**

47B

[Coins](#) · [Tutorial](#)

Quality: 16,081 global accepts · Rating: 1200 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[mathiasgw's solution](#)

**426.**

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,340 global accepts · Rating: 1200 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[mathiasgw's solution](#)

**427.**

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[mathiasgw's solution](#)

**428.**

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,749 global accepts · Rating: 1200 · first AC: 2022-07-10 · Python 3 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[mathiasgw's solution](#)

**429.**

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[mathiasgw's solution](#)

**430.**

2211C1

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

Quality: 9,124 global accepts · Rating: 1300 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[mathiasgw's solution](#)

**431.**

2217C

[Grid Covering · Tutorial](#)

Quality: 10,446 global accepts · Rating: 1300 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math, number theory

[mathiasgw's solution](#)

**432.**

1753A1

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

Quality: 16,455 global accepts · Rating: 1300 · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy

[mathiasgw's solution](#)

**433.**

1815A

[Ivan and Array Sorting · Tutorial](#)

Quality: 15,975 global accepts · Rating: 1300 · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[mathiasgw's solution](#)

**434.**

1819A

[Constructive Problem · Tutorial](#)

Quality: 14,594 global accepts · Rating: 1300 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[mathiasgw's solution](#)

**435.**

2206K

[Time Display Stickers · Tutorial](#)

Quality: 1,431 global accepts · Rating: 1300 · first AC: 2026-03-22 · last AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search

[mathiasgw's solution](#)

**436.**

2208C

[Stamina and Tasks · Tutorial](#)

Quality: 11,111 global accepts · Rating: 1300 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[mathiasgw's solution](#)

**437.**

2200D

[Portal · Tutorial](#)

Quality: 11,795 global accepts · Rating: 1300 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[mathiasgw's solution](#)

**438.**

2201A1

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

Quality: 11,064 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[mathiasgw's solution](#)

**439.**

2187A

[Restricted Sorting · Tutorial](#)

Quality: 15,875 global accepts · Rating: 1300 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[mathiasgw's solution](#)

**440.**

1868A

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

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[mathiasgw's solution](#)

**441.**

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[mathiasgw's solution](#)

**442.**

2179D

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

Quality: 13,517 global accepts · Rating: 1300 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[mathiasgw's solution](#)

**443.**

1746C

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

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[mathiasgw's solution](#)

**444.**

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,726 global accepts · Rating: 1300 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[mathiasgw's solution](#)

**445.**

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[mathiasgw's solution](#)

**446.**

2170C

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

Quality: 11,250 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[mathiasgw's solution](#)

**447.**

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,681 global accepts · Rating: 1300 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, two pointers

[mathiasgw's solution](#)

**448.**

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,130 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[mathiasgw's solution](#)

**449.**

2160C

[Reverse XOR](#) · [Tutorial](#)

Quality: 15,163 global accepts · Rating: 1300 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks

[mathiasgw's solution](#)

**450.**

2145C

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

Quality: 15,405 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings

[mathiasgw's solution](#)

**451.**

2152B

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

Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: games

[mathiasgw's solution](#)

**452.**

2151B

[Incremental Path](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[mathiasgw's solution](#)

**453.**

2146C

[Wrong Binary Search](#) · [Tutorial](#)

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms

[mathiasgw's solution](#)

**454.**

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[mathiasgw's solution](#)

**455.**

2144C

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

Quality: 14,995 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[mathiasgw's solution](#)

**456.**

2129A

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

Quality: 16,654 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[mathiasgw's solution](#)

**457.**

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,309 global accepts · Rating: 1300 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[mathiasgw's solution](#)

**458.**

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,434 global accepts · Rating: 1300 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[mathiasgw's solution](#)

**459.**

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[mathiasgw's solution](#)

**460.**

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[mathiasgw's solution](#)

**461.**

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[mathiasgw's solution](#)

**462.**

2056B

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

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-01-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[mathiasgw's solution](#)

**463.**

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[mathiasgw's solution](#)

**464.**

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[mathiasgw's solution](#)

**465.**

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[mathiasgw's solution](#)

**466.**

2024C

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

Rating: 1300 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[mathiasgw's solution](#)

**467.**

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,038 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[mathiasgw's solution](#)

**468.**

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,528 global accepts · Rating: 1300 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[mathiasgw's solution](#)

**469.**

312B

[Archer](#) · [Tutorial](#)

Quality: 13,380 global accepts · Rating: 1300 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[mathiasgw's solution](#)

**470.**

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,296 global accepts · Rating: 1300 · first AC: 2024-07-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[mathiasgw's solution](#)

**471.**

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[mathiasgw's solution](#)

**472.**

1981B

[Turtle and an Infinite Sequence](#) · [Tutorial](#)

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[mathiasgw's solution](#)

**473.**

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,831 global accepts · Rating: 1300 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[mathiasgw's solution](#)

**474.**

1944C

[MEX Game 1](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

[mathiasgw's solution](#)

**475.**

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,332 global accepts · Rating: 1300 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[mathiasgw's solution](#)

**476.**

1926D

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

Quality: 18,377 global accepts · Rating: 1300 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[mathiasgw's solution](#)

**477.**

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,705 global accepts · Rating: 1300 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[mathiasgw's solution](#)

**478.**

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,640 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[mathiasgw's solution](#)

**479.**

252C

[Points on Line](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, two pointers

[mathiasgw's solution](#)

**480.**

378B

[Semifinals](#) · [Tutorial](#)

Quality: 6,195 global accepts · Rating: 1300 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings  
[mathiasgw's solution](#)

**481.**

588B

[Duff in Love](#) · [Tutorial](#)

Quality: 14,994 global accepts · Rating: 1300 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: math  
[mathiasgw's solution](#)

**482.**

371B

[Fox Dividing Cheese](#) · [Tutorial](#)

Quality: 12,536 global accepts · Rating: 1300 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[mathiasgw's solution](#)

**483.**

304C

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

Rating: 1300 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[mathiasgw's solution](#)

**484.**

1902C

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

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory  
[mathiasgw's solution](#)

**485.**

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees  
[mathiasgw's solution](#)

**486.**

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,279 global accepts · Rating: 1300 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings  
[mathiasgw's solution](#)

**487.**

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory  
[mathiasgw's solution](#)

**488.**

1794C

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

Quality: 22,087 global accepts · Rating: 1300 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers  
[mathiasgw's solution](#)

**489.**

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy  
[mathiasgw's solution](#)

**490.**

276B

[Little Girl and Game](#) · [Tutorial](#)

Quality: 32,110 global accepts · Rating: 1300 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[mathiasgw's solution](#)

**491.**

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,784 global accepts · Rating: 1300 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, two pointers

[mathiasgw's solution](#)

**492.**

621B

[Wet Shark and Bishops](#) · [Tutorial](#)

Quality: 11,615 global accepts · Rating: 1300 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation

[mathiasgw's solution](#)

**493.**

486B

[OR in Matrix](#) · [Tutorial](#)

Quality: 19,169 global accepts · Rating: 1300 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, implementation

[mathiasgw's solution](#)

**494.**

716B

[Complete the Word](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

[mathiasgw's solution](#)

**495.**

236B

[Easy Number Challenge](#) · [Tutorial](#)

Quality: 16,946 global accepts · Rating: 1300 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, number theory

[mathiasgw's solution](#)

**496.**

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,018 global accepts · Rating: 1300 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[mathiasgw's solution](#)

**497.**

144B

[Meeting](#) · [Tutorial](#)

Quality: 5,685 global accepts · Rating: 1300 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[mathiasgw's solution](#)

**498.**

352B

[Jeff and Periods](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1300 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[mathiasgw's solution](#)

**499.**

376B

[I.O.U.](#) · [Tutorial](#)

Quality: 6,945 global accepts · Rating: 1300 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[mathiasgw's solution](#)

**500.**

152B

[Steps](#) · [Tutorial](#)

Quality: 7,388 global accepts · Rating: 1300 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation

[mathiasgw's solution](#)

**501.**

215B

[Olympic Medal](#) · [Tutorial](#)

Quality: 5,977 global accepts · Rating: 1300 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[mathiasgw's solution](#)

**502.**

469B

[Chat Online](#) · [Tutorial](#)

Quality: 13,354 global accepts · Rating: 1300 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[mathiasgw's solution](#)

**503.**

476B

[Dreamoon and WiFi](#) · [Tutorial](#)

Quality: 37,037 global accepts · Rating: 1300 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities  
[mathiasgw's solution](#)

**504.**

810B

[Summer sell-off](#) · [Tutorial](#)

Quality: 12,597 global accepts · Rating: 1300 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[mathiasgw's solution](#)

**505.**

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,885 global accepts · Rating: 1300 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings  
[mathiasgw's solution](#)

**506.**

298A

[Snow Footprints](#) · [Tutorial](#)

Quality: 11,661 global accepts · Rating: 1300 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[mathiasgw's solution](#)

**507.**

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory  
[mathiasgw's solution](#)

**508.**

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[mathiasgw's solution](#)

**509.**

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,926 global accepts · Rating: 1400 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs  
[mathiasgw's solution](#)

**510.**

1824A

[LuoTianyi and the Show](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
[mathiasgw's solution](#)

**511.**

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,327 global accepts · Rating: 1400 · first AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[mathiasgw's solution](#)

**512.**

1854A1

[Dual \(Easy Version\) · Tutorial](#)

Quality: 15,891 global accepts · Rating: 1400 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[mathiasgw's solution](#)

**513.**

1887A1

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

Rating: 1400 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings

[mathiasgw's solution](#)

**514.**

2066A

[Object Identification · Tutorial](#)

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-02-13 · last AC: 2026-02-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation, interactive

[mathiasgw's solution](#)

**515.**

1896C

[Matching Arrays · Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[mathiasgw's solution](#)

**516.**

2035C

[Alya and Permutation · Tutorial](#)

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[mathiasgw's solution](#)

**517.**

1967B1

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

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[mathiasgw's solution](#)

**518.**

1967A

[Permutation Counting · Tutorial](#)

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[mathiasgw's solution](#)

**519.**

1893A

[Anonymous Informant · Tutorial](#)

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[mathiasgw's solution](#)

**520.**

1923C

[Find B · Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[mathiasgw's solution](#)

**521.**

1764C

[Doremy's City Construction · Tutorial](#)

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy

[mathiasgw's solution](#)

**522.**

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[mathiasgw's solution](#)

**523.**

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,242 global accepts · Rating: 1400 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[mathiasgw's solution](#)

**524.**

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,398 global accepts · Rating: 1400 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[mathiasgw's solution](#)

**525.**

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,069 global accepts · Rating: 1400 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy

[mathiasgw's solution](#)

**526.**

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[mathiasgw's solution](#)

**527.**

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1400 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[mathiasgw's solution](#)

**528.**

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math, sortings

[mathiasgw's solution](#)

**529.**

2154C1

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

Quality: 13,549 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory

[mathiasgw's solution](#)

**530.**

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[mathiasgw's solution](#)

**531.**

2151C

[Incremental Stay](#) · [Tutorial](#)

Quality: 10,272 global accepts · Rating: 1400 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[mathiasgw's solution](#)

**532.**

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1400 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive

[mathiasgw's solution](#)

**533.**

2111D

[Creating a Schedule](#) · [Tutorial](#)

Quality: 11,991 global accepts · Rating: 1400 · first AC: 2025-08-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[mathiasgw's solution](#)

**534.**

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,598 global accepts · Rating: 1400 · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[mathiasgw's solution](#)

**535.**

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[mathiasgw's solution](#)

**536.**

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,588 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, math, sortings

[mathiasgw's solution](#)

**537.**

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,248 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[mathiasgw's solution](#)

**538.**

2038L

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

Quality: 7,988 global accepts · Rating: 1400 · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[mathiasgw's solution](#)

**539.**

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,925 global accepts · Rating: 1400 · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy, sortings

[mathiasgw's solution](#)

**540.**

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[mathiasgw's solution](#)

**541.**

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,176 global accepts · Rating: 1400 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers

[mathiasgw's solution](#)

**542.**

2020C

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

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[mathiasgw's solution](#)

**543.**

2014D

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

Quality: 15,976 global accepts · Rating: 1400 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[mathiasgw's solution](#)

**544.**

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,738 global accepts · Rating: 1400 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[mathiasgw's solution](#)

**545.**

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[mathiasgw's solution](#)

**546.**

1986D

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

Quality: 17,964 global accepts · Rating: 1400 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[mathiasgw's solution](#)

**547.**

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,799 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[mathiasgw's solution](#)

**548.**

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,043 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[mathiasgw's solution](#)

**549.**

1927E

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

Quality: 17,058 global accepts · Rating: 1400 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, two pointers

[mathiasgw's solution](#)

**550.**

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[mathiasgw's solution](#)

**551.**

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[mathiasgw's solution](#)

**552.**

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[mathiasgw's solution](#)

**553.**

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,931 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, math, two pointers  
[mathiasgw's solution](#)

**554.**

1929C

[Sasha and the Casino](#) · [Tutorial](#)

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math  
[mathiasgw's solution](#)

**555.**

1931E

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

Quality: 25,742 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings  
[mathiasgw's solution](#)

**556.**

227C

[Flying Saucer Segments](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: math  
[mathiasgw's solution](#)

**557.**

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math  
[mathiasgw's solution](#)

**558.**

1919C

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

Quality: 28,591 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy  
[mathiasgw's solution](#)

**559.**

479B

[Towers](#) · [Tutorial](#)

Quality: 8,430 global accepts · Rating: 1400 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings  
[mathiasgw's solution](#)

**560.**

296C

[Greg and Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation  
[mathiasgw's solution](#)

**561.**

518B

[Tanya and Postcard](#) · [Tutorial](#)

Quality: 8,387 global accepts · Rating: 1400 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings  
[mathiasgw's solution](#)

**562.**

651C

[Watchmen](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, implementation, sortings  
[mathiasgw's solution](#)

**563.**

546C

[Soldier and Cards](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 1400 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, games  
[mathiasgw's solution](#)

**564.**

515C

[Drazil and Factorial](#) · [Tutorial](#)

Quality: 28,710 global accepts · Rating: 1400 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings  
[mathiasgw's solution](#)

**565.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings  
[mathiasgw's solution](#)

**566.**

1914E2

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

Quality: 14,751 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings  
[mathiasgw's solution](#)

**567.**

1914E1

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

Quality: 14,244 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, sortings  
[mathiasgw's solution](#)

**568.**

1894C

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

Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation  
[mathiasgw's solution](#)

**569.**

1888C

[You Are So Beautiful](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures  
[mathiasgw's solution](#)

**570.**

492C

[Vanya and Exams](#) · [Tutorial](#)

Quality: 15,468 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[mathiasgw's solution](#)

**571.**

525B

[Pasha and String](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, strings  
[mathiasgw's solution](#)

**572.**

435B

[Pasha Maximizes](#) · [Tutorial](#)

Quality: 7,561 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[mathiasgw's solution](#)

**573.**

1009B

[Minimum Ternary String](#) · [Tutorial](#)

Quality: 10,721 global accepts · Rating: 1400 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[mathiasgw's solution](#)

**574.**

493B

[Vasya and Wrestling](#) · [Tutorial](#)

Quality: 14,069 global accepts · Rating: 1400 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[mathiasgw's solution](#)

**575.**

337B

[Routine Problem](#) · [Tutorial](#)

Quality: 10,064 global accepts · Rating: 1400 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[mathiasgw's solution](#)

**576.**

614B

[Gena's Code](#) · [Tutorial](#)

Quality: 7,295 global accepts · Rating: 1400 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[mathiasgw's solution](#)

**577.**

602B

[Approximating a Constant Range](#) · [Tutorial](#)

Quality: 12,079 global accepts · Rating: 1400 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, two pointers

[mathiasgw's solution](#)

**578.**

550B

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

Quality: 27,460 global accepts · Rating: 1400 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

[mathiasgw's solution](#)

**579.**

369B

[Valera and Contest](#) · [Tutorial](#)

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[mathiasgw's solution](#)

**580.**

141B

[Hopscotch](#) · [Tutorial](#)

Quality: 5,789 global accepts · Rating: 1400 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[mathiasgw's solution](#)

**581.**

544B

[Sea and Islands](#) · [Tutorial](#)

Quality: 8,941 global accepts · Rating: 1400 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[mathiasgw's solution](#)

**582.**

448B

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

Quality: 17,316 global accepts · Rating: 1400 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[mathiasgw's solution](#)

**583.**

445B

[DZY Loves Chemistry](#) · [Tutorial](#)

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, greedy  
[mathiasgw's solution](#)

**584.**

505B

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 14,983 global accepts · Rating: 1400 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs  
[mathiasgw's solution](#)

**585.**

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,199 global accepts · Rating: 1400 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths  
[mathiasgw's solution](#)

**586.**

253B

[Physics Practical](#) · [Tutorial](#)

Quality: 12,373 global accepts · Rating: 1400 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, sortings, two pointers  
[mathiasgw's solution](#)

**587.**

514B

[Han Solo and Lazer Gun](#) · [Tutorial](#)

Quality: 22,637 global accepts · Rating: 1400 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, geometry, implementation, math  
[mathiasgw's solution](#)

**588.**

699C

[Vacations](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp  
[mathiasgw's solution](#)

**589.**

79B

[Colorful Field](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1400 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings  
[mathiasgw's solution](#)

**590.**

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[mathiasgw's solution](#)

**591.**

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math  
[mathiasgw's solution](#)

**592.**

2200E

[Divisive Battle](#) · [Tutorial](#)

Quality: 8,077 global accepts · Rating: 1500 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, number theory  
[mathiasgw's solution](#)

**593.**

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,046 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, greedy, math

[mathiasgw's solution](#)

**594.**

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, number theory, sortings

[mathiasgw's solution](#)

**595.**

1817A

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

Quality: 12,757 global accepts · Rating: 1500 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy

[mathiasgw's solution](#)

**596.**

2183D1

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

Quality: 8,857 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[mathiasgw's solution](#)

**597.**

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[mathiasgw's solution](#)

**598.**

1924A

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

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[mathiasgw's solution](#)

**599.**

1997D

[Maximize the Root](#) · [Tutorial](#)

Quality: 15,913 global accepts · Rating: 1500 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[mathiasgw's solution](#)

**600.**

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[mathiasgw's solution](#)

**601.**

2169D1

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

Quality: 8,551 global accepts · Rating: 1500 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, number theory

[mathiasgw's solution](#)

**602.**

2115A

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

Quality: 14,960 global accepts · Rating: 1500 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[mathiasgw's solution](#)

**603.**

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,778 global accepts · Rating: 1500 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[mathiasgw's solution](#)

**604.**

2155C

[The Ancient Wizards' Capes](#) · [Tutorial](#)

Quality: 10,259 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[mathiasgw's solution](#)

**605.**

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,463 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[mathiasgw's solution](#)

**606.**

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,687 global accepts · Rating: 1500 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[mathiasgw's solution](#)

**607.**

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math

[mathiasgw's solution](#)

**608.**

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[mathiasgw's solution](#)

**609.**

2070C

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

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-03-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[mathiasgw's solution](#)

**610.**

2069C

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

Quality: 14,826 global accepts · Rating: 1500 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[mathiasgw's solution](#)

**611.**

2060E

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

Quality: 12,255 global accepts · Rating: 1500 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[mathiasgw's solution](#)

**612.**

2057C

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

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[mathiasgw's solution](#)

**613.**

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[mathiasgw's solution](#)

**614.**

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,643 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[mathiasgw's solution](#)

**615.**

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,981 global accepts · Rating: 1500 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[mathiasgw's solution](#)

**616.**

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1500 · first AC: 2022-12-16 · last AC: 2024-12-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[mathiasgw's solution](#)

**617.**

707C

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[mathiasgw's solution](#)

**618.**

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,632 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

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**619.**

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[mathiasgw's solution](#)

**620.**

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[mathiasgw's solution](#)

**621.**

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[mathiasgw's solution](#)

**622.**

497A

[Removing Columns](#) · [Tutorial](#)

Rating: 1500 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[mathiasgw's solution](#)

**623.**

1933E

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

Quality: 13,626 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, ternary search

[mathiasgw's solution](#)

**624.**

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,847 global accepts · Rating: 1500 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

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**625.**

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,846 global accepts · Rating: 1500 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[mathiasgw's solution](#)

**626.**

275C

[k-Multiple Free Set](#) · [Tutorial](#)

Rating: 1500 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[mathiasgw's solution](#)

**627.**

357C

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

Rating: 1500 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[mathiasgw's solution](#)

**628.**

577C

[Vasya and Petya's Game](#) · [Tutorial](#)

Rating: 1500 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation, number theory

[mathiasgw's solution](#)

**629.**

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,384 global accepts · Rating: 1500 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp

[mathiasgw's solution](#)

**630.**

402C

[Searching for Graph](#) · [Tutorial](#)

Quality: 6,370 global accepts · Rating: 1500 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs

[mathiasgw's solution](#)

**631.**

88C

[Trains](#) · [Tutorial](#)

Rating: 1500 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[mathiasgw's solution](#)

**632.**

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,486 global accepts · Rating: 1500 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[mathiasgw's solution](#)

**633.**

437B

[The Child and Set](#) · [Tutorial](#)

Quality: 10,449 global accepts · Rating: 1500 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, sortings

[mathiasgw's solution](#)

**634.**

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,613 global accepts · Rating: 1500 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[mathiasgw's solution](#)

**635.**

282B

[Painting Eggs](#) · [Tutorial](#)

Quality: 13,971 global accepts · Rating: 1500 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[mathiasgw's solution](#)

**636.**

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,931 global accepts · Rating: 1500 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings, two pointers

[mathiasgw's solution](#)

**637.**

608B

[Hamming Distance Sum](#) · [Tutorial](#)

Quality: 7,463 global accepts · Rating: 1500 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, strings

[mathiasgw's solution](#)

**638.**

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,209 global accepts · Rating: 1500 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar

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**639.**

204B

[Little Elephant and Cards](#) · [Tutorial](#)

Quality: 5,912 global accepts · Rating: 1500 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

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**640.**

415B

[Mashmikh and Tokens](#) · [Tutorial](#)

Quality: 6,692 global accepts · Rating: 1500 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math

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**641.**

791B

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Rating: 1500 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[mathiasgw's solution](#)

**642.**

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,670 global accepts · Rating: 1500 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[mathiasgw's solution](#)

**643.**

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,879 global accepts · Rating: 1500 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[mathiasgw's solution](#)

**644.**

148B

[Escape](#) · [Tutorial](#)

Quality: 6,016 global accepts · Rating: 1500 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

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**645.**

88B

[Keyboard](#) · [Tutorial](#)

Quality: 5,259 global accepts · Rating: 1500 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[mathiasgw's solution](#)

**646.**

165B

[Burning Midnight Oil](#) · [Tutorial](#)

Quality: 22,864 global accepts · Rating: 1500 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation

[mathiasgw's solution](#)

**647.**

356A

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

Quality: 16,791 global accepts · Rating: 1500 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[mathiasgw's solution](#)

**648.**

2207B

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

Quality: 5,818 global accepts · Rating: 1600 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[mathiasgw's solution](#)

**649.**

2207C

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

Quality: 5,455 global accepts · Rating: 1600 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math

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**650.**

2196B

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Quality: 8,587 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers

[mathiasgw's solution](#)

**651.**

2182D

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

Quality: 8,953 global accepts · Rating: 1600 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[mathiasgw's solution](#)

**652.**

2048D

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

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[mathiasgw's solution](#)

**653.**

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[mathiasgw's solution](#)

**654.**

2157D

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

Quality: 6,019 global accepts · Rating: 1600 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[mathiasgw's solution](#)

**655.**

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,121 global accepts · Rating: 1600 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp

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**656.**

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,277 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[mathiasgw's solution](#)

**657.**

2046B

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

Quality: 10,870 global accepts · Rating: 1600 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[mathiasgw's solution](#)

**658.**

2125D

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

Quality: 9,276 global accepts · Rating: 1600 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[mathiasgw's solution](#)

**659.**

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[mathiasgw's solution](#)

**660.**

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1600 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[mathiasgw's solution](#)

**661.**

2084D

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

Quality: 8,843 global accepts · Rating: 1600 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[mathiasgw's solution](#)

**662.**

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,564 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[mathiasgw's solution](#)

**663.**

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-03-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[mathiasgw's solution](#)

**664.**

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[mathiasgw's solution](#)

**665.**

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,200 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[mathiasgw's solution](#)

**666.**

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,959 global accepts · Rating: 1600 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[mathiasgw's solution](#)

**667.**

2040C

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

Quality: 10,783 global accepts · Rating: 1600 · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[mathiasgw's solution](#)

**668.**

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[mathiasgw's solution](#)

**669.**

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,424 global accepts · Rating: 1600 · first AC: 2024-05-30 · last AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[mathiasgw's solution](#)

**670.**

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[mathiasgw's solution](#)

**671.**

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,443 global accepts · Rating: 1600 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: probabilities

[mathiasgw's solution](#)

**672.**

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,641 global accepts · Rating: 1600 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[mathiasgw's solution](#)

**673.**

1165E

[Two Arrays and Sum of Functions](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 1600 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

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**674.**

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory

[mathiasgw's solution](#)

**675.**

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

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**676.**

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,149 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[mathiasgw's solution](#)

**677.**

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[mathiasgw's solution](#)

**678.**

1528A

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

Quality: 18,990 global accepts · Rating: 1600 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[mathiasgw's solution](#)

**679.**

1932E

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**681.**

706C

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**683.**

378C

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534C

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560C

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**696.**

1774D

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1984C2

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**698.**

2029C

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**710.**

2161B

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**711.**

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2053D

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**733.**

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**736.**

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499C

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1934C

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Quality: 8,075 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

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**746.**

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1873H

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1930C

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**749.**

1931F

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**751.**

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2211C2

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1718A1

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**758.**

2206H

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2204E

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2208D1

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**761.**

1824B1

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2187B

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**766.**

2035D

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2179E

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2164D

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**772.**

2176D

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**773.**

2042C

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**774.**

1965B

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**775.**

2153D

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**776.**

2145D

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**777.**

2155D

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**778.**

2139E1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, math, trees

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**779.**

2143D1

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**780.**

2144D

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**781.**

2120D

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**782.**

2101B

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**783.**

2092D

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**784.**

2082C

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**785.**

1324F

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**786.**

2071D1

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**787.**

2069D

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**788.**

2043D

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**789.**

2032D

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**790.**

2025D

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**791.**

863D

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**792.**

2022C

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**793.**

2020D

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[mathiasgw's solution](#)

**794.**

2014E

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Quality: 8,728 global accepts · Rating: 1800 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths  
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**795.**

2005C

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**796.**

2008G

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**797.**

220B

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**798.**

245H

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**799.**

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory  
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**800.**

1981C

[Turtle and an Incomplete Sequence](#) · [Tutorial](#)

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**801.**

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,206 global accepts · Rating: 1800 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp  
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**802.**

1801B

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Quality: 7,550 global accepts · Rating: 1800 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings  
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**803.**

1974E

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**804.**

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures  
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**805.**

1941F

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

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

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**806.**

1954D

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Quality: 8,082 global accepts · Rating: 1800 · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[mathiasgw's solution](#)

**807.**

1935C

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**808.**

1935D

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Quality: 10,674 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math

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**809.**

161D

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**810.**

923C

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**811.**

706D

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**812.**

271D

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**813.**

1872F

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**814.**

687B

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number theory

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**815.**

300C

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Quality: 11,761 global accepts · Rating: 1800 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics

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**816.**

242C

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Quality: 10,925 global accepts · Rating: 1800 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

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**817.**

459D

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Quality: 12,812 global accepts · Rating: 1800 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[mathiasgw's solution](#)

**818.**

1759F

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Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory

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**819.**

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

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**820.**

2211D

[AND-array](#) · [Tutorial](#)

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[mathiasgw's solution](#)

**821.**

1718A2

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**822.**

1819B

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Quality: 4,221 global accepts · Rating: 1900 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

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**823.**

2200F

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[mathiasgw's solution](#)

**824.**

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation  
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**825.**

1854A2

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**826.**

1887B

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Quality: 3,904 global accepts · Rating: 1900 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, graphs, shortest paths  
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**827.**

1887A2

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**828.**

2066B

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**829.**

1817B

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**830.**

2180C

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**831.**

1627D

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**832.**

2173D

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Quality: 3,642 global accepts · Rating: 1900 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math  
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**833.**

2174B

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Quality: 3,971 global accepts · Rating: 1900 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp  
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**834.**

2042D

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Quality: 5,239 global accepts · Rating: 1900 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

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**835.**

2157E

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Quality: 3,573 global accepts · Rating: 1900 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

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**836.**

25D

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**837.**

1624G

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Quality: 7,597 global accepts · Rating: 1900 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

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**838.**

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,549 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

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**839.**

2154D

[Catshock](#) · [Tutorial](#)

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**840.**

2090E1

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Rating: 1900 · first AC: 2025-10-08 · last AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, two pointers

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**841.**

2149F

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Quality: 4,813 global accepts · Rating: 1900 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, ternary search

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**842.**

2138B

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Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

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**843.**

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1900 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

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**844.**

2111E

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Quality: 5,408 global accepts · Rating: 1900 · first AC: 2025-08-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[mathiasgw's solution](#)

**845.**

2129C1

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**846.**

2128E1

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

Quality: 6,545 global accepts · Rating: 1900 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[mathiasgw's solution](#)

**847.**

2109D

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Quality: 5,623 global accepts · Rating: 1900 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

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**848.**

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,658 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[mathiasgw's solution](#)

**849.**

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[mathiasgw's solution](#)

**850.**

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,317 global accepts · Rating: 1900 · first AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[mathiasgw's solution](#)

**851.**

2059D

[Graph and Graph](#) · [Tutorial](#)

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[mathiasgw's solution](#)

**852.**

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1900 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

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**853.**

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

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**854.**

2049D

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Quality: 6,023 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp  
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**855.**

2038G

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Quality: 2,958 global accepts · Rating: 1900 · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive  
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**856.**

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,855 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math  
[mathiasgw's solution](#)

**857.**

1998C

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

Quality: 7,093 global accepts · Rating: 1900 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation  
[mathiasgw's solution](#)

**858.**

2021C2

[Adjust The Presentation \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings  
[mathiasgw's solution](#)

**859.**

2022D1

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

Quality: 4,019 global accepts · Rating: 1900 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive  
[mathiasgw's solution](#)

**860.**

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,187 global accepts · Rating: 1900 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees  
[mathiasgw's solution](#)

**861.**

2019D

[Speedbreaker](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math  
[mathiasgw's solution](#)

**862.**

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-21 · last AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy  
[mathiasgw's solution](#)

**863.**

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,412 global accepts · Rating: 1900 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers  
[mathiasgw's solution](#)

**864.**

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,854 global accepts · Rating: 1900 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[mathiasgw's solution](#)

**865.**

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[mathiasgw's solution](#)

**866.**

1980F1

[Field Division \(easy version\)](#) · [Tutorial](#)

Quality: 4,393 global accepts · Rating: 1900 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings

[mathiasgw's solution](#)

**867.**

1912D

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

Quality: 1,981 global accepts · Rating: 1900 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: math

[mathiasgw's solution](#)

**868.**

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,993 global accepts · Rating: 1900 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[mathiasgw's solution](#)

**869.**

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1900 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[mathiasgw's solution](#)

**870.**

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[mathiasgw's solution](#)

**871.**

1945F

[Kirill and Mushrooms](#) · [Tutorial](#)

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[mathiasgw's solution](#)

**872.**

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[mathiasgw's solution](#)

**873.**

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1900 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[mathiasgw's solution](#)

**874.**

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,638 global accepts · Rating: 1900 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings  
[mathiasgw's solution](#)

**875.**

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees  
[mathiasgw's solution](#)

**876.**

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,166 global accepts · Rating: 1900 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search  
[mathiasgw's solution](#)

**877.**

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 1900 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities  
[mathiasgw's solution](#)

**878.**

1794D

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

Quality: 4,486 global accepts · Rating: 1900 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory  
[mathiasgw's solution](#)

**879.**

222E

[Decoding Genome](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1900 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices  
[mathiasgw's solution](#)

**880.**

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,904 global accepts · Rating: 1900 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths  
[mathiasgw's solution](#)

**881.**

1984D

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

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings  
[mathiasgw's solution](#)

**882.**

2215B

[RReeppeettiittioonn](#) · [Tutorial](#)

Quality: 1,014 global accepts · Rating: 2000 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, math, number theory  
[mathiasgw's solution](#)

**883.**

2217E

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

Quality: 2,076 global accepts · Rating: 2000 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings  
[mathiasgw's solution](#)

**884.**

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2026-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory

[mathiasgw's solution](#)

**885.**

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[mathiasgw's solution](#)

**886.**

2201C

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

Quality: 1,995 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy

[mathiasgw's solution](#)

**887.**

2195F

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

Quality: 2,707 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, math, sortings

[mathiasgw's solution](#)

**888.**

1830B

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

Quality: 5,854 global accepts · Rating: 2000 · first AC: 2026-02-19 · last AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[mathiasgw's solution](#)

**889.**

2196C2

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

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[mathiasgw's solution](#)

**890.**

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[mathiasgw's solution](#)

**891.**

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[mathiasgw's solution](#)

**892.**

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[mathiasgw's solution](#)

**893.**

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy,

implementation

[mathiasgw's solution](#)

**894.**

2178E

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

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

[mathiasgw's solution](#)

**895.**

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[mathiasgw's solution](#)

**896.**

2179F

[Blackslex and Another RGB Walking](#) · [Tutorial](#)

Quality: 2,751 global accepts · Rating: 2000 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees

[mathiasgw's solution](#)

**897.**

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[mathiasgw's solution](#)

**898.**

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[mathiasgw's solution](#)

**899.**

1102F

[Elongated Matrix](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2000 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs

[mathiasgw's solution](#)

**900.**

2158D

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

Quality: 3,285 global accepts · Rating: 2000 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings

[mathiasgw's solution](#)

**901.**

2171G

[Sakura Adachi and Optimal Sequences](#) · [Tutorial](#)

Quality: 2,326 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, greedy, math

[mathiasgw's solution](#)

**902.**

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,531 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[mathiasgw's solution](#)

**903.**

2154C2

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

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory  
[mathiasgw's solution](#)

**904.**

2136E

[By the Assignment](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs  
[mathiasgw's solution](#)

**905.**

2139E2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, trees  
[mathiasgw's solution](#)

**906.**

2129C2

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

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive  
[mathiasgw's solution](#)

**907.**

2096D

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

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-04-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math  
[mathiasgw's solution](#)

**908.**

2103D

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

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers  
[mathiasgw's solution](#)

**909.**

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math  
[mathiasgw's solution](#)

**910.**

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math, number theory  
[mathiasgw's solution](#)

**911.**

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees  
[mathiasgw's solution](#)

**912.**

2063D

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

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers  
[mathiasgw's solution](#)

**913.**

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[mathiasgw's solution](#)

**914.**

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math, matrices  
[mathiasgw's solution](#)

**915.**

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math  
[mathiasgw's solution](#)

**916.**

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory  
[mathiasgw's solution](#)

**917.**

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,436 global accepts · Rating: 2000 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs  
[mathiasgw's solution](#)

**918.**

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,986 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities  
[mathiasgw's solution](#)

**919.**

2014F

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

Quality: 5,103 global accepts · Rating: 2000 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[mathiasgw's solution](#)

**920.**

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math  
[mathiasgw's solution](#)

**921.**

803F

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

Quality: 4,641 global accepts · Rating: 2000 · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory  
[mathiasgw's solution](#)

**922.**

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, trees  
[mathiasgw's solution](#)

**923.**

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,011 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, trees  
[mathiasgw's solution](#)

**924.**

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 2000 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[mathiasgw's solution](#)

**925.**

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures  
[mathiasgw's solution](#)

**926.**

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,609 global accepts · Rating: 2000 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation  
[mathiasgw's solution](#)

**927.**

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,801 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers  
[mathiasgw's solution](#)

**928.**

1974G

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

Quality: 5,896 global accepts · Rating: 2000 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings  
[mathiasgw's solution](#)

**929.**

1459D

[Glass Half Spilled](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp  
[mathiasgw's solution](#)

**930.**

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 5,000 global accepts · Rating: 2000 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory  
[mathiasgw's solution](#)

**931.**

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory  
[mathiasgw's solution](#)

**932.**

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,994 global accepts · Rating: 2000 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, string suffix structures, strings, two pointers  
[mathiasgw's solution](#)

**933.**

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,863 global accepts · Rating: 2000 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures  
[mathiasgw's solution](#)

**934.**

669E

[Little Artem and Time Machine](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[mathiasgw's solution](#)

**935.**

59E

[Shortest Path](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 2000 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[mathiasgw's solution](#)

**936.**

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,364 global accepts · Rating: 2000 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[mathiasgw's solution](#)

**937.**

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math

[mathiasgw's solution](#)

**938.**

852B

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

Quality: 1,714 global accepts · Rating: 2000 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[mathiasgw's solution](#)

**939.**

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,452 global accepts · Rating: 2000 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[mathiasgw's solution](#)

**940.**

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,794 global accepts · Rating: 2100 · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[mathiasgw's solution](#)

**941.**

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[mathiasgw's solution](#)

**942.**

2207E1

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

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[mathiasgw's solution](#)

**943.**

2205E

[Simons and Dividing the Rhythm](#) · [Tutorial](#)

Quality: 1,574 global accepts · Rating: 2100 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings

[mathiasgw's solution](#)

**944.**

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[mathiasgw's solution](#)

**945.**

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[mathiasgw's solution](#)

**946.**

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings

[mathiasgw's solution](#)

**947.**

1970D1

[Arithmancy \(Easy\)](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2100 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, strings

[mathiasgw's solution](#)

**948.**

2183D2

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

Quality: 2,499 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[mathiasgw's solution](#)

**949.**

2183E

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

Quality: 2,855 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[mathiasgw's solution](#)

**950.**

1868B2

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

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[mathiasgw's solution](#)

**951.**

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[mathiasgw's solution](#)

**952.**

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-09-25 · last AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[mathiasgw's solution](#)

**953.**

2170E

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

Quality: 2,319 global accepts · Rating: 2100 · first AC: 2025-11-28 · last AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[mathiasgw's solution](#)

**954.**

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, math, number theory

[mathiasgw's solution](#)

**955.**

2169D2

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

Quality: 2,273 global accepts · Rating: 2100 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[mathiasgw's solution](#)

**956.**

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,983 global accepts · Rating: 2100 · first AC: 2025-10-23 · last AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[mathiasgw's solution](#)

**957.**

2160E

[Rectangles](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[mathiasgw's solution](#)

**958.**

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[mathiasgw's solution](#)

**959.**

2152E

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

Quality: 2,779 global accepts · Rating: 2100 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[mathiasgw's solution](#)

**960.**

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

[mathiasgw's solution](#)

**961.**

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,828 global accepts · Rating: 2100 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[mathiasgw's solution](#)

**962.**

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[mathiasgw's solution](#)

**963.**

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,474 global accepts · Rating: 2100 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[mathiasgw's solution](#)

**964.**

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp  
[mathiasgw's solution](#)

**965.**

2074G

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

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry  
[mathiasgw's solution](#)

**966.**

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2100 · first AC: 2025-03-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp  
[mathiasgw's solution](#)

**967.**

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 2100 · first AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees  
[mathiasgw's solution](#)

**968.**

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,593 global accepts · Rating: 2100 · first AC: 2025-02-14 · last AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry  
[mathiasgw's solution](#)

**969.**

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[mathiasgw's solution](#)

**970.**

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, dsu, graphs  
[mathiasgw's solution](#)

**971.**

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,671 global accepts · Rating: 2100 · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees  
[mathiasgw's solution](#)

**972.**

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory  
[mathiasgw's solution](#)

**973.**

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees  
[mathiasgw's solution](#)

**974.**

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 2100 · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees  
[mathiasgw's solution](#)

**975.**

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees  
[mathiasgw's solution](#)

**976.**

781C

[Underground Lab](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, trees  
[mathiasgw's solution](#)

**977.**

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 2100 · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees  
[mathiasgw's solution](#)

**978.**

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 2100 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities  
[mathiasgw's solution](#)

**979.**

2005E1

[Subtangle Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, implementation  
[mathiasgw's solution](#)

**980.**

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math  
[mathiasgw's solution](#)

**981.**

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, number theory  
[mathiasgw's solution](#)

**982.**

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,744 global accepts · Rating: 2100 · first AC: 2024-08-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers  
[mathiasgw's solution](#)

**983.**

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,043 global accepts · Rating: 2100 · first AC: 2024-02-27 · last AC: 2024-08-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory  
[mathiasgw's solution](#)

**984.**

106E

[Space Rescuers](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2100 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: geometry, ternary search

[mathiasgw's solution](#)

**985.**

752D

[Santa Claus and a Palindrome](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, hashing, strings

[mathiasgw's solution](#)

**986.**

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[mathiasgw's solution](#)

**987.**

1914G1

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

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[mathiasgw's solution](#)

**988.**

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2100 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, math

[mathiasgw's solution](#)

**989.**

1934D1

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

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[mathiasgw's solution](#)

**990.**

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,475 global accepts · Rating: 2100 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[mathiasgw's solution](#)

**991.**

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[mathiasgw's solution](#)

**992.**

1040D

[Subway Pursuit](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[mathiasgw's solution](#)

**993.**

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,646 global accepts · Rating: 2100 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[mathiasgw's solution](#)

**994.**

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,890 global accepts · Rating: 2100 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[mathiasgw's solution](#)

**995.**

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2100 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[mathiasgw's solution](#)

**996.**

1387B1

[Village \(Minimum\)](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: \*special, dp, greedy, trees

[mathiasgw's solution](#)

**997.**

877D

[Olya and Energy Drinks](#) · [Tutorial](#)

Quality: 5,085 global accepts · Rating: 2100 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[mathiasgw's solution](#)

**998.**

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,190 global accepts · Rating: 2100 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[mathiasgw's solution](#)

**999.**

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[mathiasgw's solution](#)

**1000.**

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,218 global accepts · Rating: 2100 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices

[mathiasgw's solution](#)

**1001.**

2215C

[Oriented Journey](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2200 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, communication, constructive algorithms, graphs, interactive, trees

[mathiasgw's solution](#)

**1002.**

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[mathiasgw's solution](#)

**1003.**

2209E

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

Quality: 1,782 global accepts · Rating: 2200 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

[mathiasgw's solution](#)

**1004.**

2206C

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

Quality: 631 global accepts · Rating: 2200 · first AC: 2026-03-22 · last AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar

[mathiasgw's solution](#)

### 1005.

2207D

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

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[mathiasgw's solution](#)

### 1006.

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2200 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers

[mathiasgw's solution](#)

### 1007.

2208D2

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

Quality: 1,837 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

[mathiasgw's solution](#)

### 1008.

2200G

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

Quality: 1,030 global accepts · Rating: 2200 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[mathiasgw's solution](#)

### 1009.

2203E

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

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[mathiasgw's solution](#)

### 1010.

1785C

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

Rating: 2200 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[mathiasgw's solution](#)

### 1011.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp

[mathiasgw's solution](#)

### 1012.

47D

[Safe](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2200 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[mathiasgw's solution](#)

### 1013.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[mathiasgw's solution](#)

### 1014.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[mathiasgw's solution](#)

### 1015.

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[mathiasgw's solution](#)

### 1016.

2137G

[Cry Me a River](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs

[mathiasgw's solution](#)

### 1017.

2178F

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

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

[mathiasgw's solution](#)

### 1018.

2179G

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

Quality: 1,209 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, interactive, math

[mathiasgw's solution](#)

### 1019.

2179H

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

Quality: 1,303 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, implementation, math

[mathiasgw's solution](#)

### 1020.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,792 global accepts · Rating: 2200 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[mathiasgw's solution](#)

### 1021.

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[mathiasgw's solution](#)

### 1022.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[mathiasgw's solution](#)

### 1023.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, number theory, probabilities

[mathiasgw's solution](#)

**1024.**

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2024-06-14 · last AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[mathiasgw's solution](#)

**1025.**

592D

[Super M](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[mathiasgw's solution](#)

**1026.**

2162G

[Beautiful Tree](#) · [Tutorial](#)

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

[mathiasgw's solution](#)

**1027.**

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[mathiasgw's solution](#)

**1028.**

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2024-09-06 · last AC: 2025-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, probabilities, trees

[mathiasgw's solution](#)

**1029.**

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,771 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[mathiasgw's solution](#)

**1030.**

2144E1

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

Quality: 2,559 global accepts · Rating: 2200 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[mathiasgw's solution](#)

**1031.**

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,109 global accepts · Rating: 2200 · first AC: 2025-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[mathiasgw's solution](#)

**1032.**

2118D2

[Red Light. Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2200 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[mathiasgw's solution](#)

**1033.**

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2200 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[mathiasgw's solution](#)

**1034.**

2108D

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

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, interactive

[mathiasgw's solution](#)

**1035.**

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,153 global accepts · Rating: 2200 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[mathiasgw's solution](#)

**1036.**

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,117 global accepts · Rating: 2200 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[mathiasgw's solution](#)

**1037.**

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[mathiasgw's solution](#)

**1038.**

1337E

[Kaavi and Magic Spell](#) · [Tutorial](#)

Rating: 2200 · first AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[mathiasgw's solution](#)

**1039.**

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[mathiasgw's solution](#)

**1040.**

476E

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

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[mathiasgw's solution](#)

**1041.**

2060F

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

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory

[mathiasgw's solution](#)

**1042.**

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-01-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[mathiasgw's solution](#)

**1043.**

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[mathiasgw's solution](#)

**1044.**

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[mathiasgw's solution](#)

**1045.**

2033G

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

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[mathiasgw's solution](#)

**1046.**

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[mathiasgw's solution](#)

**1047.**

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[mathiasgw's solution](#)

**1048.**

2019F

[Max Plus Min Plus Size](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, sortings

[mathiasgw's solution](#)

**1049.**

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[mathiasgw's solution](#)

**1050.**

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[mathiasgw's solution](#)

**1051.**

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[mathiasgw's solution](#)

**1052.**

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[mathiasgw's solution](#)

**1053.**

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[mathiasgw's solution](#)

**1054.**

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[mathiasgw's solution](#)

**1055.**

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[mathiasgw's solution](#)

**1056.**

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2024-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[mathiasgw's solution](#)

**1057.**

282E

[Sausage Maximization](#) · [Tutorial](#)

Quality: 4,328 global accepts · Rating: 2200 · first AC: 2024-02-10 · last AC: 2024-07-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, trees

[mathiasgw's solution](#)

**1058.**

1986G1

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

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[mathiasgw's solution](#)

**1059.**

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[mathiasgw's solution](#)

**1060.**

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[mathiasgw's solution](#)

**1061.**

440D

[Berland Federalization](#) · [Tutorial](#)

Quality: 944 global accepts · Rating: 2200 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[mathiasgw's solution](#)

**1062.**

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[mathiasgw's solution](#)

**1063.**

2217F

[Interval Game](#) · [Tutorial](#)

Quality: 706 global accepts · Rating: 2300 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities

[mathiasgw's solution](#)

**1064.**

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[mathiasgw's solution](#)**1065.**

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[mathiasgw's solution](#)**1066.**

787D

[Legacy](#) · [Tutorial](#)

Rating: 2300 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, shortest paths

[mathiasgw's solution](#)**1067.**

2194F1

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

Quality: 888 global accepts · Rating: 2300 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, trees

[mathiasgw's solution](#)**1068.**

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[mathiasgw's solution](#)**1069.**

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,372 global accepts · Rating: 2300 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[mathiasgw's solution](#)**1070.**

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[mathiasgw's solution](#)**1071.**

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2300 · first AC: 2026-01-05 · last AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, probabilities

[mathiasgw's solution](#)**1072.**

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[mathiasgw's solution](#)**1073.**

2182F1

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

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force,

combinatorics, dp, math

[mathiasgw's solution](#)

**1074.**

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[mathiasgw's solution](#)

**1075.**

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[mathiasgw's solution](#)

**1076.**

2164E

[Journey](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[mathiasgw's solution](#)

**1077.**

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math

[mathiasgw's solution](#)

**1078.**

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[mathiasgw's solution](#)

**1079.**

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2025-11-12 · last AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees

[mathiasgw's solution](#)

**1080.**

2160F

[Twin Polynomials](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, graphs, math

[mathiasgw's solution](#)

**1081.**

2146E

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

Quality: 2,056 global accepts · Rating: 2300 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[mathiasgw's solution](#)

**1082.**

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,402 global accepts · Rating: 2300 · first AC: 2025-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[mathiasgw's solution](#)

**1083.**

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,645 global accepts · Rating: 2300 · first AC: 2025-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[mathiasgw's solution](#)

### 1084.

713C

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

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[mathiasgw's solution](#)

### 1085.

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,243 global accepts · Rating: 2300 · first AC: 2025-06-18 · last AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[mathiasgw's solution](#)

### 1086.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,210 global accepts · Rating: 2300 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices

[mathiasgw's solution](#)

### 1087.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy

[mathiasgw's solution](#)

### 1088.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[mathiasgw's solution](#)

### 1089.

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2300 · first AC: 2025-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[mathiasgw's solution](#)

### 1090.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2300 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[mathiasgw's solution](#)

### 1091.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2025-02-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[mathiasgw's solution](#)

### 1092.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[mathiasgw's solution](#)

### 1093.

802G3

[Fake News \(hard\)](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures  
[mathiasgw's solution](#)

**1094.**

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,287 global accepts · Rating: 2300 · first AC: 2024-10-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs  
[mathiasgw's solution](#)

**1095.**

677D

[Vanya and Treasure](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2300 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, shortest paths  
[mathiasgw's solution](#)

**1096.**

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,454 global accepts · Rating: 2300 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory  
[mathiasgw's solution](#)

**1097.**

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory  
[mathiasgw's solution](#)

**1098.**

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows, hashing  
[mathiasgw's solution](#)

**1099.**

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities  
[mathiasgw's solution](#)

**1100.**

1989E

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

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[mathiasgw's solution](#)

**1101.**

812E

[Sagheer and Apple Tree](#) · [Tutorial](#)

Quality: 1,326 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: games, trees  
[mathiasgw's solution](#)

**1102.**

1914G2

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

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing  
[mathiasgw's solution](#)

**1103.**

1982E

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

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle  
[mathiasgw's solution](#)

**1104.**

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[mathiasgw's solution](#)

**1105.**

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[mathiasgw's solution](#)

**1106.**

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[mathiasgw's solution](#)

**1107.**

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[mathiasgw's solution](#)

**1108.**

1944E

[Tree Compass](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[mathiasgw's solution](#)

**1109.**

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[mathiasgw's solution](#)

**1110.**

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: graphs, hashing, sortings

[mathiasgw's solution](#)

**1111.**

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[mathiasgw's solution](#)

**1112.**

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[mathiasgw's solution](#)

**1113.**

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,504 global accepts · Rating: 2400 · first AC: 2026-04-21 · last AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[mathiasgw's solution](#)

**1114.**

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[mathiasgw's solution](#)

**1115.**

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[mathiasgw's solution](#)

**1116.**

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[mathiasgw's solution](#)

**1117.**

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2026-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, number theory

[mathiasgw's solution](#)

**1118.**

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[mathiasgw's solution](#)

**1119.**

2206F

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

Quality: 423 global accepts · Rating: 2400 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, number theory

[mathiasgw's solution](#)

**1120.**

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2400 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[mathiasgw's solution](#)

**1121.**

1830C

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

Quality: 2,191 global accepts · Rating: 2400 · first AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[mathiasgw's solution](#)

**1122.**

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[mathiasgw's solution](#)

**1123.**

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, graphs, hashing

[mathiasgw's solution](#)

**1124.**

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[mathiasgw's solution](#)

**1125.**

2193H

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

Quality: 1,045 global accepts · Rating: 2400 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees

[mathiasgw's solution](#)

**1126.**

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[mathiasgw's solution](#)

**1127.**

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[mathiasgw's solution](#)

**1128.**

2181G

[Greta's Game](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, math

[mathiasgw's solution](#)

**1129.**

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[mathiasgw's solution](#)

**1130.**

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2400 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math, matrices

[mathiasgw's solution](#)

**1131.**

2161E

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

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[mathiasgw's solution](#)

**1132.**

2176E

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

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

[mathiasgw's solution](#)

**1133.**

2176F

[Omega Numbers](#) · [Tutorial](#)

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

[mathiasgw's solution](#)

### 1134.

2174C1

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

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[mathiasgw's solution](#)

### 1135.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[mathiasgw's solution](#)

### 1136.

449D

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

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2024-06-15 · last AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[mathiasgw's solution](#)

### 1137.

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2400 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[mathiasgw's solution](#)

### 1138.

2171H

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

Quality: 1,016 global accepts · Rating: 2400 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings

[mathiasgw's solution](#)

### 1139.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[mathiasgw's solution](#)

### 1140.

1619H

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

Quality: 1,434 global accepts · Rating: 2400 · first AC: 2024-12-17 · last AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[mathiasgw's solution](#)

### 1141.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[mathiasgw's solution](#)

### 1142.

865D

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

Quality: 8,022 global accepts · Rating: 2400 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[mathiasgw's solution](#)

**1143.**

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[mathiasgw's solution](#)

**1144.**

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,428 global accepts · Rating: 2400 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[mathiasgw's solution](#)

**1145.**

665F

[Four Divisors](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2400 · first AC: 2024-09-17 · last AC: 2025-05-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math, number theory, sortings, two pointers

[mathiasgw's solution](#)

**1146.**

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, strings

[mathiasgw's solution](#)

**1147.**

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[mathiasgw's solution](#)

**1148.**

2096E

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

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[mathiasgw's solution](#)

**1149.**

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,793 global accepts · Rating: 2400 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[mathiasgw's solution](#)

**1150.**

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2025-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[mathiasgw's solution](#)

**1151.**

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[mathiasgw's solution](#)

**1152.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2025-02-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[mathiasgw's solution](#)

**1153.**

673E

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-02-11 · last AC: 2025-02-21 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp  
[mathiasgw's solution](#)

**1154.**

2064E

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

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings  
[mathiasgw's solution](#)

**1155.**

1083E

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

Quality: 5,616 global accepts · Rating: 2400 · first AC: 2025-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry  
[mathiasgw's solution](#)

**1156.**

873F

[Forbidden Indices](#) · [Tutorial](#)

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dsu, string suffix structures, strings  
[mathiasgw's solution](#)

**1157.**

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures  
[mathiasgw's solution](#)

**1158.**

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive  
[mathiasgw's solution](#)

**1159.**

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation  
[mathiasgw's solution](#)

**1160.**

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dsu, flows, graph matchings  
[mathiasgw's solution](#)

**1161.**

962F

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

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees  
[mathiasgw's solution](#)

**1162.**

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers  
[mathiasgw's solution](#)

**1163.**

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,214 global accepts · Rating: 2400 · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp  
[mathiasgw's solution](#)

**1164.**

1004E

[Sonya and Ice Cream](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees  
[mathiasgw's solution](#)

**1165.**

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp  
[mathiasgw's solution](#)

**1166.**

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers  
[mathiasgw's solution](#)

**1167.**

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: geometry  
[mathiasgw's solution](#)

**1168.**

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers  
[mathiasgw's solution](#)

**1169.**

1980F2

[Field Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-06-04 · last AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings  
[mathiasgw's solution](#)

**1170.**

1973D

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

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math  
[mathiasgw's solution](#)

**1171.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees  
[mathiasgw's solution](#)

**1172.**

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2400 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search  
[mathiasgw's solution](#)

**1173.**

1051F

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

Quality: 3,755 global accepts · Rating: 2400 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths, trees  
[mathiasgw's solution](#)

**1174.**

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,551 global accepts · Rating: 2400 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, fft, math  
[mathiasgw's solution](#)

**1175.**

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2026-04-27 · last AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math  
[mathiasgw's solution](#)

**1176.**

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math  
[mathiasgw's solution](#)

**1177.**

1973E

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

Quality: 993 global accepts · Rating: 2500 · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, math, sortings  
[mathiasgw's solution](#)

**1178.**

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy  
[mathiasgw's solution](#)

**1179.**

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees  
[mathiasgw's solution](#)

**1180.**

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees  
[mathiasgw's solution](#)

**1181.**

2022E1

[Billetes MX \(Easy Version\)](#) · [Tutorial](#)

Quality: 760 global accepts · Rating: 2500 · first AC: 2026-04-19 · last AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs  
[mathiasgw's solution](#)

**1182.**

123E

[Maze](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, probabilities, trees  
[mathiasgw's solution](#)

**1183.**

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2500 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[mathiasgw's solution](#)

**1184.**

2206B

[Subtree Removal Game](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2500 · first AC: 2026-03-22 · last AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, games, trees

[mathiasgw's solution](#)

**1185.**

2206E

[Parallel Sums](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2500 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry

[mathiasgw's solution](#)

**1186.**

1824C

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

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[mathiasgw's solution](#)

**1187.**

2201D

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

Quality: 786 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[mathiasgw's solution](#)

**1188.**

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[mathiasgw's solution](#)

**1189.**

1876D

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

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[mathiasgw's solution](#)

**1190.**

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2500 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[mathiasgw's solution](#)

**1191.**

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[mathiasgw's solution](#)

**1192.**

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics,

dfs and similar, dp, trees

[mathiasgw's solution](#)

**1193.**

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[mathiasgw's solution](#)

**1194.**

2182F2

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

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[mathiasgw's solution](#)

**1195.**

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[mathiasgw's solution](#)

**1196.**

2174C2

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

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[mathiasgw's solution](#)

**1197.**

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2025-02-27 · last AC: 2025-11-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs

[mathiasgw's solution](#)

**1198.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2024-08-12 · last AC: 2025-11-21 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[mathiasgw's solution](#)

**1199.**

2165D

[Path Split](#) · [Tutorial](#)

Quality: 897 global accepts · Rating: 2500 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[mathiasgw's solution](#)

**1200.**

2159D1

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

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[mathiasgw's solution](#)

**1201.**

2156E

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

Quality: 961 global accepts · Rating: 2500 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy

[mathiasgw's solution](#)

**1202.**

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 2500 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[mathiasgw's solution](#)**1203.**

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory

[mathiasgw's solution](#)**1204.**

2144E2

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

Quality: 1,437 global accepts · Rating: 2500 · first AC: 2025-09-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp

[mathiasgw's solution](#)**1205.**

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2500 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[mathiasgw's solution](#)**1206.**

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,696 global accepts · Rating: 2500 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[mathiasgw's solution](#)**1207.**

2125E

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

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[mathiasgw's solution](#)**1208.**

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[mathiasgw's solution](#)**1209.**

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,278 global accepts · Rating: 2500 · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: \*special, dfs and similar, trees

[mathiasgw's solution](#)**1210.**

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[mathiasgw's solution](#)**1211.**

2082D

[Balancing](#) · [Tutorial](#)

Rating: 2500 · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[mathiasgw's solution](#)

**1212.**

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-03-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[mathiasgw's solution](#)

**1213.**

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[mathiasgw's solution](#)

**1214.**

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures

[mathiasgw's solution](#)

**1215.**

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,304 global accepts · Rating: 2500 · first AC: 2025-02-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[mathiasgw's solution](#)

**1216.**

2059E1

[Stop Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[mathiasgw's solution](#)

**1217.**

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[mathiasgw's solution](#)

**1218.**

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2025-01-01 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, math

[mathiasgw's solution](#)

**1219.**

944F

[Game with Tokens](#) · [Tutorial](#)

Rating: 2500 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games

[mathiasgw's solution](#)

**1220.**

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[mathiasgw's solution](#)

**1221.**

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[mathiasgw's solution](#)

**1222.**

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,015 global accepts · Rating: 2500 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[mathiasgw's solution](#)

**1223.**

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[mathiasgw's solution](#)

**1224.**

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[mathiasgw's solution](#)

**1225.**

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[mathiasgw's solution](#)

**1226.**

1195F

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

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, math, sortings

[mathiasgw's solution](#)

**1227.**

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 2500 · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[mathiasgw's solution](#)

**1228.**

156D

[Clues](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2500 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs

[mathiasgw's solution](#)

**1229.**

1956E1

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

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[mathiasgw's solution](#)

**1230.**

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[mathiasgw's solution](#)

**1231.**

2002F1

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

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[mathiasgw's solution](#)

**1232.**

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[mathiasgw's solution](#)**1233.**

2022E2

[Billetes MX \(Hard Version\)](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2600 · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs

[mathiasgw's solution](#)**1234.**

2217G

[Down the Pivot](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 2600 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, trees

[mathiasgw's solution](#)**1235.**

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,497 global accepts · Rating: 2600 · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[mathiasgw's solution](#)**1236.**

2003E1

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

Quality: 884 global accepts · Rating: 2600 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[mathiasgw's solution](#)**1237.**

2200H

[Six Seven](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2600 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, math, number theory, strings, trees

[mathiasgw's solution](#)**1238.**

2203F

[Binary Search with One Swap](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2600 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, dp, hashing, math, two pointers

[mathiasgw's solution](#)**1239.**

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[mathiasgw's solution](#)**1240.**

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2600 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math

[mathiasgw's solution](#)**1241.**

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data

structures, graphs

[mathiasgw's solution](#)

**1242.**

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[mathiasgw's solution](#)

**1243.**

2170F

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

Quality: 780 global accepts · Rating: 2600 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[mathiasgw's solution](#)

**1244.**

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[mathiasgw's solution](#)

**1245.**

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2026-01-06 · last AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[mathiasgw's solution](#)

**1246.**

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2025-12-20 · last AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[mathiasgw's solution](#)

**1247.**

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-12-14 · last AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[mathiasgw's solution](#)

**1248.**

2173F

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

Quality: 564 global accepts · Rating: 2600 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math

[mathiasgw's solution](#)

**1249.**

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation, matrices

[mathiasgw's solution](#)

**1250.**

2004F

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

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[mathiasgw's solution](#)

**1251.**

755F

[PolandBall and Gifts](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy  
[mathiasgw's solution](#)

### 1252.

2119E

#### [And Constraint](#) · [Tutorial](#)

Quality: 706 global accepts · Rating: 2600 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy  
[mathiasgw's solution](#)

### 1253.

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math  
[mathiasgw's solution](#)

### 1254.

1977E

#### [Tensor](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive  
[mathiasgw's solution](#)

### 1255.

1906B

#### [Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing  
[mathiasgw's solution](#)

### 1256.

2107E

#### [Ain and Apple Tree](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees  
[mathiasgw's solution](#)

### 1257.

2103E

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

Quality: 601 global accepts · Rating: 2600 · first AC: 2025-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, two pointers  
[mathiasgw's solution](#)

### 1258.

2103F

#### [Maximize Nor](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2025-04-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, implementation, sortings  
[mathiasgw's solution](#)

### 1259.

1416D

#### [Graph and Queries](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2025-04-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees  
[mathiasgw's solution](#)

### 1260.

1957F1

#### [Frequency Mismatch \(Easy Version\)](#) · [Tutorial](#)

Quality: 664 global accepts · Rating: 2600 · first AC: 2025-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees  
[mathiasgw's solution](#)

**1261.**

2071E

[LeaFall](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities, trees  
[mathiasgw's solution](#)

**1262.**

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu  
[mathiasgw's solution](#)

**1263.**

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,205 global accepts · Rating: 2600 · first AC: 2025-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry  
[mathiasgw's solution](#)

**1264.**

754E

[Dasha and cyclic table](#) · [Tutorial](#)

Quality: 566 global accepts · Rating: 2600 · first AC: 2025-01-01 · last AC: 2025-01-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, fft, strings, trees  
[mathiasgw's solution](#)

**1265.**

914G

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

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math  
[mathiasgw's solution](#)

**1266.**

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities  
[mathiasgw's solution](#)

**1267.**

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,465 global accepts · Rating: 2600 · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs  
[mathiasgw's solution](#)

**1268.**

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy  
[mathiasgw's solution](#)

**1269.**

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,386 global accepts · Rating: 2600 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[mathiasgw's solution](#)

**1270.**

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2024-06-15 · last AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy  
[mathiasgw's solution](#)

**1271.**

87E

[Mogohu-Rea Idol](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2600 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[mathiasgw's solution](#)

**1272.**

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2600 · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[mathiasgw's solution](#)

**1273.**

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[mathiasgw's solution](#)

**1274.**

2143F

[Increasing Xor](#) · [Tutorial](#)

Quality: 425 global accepts · Rating: 2700 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, math

[mathiasgw's solution](#)

**1275.**

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[mathiasgw's solution](#)

**1276.**

2026F

[Bermart Ice Cream](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 2700 · first AC: 2026-04-16 · last AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, implementation, trees

[mathiasgw's solution](#)

**1277.**

2028F

[Alice's Adventures in Addition](#) · [Tutorial](#)

Quality: 541 global accepts · Rating: 2700 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation

[mathiasgw's solution](#)

**1278.**

2032F

[Peanuts](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2700 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, games, math

[mathiasgw's solution](#)

**1279.**

2040F

[Number of Cubes](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2700 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[mathiasgw's solution](#)

**1280.**

623D

[Birthday](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2700 · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, probabilities

[mathiasgw's solution](#)

**1281.**

2209F

[Dynamic Values And Maximum Sum](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2700 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, trees

[mathiasgw's solution](#)

**1282.**

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[mathiasgw's solution](#)

**1283.**

2003E2

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

Quality: 641 global accepts · Rating: 2700 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[mathiasgw's solution](#)

**1284.**

2013F1

[Game in Tree \(Easy Version\)](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2700 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, games, greedy, implementation, trees

[mathiasgw's solution](#)

**1285.**

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[mathiasgw's solution](#)

**1286.**

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, implementation

[mathiasgw's solution](#)

**1287.**

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games

[mathiasgw's solution](#)

**1288.**

932F

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

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2025-02-22 · last AC: 2025-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[mathiasgw's solution](#)

**1289.**

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2700 · first AC: 2025-10-23 · last AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[mathiasgw's solution](#)

**1290.**

616F

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

Quality: 723 global accepts · Rating: 2700 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings, string suffix structures, strings

[mathiasgw's solution](#)

### 1291.

2104G

[Modulo 3](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[mathiasgw's solution](#)

### 1292.

1957F2

[Frequency Mismatch \(Hard Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2700 · first AC: 2025-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, probabilities, trees

[mathiasgw's solution](#)

### 1293.

2043F

[Nim](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2700 · first AC: 2024-12-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[mathiasgw's solution](#)

### 1294.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[mathiasgw's solution](#)

### 1295.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[mathiasgw's solution](#)

### 1296.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[mathiasgw's solution](#)

### 1297.

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, interactive, math, probabilities

[mathiasgw's solution](#)

### 1298.

498E

[Stairs and Lines](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[mathiasgw's solution](#)

### 1299.

1935F

[Andrey's Tree](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, dfs and similar, dsu, greedy, implementation, trees

[mathiasgw's solution](#)

### 1300.

2215D

[EXPloration, EXPloitation, and Gain Some EXPerience!](#) · [Tutorial](#)

Quality: 115 global accepts · Rating: 2800 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation  
[mathiasgw's solution](#)

### 1301.

2217H

[Closer](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees  
[mathiasgw's solution](#)

### 1302.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, two pointers  
[mathiasgw's solution](#)

### 1303.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2026-02-28 · last AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, trees  
[mathiasgw's solution](#)

### 1304.

2201F2

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

Quality: 400 global accepts · Rating: 2800 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, hashing, math  
[mathiasgw's solution](#)

### 1305.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp, math, probabilities  
[mathiasgw's solution](#)

### 1306.

2189F

[Zhora the Vacuum Cleaner](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 2800 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, sortings, trees  
[mathiasgw's solution](#)

### 1307.

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy  
[mathiasgw's solution](#)

### 1308.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2026-01-01 · last AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers  
[mathiasgw's solution](#)

### 1309.

2182G

[Short Garland](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2800 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees  
[mathiasgw's solution](#)

**1310.**

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[mathiasgw's solution](#)**1311.**

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2800 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, greedy

[mathiasgw's solution](#)**1312.**

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[mathiasgw's solution](#)**1313.**

2107F2

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

Quality: 507 global accepts · Rating: 2800 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[mathiasgw's solution](#)**1314.**

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs

[mathiasgw's solution](#)**1315.**

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[mathiasgw's solution](#)**1316.**

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[mathiasgw's solution](#)**1317.**

2003F

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

Quality: 803 global accepts · Rating: 2800 · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[mathiasgw's solution](#)**1318.**

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[mathiasgw's solution](#)**1319.**

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[mathiasgw's solution](#)

**1320.**

2201F1

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

Quality: 271 global accepts · Rating: 2900 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing  
[mathiasgw's solution](#)

**1321.**

2201E

[ABBA Counting](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2900 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math, number theory, strings  
[mathiasgw's solution](#)

**1322.**

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees  
[mathiasgw's solution](#)

**1323.**

2196E1

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

Quality: 284 global accepts · Rating: 2900 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures  
[mathiasgw's solution](#)

**1324.**

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2026-01-15 · last AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows  
[mathiasgw's solution](#)

**1325.**

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, math, number theory  
[mathiasgw's solution](#)

**1326.**

2164F2

[Chain Prefix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees  
[mathiasgw's solution](#)

**1327.**

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,110 global accepts · Rating: 2900 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, greedy, math  
[mathiasgw's solution](#)

**1328.**

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp  
[mathiasgw's solution](#)

**1329.**

2108F

[Fallen Towers](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2900 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy  
[mathiasgw's solution](#)

**1330.**

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2025-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[mathiasgw's solution](#)

**1331.**

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[mathiasgw's solution](#)

**1332.**

2196E2

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

Quality: 200 global accepts · Rating: 3000 · first AC: 2026-02-12 · last AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, greedy, string suffix structures

[mathiasgw's solution](#)

**1333.**

2194F2

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

Quality: 168 global accepts · Rating: 3000 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, fft, trees

[mathiasgw's solution](#)

**1334.**

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[mathiasgw's solution](#)

**1335.**

2070F

[Friends and Pizza](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 3000 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, fft

[mathiasgw's solution](#)

**1336.**

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 3000 · first AC: 2025-02-16 · last AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[mathiasgw's solution](#)

**1337.**

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[mathiasgw's solution](#)

**1338.**

2118F

[Shifts and Swaps](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3100 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, hashing, trees

[mathiasgw's solution](#)

**1339.**

2165E

[Rainbow Branch](#) · [Tutorial](#)

Quality: 256 global accepts · Rating: 3200 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, trees

[mathiasgw's solution](#)

**1340.**

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, strings  
[mathiasgw's solution](#)

**1341.**

2096H

[Wonderful XOR Problem](#) · [Tutorial](#)

Quality: 224 global accepts · Rating: 3200 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math  
[mathiasgw's solution](#)

**1342.**

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[mathiasgw's solution](#)

**1343.**

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities  
[mathiasgw's solution](#)

**1344.**

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2026-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graph matchings, greedy, math, trees  
[mathiasgw's solution](#)

**1345.**

906E

[Reverses](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3300 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, string suffix structures, strings  
[mathiasgw's solution](#)

**1346.**

2178H

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

Quality: 311 global accepts · Rating: 3300 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths  
[mathiasgw's solution](#)

**1347.**

1172E

[Nauuo and ODT](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3300 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures  
[mathiasgw's solution](#)

**1348.**

2174D

[Secret Message](#) · [Tutorial](#)

Quality: 292 global accepts · Rating: 3400 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, trees  
[mathiasgw's solution](#)

**1349.**

1572F

[Stations](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures  
[mathiasgw's solution](#)

**1350.**

2206L

[Onion](#) · [Tutorial](#)

Quality: 41 global accepts · Rating: 3500 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mathiasgw's solution](#)

**1351.**

2206A

[Compare Suffixes](#) · [Tutorial](#)

Quality: 84 global accepts · Rating: 3500 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[mathiasgw's solution](#)

**1352.**

2223C

[Zhily and Signpost](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, chinese remainder theorem, dfs and similar, math, number theory, trees

[mathiasgw's solution](#)

**1353.**

2223B

[Zhily and Barknights](#) · [Tutorial](#)

Quality: 1,775 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, math, sortings, two pointers

[mathiasgw's solution](#)

**1354.**

2223A

[Zhily and Bracket Swapping](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[mathiasgw's solution](#)

**1355.**

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mathiasgw's solution](#)

**1356.**

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mathiasgw's solution](#)

**1357.**

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mathiasgw's solution](#)

**1358.**

103069G

[Prof. Pang's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mathiasgw's solution](#)

**1359.**

103470E

[Paimon Segment Tree](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mathiasgw's solution](#)

**1360.**

2226F

[Inversion Invasion](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: — · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[mathiasgw's solution](#)

**1361.**

2226E

[Mental Monumental \(Hard Version\)](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, two pointers

[mathiasgw's solution](#)

**1362.**

2226D

[Reserved Reversals](#) · [Tutorial](#)

Quality: 2,227 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[mathiasgw's solution](#)

**1363.**

2226C

[Mental Monumental \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, two pointers

[mathiasgw's solution](#)

**1364.**

2226B

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

Quality: 10,099 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[mathiasgw's solution](#)

**1365.**

2226A

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

Quality: 11,232 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[mathiasgw's solution](#)

**1366.**

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[mathiasgw's solution](#)

**1367.**

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[mathiasgw's solution](#)

**1368.**

2222D

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

Quality: 3,193 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[mathiasgw's solution](#)

**1369.**

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,787 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[mathiasgw's solution](#)

**1370.**

2222A

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

Quality: 10,013 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[mathiasgw's solution](#)

**1371.**

2222B

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

Quality: 7,289 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[mathiasgw's solution](#)

**1372.**

106414L

[MEXpected Value](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mathiasgw's solution](#)

**1373.**

106414J

[Superset Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mathiasgw's solution](#)

**1374.**

106414I

[Ultimate Nim](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mathiasgw's solution](#)

**1375.**

106414H

[NP-hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mathiasgw's solution](#)

**1376.**

106414G

[Longest Step-function Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mathiasgw's solution](#)

**1377.**

106414E

[BABA IS LOCKED](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mathiasgw's solution](#)

**1378.**

106414D

[Doubting Thomas](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mathiasgw's solution](#)

**1379.**

106414B

[The String Only Contains a, b, and c](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mathiasgw's solution](#)

**1380.**

106414A

[Fold Distance](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mathiasgw's solution](#)

**1381.**

2225G

[Simple Problem](#) · [Tutorial](#)

Quality: 200 global accepts · Rating: — · first AC: 2026-04-23 · last AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs, greedy, number theory

[mathiasgw's solution](#)

**1382.**

2225F

[String Cutting](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, hashing, string suffix structures, strings

[mathiasgw's solution](#)

**1383.**

2225E

[Covering Points with Circles](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, math

[mathiasgw's solution](#)

**1384.**

2225D

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

Quality: 6,630 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math

[mathiasgw's solution](#)

**1385.**

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,370 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[mathiasgw's solution](#)

**1386.**

2225B

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

Quality: 14,181 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[mathiasgw's solution](#)

**1387.**

2225A

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

Quality: 17,725 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[mathiasgw's solution](#)

**1388.**

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: — · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, trees

[mathiasgw's solution](#)

**1389.**

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[mathiasgw's solution](#)

**1390.**

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,214 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[mathiasgw's solution](#)

**1391.**

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[mathiasgw's solution](#)

**1392.**

2219A

[Grid L](#) · [Tutorial](#)

Quality: 9,009 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[mathiasgw's solution](#)

**1393.**

106463C

[Banana Lounge](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mathiasgw's solution](#)

**1394.**

106463D

[Infinite Market](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mathiasgw's solution](#)

**1395.**

105837A

[Balls and Bins](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mathiasgw's solution](#)

**1396.**

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,571 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, strings

[mathiasgw's solution](#)

**1397.**

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,137 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: \*special, graph matchings, implementation

[mathiasgw's solution](#)

**1398.**

105053H

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

Rating: — · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mathiasgw's solution](#)

**1399.**

106416H

[Holes and Tunnels](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-19 · last AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mathiasgw's solution](#)

**1400.**

105822E

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

Rating: — · first AC: 2026-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[mathiasgw's solution](#)

**1401.**

105822D

[Beaverland](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[mathiasgw's solution](#)

**1402.**

105822C

[Feeding Beavers](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[mathiasgw's solution](#)

**1403.**

105822B

[Kites](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[mathiasgw's solution](#)

**1404.**

105822A

[Nice Perfect Squares](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[mathiasgw's solution](#)

**1405.**

106416K

[Kitten Greetings](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mathiasgw's solution](#)

**1406.**

106416A

[Ants on a Ring](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mathiasgw's solution](#)

**1407.**

101635K

[Blowing Candles](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mathiasgw's solution](#)

**1408.**

106193K

[Keys and Grates](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[mathiasgw's solution](#)

**1409.**

106193A

[Asynchronous Processor](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[mathiasgw's solution](#)

**1410.**

106193H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[mathiasgw's solution](#)

**1411.**

106193D

[Defense Distance](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[mathiasgw's solution](#)

**1412.**

106193C

[Compact Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[mathiasgw's solution](#)

**1413.**

106193B

[Bounding Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[mathiasgw's solution](#)

**1414.**

106193J

[Judging Problem](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[mathiasgw's solution](#)

**1415.**

106193F

[Faulty Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[mathiasgw's solution](#)

**1416.**

106353G

[Group Photo](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mathiasgw's solution](#)

**1417.**

106353K

[KIT Finding](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mathiasgw's solution](#)

**1418.**

106353C

[Canal Crossing](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mathiasgw's solution](#)

**1419.**

106353B

[Bisecting Bargain](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mathiasgw's solution](#)

**1420.**

106353E

[Erratic Lights](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mathiasgw's solution](#)

**1421.**

106353A

[Arcade Crane](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[mathiasgw's solution](#)

**1422.**

106353J

[Juggling Keys](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[mathiasgw's solution](#)

**1423.**

106353D

[Dreamcatcher](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[mathiasgw's solution](#)

**1424.**

106353F

[Fair Share](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[mathiasgw's solution](#)

**1425.**

106353L

[Last Christmas](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[mathiasgw's solution](#)

**1426.**

103260I

[Trade](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mathiasgw's solution](#)

**1427.**

102156D

[Pick Your Own Nim](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mathiasgw's solution](#)

**1428.**

103388D

[Dividing the Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mathiasgw's solution](#)

**1429.**

103388G

[Getting in Shape](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mathiasgw's solution](#)

**1430.**

103388M

[Monarchy in Vertigo](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mathiasgw's solution](#)

**1431.**

103388B

[Beautiful Words](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mathiasgw's solution](#)

**1432.**

106178D

[Displaying Decimals](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mathiasgw's solution](#)

**1433.**

106252A

[Square Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mathiasgw's solution](#)

**1434.**

106252C

[Buggy Painting Software II](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mathiasgw's solution](#)

**1435.**

106252F

[The Bond Beyond Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mathiasgw's solution](#)

**1436.**

106252G

[Collision Damage](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mathiasgw's solution](#)

**1437.**

106252K

[Relay Jump](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mathiasgw's solution](#)

**1438.**

106252M

[The End?](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mathiasgw's solution](#)

**1439.**

106252B

[Buggy Painting Software I](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mathiasgw's solution](#)

**1440.**

106252I

[Volunteer Simulator](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mathiasgw's solution](#)

**1441.**

101806Q

[QueryreuQ](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mathiasgw's solution](#)

**1442.**

106073E

[Expansion of the road network](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mathiasgw's solution](#)

**1443.**

103536B

[Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-22 · last AC: 2025-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[mathiasgw's solution](#)

**1444.**

100570F

[Tree Query](#) · [Tutorial](#)

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

[mathiasgw's solution](#)

**1445.**

101991A

[Awesome Shawarma](#) · [Tutorial](#)

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

[mathiasgw's solution](#)

**1446.**

101908B

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · last AC: 2025-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[mathiasgw's solution](#)

**1447.**

105164A

[Arrayland's Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mathiasgw's solution](#)

**1448.**

398D

[Instant Messenger](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[mathiasgw's solution](#)

**1449.**

102787B

[Pear Treap](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · last AC: 2025-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[mathiasgw's solution](#)

**1450.**

103688E

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

Rating: — · first AC: 2024-12-28 · last AC: 2025-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[mathiasgw's solution](#)

**1451.**

106178G

[Gridoland Power Gauge](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mathiasgw's solution](#)

**1452.**

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[mathiasgw's solution](#)

**1453.**

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[mathiasgw's solution](#)

**1454.**

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, interactive, math

[mathiasgw's solution](#)

**1455.**

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,028 global accepts · Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, interactive

[mathiasgw's solution](#)

**1456.**

105143B

[Countless Me](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mathiasgw's solution](#)

**1457.**

106144K

[Strange Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1458.**

106144H

[Rigged Matchmaking](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1459.**

106144B

[Convex Interval](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1460.**

106144E

[Limousine Rally](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1461.**

106144C

[Monocarp, Polycarp and Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1462.**

106144G

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

Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1463.**

106144J

[Shift the Number](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1464.**

106144A

[Delete the Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1465.**

106144F

[Jenga](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1466.**

106144M

[Tactical Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1467.**

106124J

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1468.**

106124B

[Bohemian Bookshelf](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1469.**

106124E

[Egyptian Equality](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1470.**

106124D

[Dune Dash](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1471.**

106124G

[Gotta Trade Some of 'Em](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1472.**

106124C

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

Rating: — · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1473.**

106124I

[Instagraph](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1474.**

106124K

[km/h](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1475.**

106124A

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

Rating: — · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1476.**

104017B

[Drone Photo](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · last AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1477.**

104017H

[Pandemic Restrictions](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1478.**

104017K

[Gastronomic Event](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1479.**

104017I

[Antennas](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1480.**

104017C

[Il Derby della Madonna](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1481.**

104017L

[Circular Maze](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1482.**

104017E

[Evolution of Weasels](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1483.**

104017J

[Boundary](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1484.**

104017F

[Bottle Arrangements](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1485.**

104017D

[Ice Cream Shop](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1486.**

104017A

[Organizing SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1487.**

101064L

[The Knapsack problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1488.**

106129B

[Bustling Busride](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1489.**

106129C

[Congklak](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1490.**

106129M

[Mex Hex](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1491.**

106129F

[Fair and Square](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1492.**

106129J

[Jumbled Packets](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1493.**

106129K

[Karlsruhe Skyline](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1494.**

106129A

[Around the Table](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1495.**

106129H

[Happy Hookup](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1496.**

106129D

[Demand for Cycling](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1497.**

106129L

[Labour Laws](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1498.**

106129G

[Generating Cool Passwords Company](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1499.**

103409D

[Assumption is All You Need](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1500.**

103409H

[Popcount Words](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1501.**

103409K

[Tax](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · last AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[mathiasgw's solution](#)

**1502.**

103409J

[Suffix Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · last AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[mathiasgw's solution](#)

**1503.**

103409F

[Illuminations II](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[mathiasgw's solution](#)

**1504.**

103409B

[A Plus B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[mathiasgw's solution](#)

**1505.**

103409E

[Buy and Delete](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[mathiasgw's solution](#)

**1506.**

103409G

[Occupy the Cities](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[mathiasgw's solution](#)

**1507.**

103409I

[PTSD](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[mathiasgw's solution](#)

**1508.**

103409A

[A Hero Named Magnus](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[mathiasgw's solution](#)

**1509.**

104797B

[Building on the Moon](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1510.**

104797G

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**1511.**

104797D

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Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1512.**

104797J

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Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1513.**

104797I

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Rating: — · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1514.**

104797E

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Rating: — · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1515.**

104797A

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Rating: — · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1516.**

104797F

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Rating: — · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1517.**

104797K

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Rating: — · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1518.**

102428D

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Rating: — · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1519.**

102428F

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Rating: — · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1520.**

102428A

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

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**1521.**

102428C

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Rating: — · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1522.**

102428G

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Rating: — · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1523.**

102428K

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Rating: — · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1524.**

102428I

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Rating: — · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1525.**

102428E

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Rating: — · first AC: 2024-02-06 · last AC: 2025-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1526.**

102428L

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Rating: — · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1527.**

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-06 · last AC: 2025-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1528.**

106073B

[Baralho Alho](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1529.**

106073G

[Generating patterns](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1530.**

106073H

[How many teams?](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1531.**

106073A

[A healthy menu](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1532.**

106027A

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Rating: — · first AC: 2025-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1533.**

103743F

[Pockets](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1534.**

106033E

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

Rating: — · first AC: 2025-08-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1535.**

106033G

[Grid Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1536.**

106033I

[Imprisoned XII](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1537.**

106033L

[Limited Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1538.**

106033B

[BaCoder Testing Procedure](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1539.**

106033J

[Journey](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1540.**

101908M

[Modifying SAT](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1541.**

105465A

[AND-OR closure](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1542.**

105465G

[Graph Race](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1543.**

105465F

[Fast XORting](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1544.**

105465M

[Max Minus Min](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1545.**

105465E

[Eliminate Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1546.**

105465K

[\\$\\$ Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1547.**

105465J

[Jackpot](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1548.**

105465B

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

Rating: — · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1549.**

103997A

[SuperMemo](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1550.**

105327G

[Geography of Rivers](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1551.**

105904I

[If SSP-SP was longer](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1552.**

105904L

[Leaving books at their correct piles](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1553.**

105925B

[Periodic Search](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1554.**

105925G

[Grover and His Special Paths](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1555.**

105925E

[Particle Energization](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1556.**

103428I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1557.**

105873L

[La Vaca Saturno Saturnita vs Tung Tung Tung Sahur](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1558.**

105873K

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Rating: — · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1559.**

105873H

[Huron Designs](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1560.**

105873G

[Generating Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1561.**

105873I

[ICPC Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1562.**

105873J

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

Rating: — · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1563.**

105873B

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Rating: — · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1564.**

105873D

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Rating: — · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1565.**

105873E

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Rating: — · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1566.**

105873A

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Rating: — · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1567.**

103428K

[Tiny Stars](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1568.**

105633D

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Rating: — · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1569.**

105633F

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Rating: — · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1570.**

105633I

[Greatest of the Greatest Common Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1571.**

105633K

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Rating: — · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1572.**

105633C

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Rating: — · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1573.**

105633E

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**1574.**

105633B

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**1575.**

105633A

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**1576.**

103202M

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**1577.**

104805E

[Alley](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1578.**

104805B

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Rating: — · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1579.**

104805H

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Rating: — · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1580.**

104805D

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**1581.**

104805J

[Lampshade](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1582.**

104805C

[Fare](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1583.**

104805K

[Get the numbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1584.**

104805N

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Rating: — · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1585.**

104805I

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**1586.**

104805A

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Rating: — · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1587.**

104805G

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Rating: — · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1588.**

104805L

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**1589.**

104805M

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**1590.**

105163C

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Rating: — · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1591.**

105789F

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Rating: — · first AC: 2025-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1592.**

100512D

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Rating: — · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1593.**

102021M

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Rating: — · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1594.**

103388L

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Rating: — · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1595.**

105796F

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Rating: — · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1596.**

105796D

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Rating: — · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1597.**

105796A

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Rating: — · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1598.**

105796B

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Rating: — · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1599.**

105796C

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Rating: — · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1600.**

101873B

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[mathiasgw's solution](#)**1601.**

102040B

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[mathiasgw's solution](#)**1602.**

105789A

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[mathiasgw's solution](#)**1603.**

105789G

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[mathiasgw's solution](#)**1604.**

105789I

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[mathiasgw's solution](#)**1605.**

105789B

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[mathiasgw's solution](#)**1606.**

105789D

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[mathiasgw's solution](#)**1607.**

105789L

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[mathiasgw's solution](#)**1608.**

105789C

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[mathiasgw's solution](#)**1609.**

104736H

[Health in Hazard](#) · [Tutorial](#)Rating: — · first AC: 2025-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)**1610.**

104736C

[Candy Rush](#) · [Tutorial](#)Rating: — · first AC: 2025-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1611.**

104736G

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Rating: — · first AC: 2025-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1612.**

105112C

[Chair Dance](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1613.**

105668G

[Grid and Numbers Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1614.**

105668F

[AAB !” BAA](#)[Tutorial](#)

Rating: — · first AC: 2025-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1615.**

105668E

[Missing Number Queries](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1616.**

105668B

[M\(IT\)+](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1617.**

105668D

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**1618.**

105668C

[Traveling Salesman Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1619.**

105668A

[MIT Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1620.**

105669D1

[Sweets \(medium\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1621.**

105669C2

[Cycles \(Difficult\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1622.**

105669C1

[Cycles \(Medium\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1623.**

105669A

[Retirement](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1624.**

105669I

[Partition](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1625.**

105669B

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

Rating: — · first AC: 2025-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1626.**

105666B

[Monster Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1627.**

105666A

[Number Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1628.**

104491B

[Standard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1629.**

104491F

[Bayan Testing](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1630.**

100551A

[Connect and Disconnect](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1631.**

105327D

[Decrease the Boss Strength](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1632.**

105327C

[Couple of BipBop](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1633.**

104479E

[Erase the Primes](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1634.**

104479D

[DAG Probability](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1635.**

104479C

[Convolution](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1636.**

104479B

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

Rating: — · first AC: 2025-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1637.**

105383C

[Cards](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1638.**

105383I

[In Search of the Lost Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1639.**

105383D

[Disbursement on Quarantine Policy](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1640.**

105383B

[Business Magic](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1641.**

105383A

[Animal Farm](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1642.**

105383K

[Kingdom's Development Plan](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1643.**

105383J

[Just Round Down](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1644.**

105537K

[Keyboard Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1645.**

105537I

[If I Could Turn Back Time](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1646.**

105537J

[Just Half is Enough](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1647.**

105537F

[False Alarm](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1648.**

105537A

[Another Brick in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1649.**

105505L

[Latin Squares](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1650.**

105505D

[Diverse T-Shirts](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1651.**

104333I

[Hail Pythagoras](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1652.**

105505F

[Finding Privacy](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · last AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1653.**

105505I

[Inversion Insight](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1654.**

105505K

[Kool Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1655.**

105505J

[Jigsaw of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1656.**

105505A

[Append and Panic!](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1657.**

105427F

[Factor-Full Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1658.**

105427A

[Aperiodic Appointments](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1659.**

105427H

[Heroes of Velmar](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1660.**

105427K

[Karl Coder](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1661.**

105427J

[Jamboree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1662.**

105427C

[Converting Romans](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1663.**

105427D

[Die Hard](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1664.**

105387C

[Martian Meteorology](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1665.**

102787Z

[Trick or Treap](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1666.**

102787Y

[Sneetches and Speeches 1](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1667.**

102787E

[Sneetches and Speeches 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1668.**

102787C

[Sneetches and Speeches 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1669.**

102787A

[Shandom Ruffle](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1670.**

105387B

[Destroy them all!](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1671.**

105387L

[Bee coloring book](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1672.**

105387J

[There](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1673.**

105387K

[Stroller](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1674.**

105387N

[Entomologist](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1675.**

105387G

[Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1676.**

105387H

[Toys](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1677.**

105387M

[Cinema](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1678.**

105387A

[Dilation](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1679.**

102128B

[Cake Tasting](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1680.**

105336D

~~[xVb%lax Vh](#)~~

Rating: — · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1681.**

102354B

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

Rating: — · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1682.**

101492C

[Coprimes](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-06 · last AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1683.**

102354E

[Decimal Expansion](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1684.**

102361A

[Angle Beats](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1685.**

104114B

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1686.**

104854I

[Intelligent Cat Embedding](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1687.**

104854E

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

Rating: — · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1688.**

104854C

[Continued Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1689.**

104854J

[Judging Gifts](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1690.**

104854B

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

Rating: — · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1691.**

104854G

[Guess Gauss](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1692.**

104854F

[Factorial Prime](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1693.**

104854D

[District 42](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1694.**

100952J

[Polygons Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1695.**

105297L

[Night at Hazrat Sultan](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1696.**

104252G

[Gravitational Wave Detector](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1697.**

104065D

[Gambler's Ruin](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1698.**

100753F

[Divisions](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1699.**

104065A

[Ban or Pick, What's the Trick](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1700.**

104065M

[Rock-Paper-Scissors Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1701.**

104065H

[Life is Hard and Undecidable, but...](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1702.**

104065G

[Let Them Eat Cake](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1703.**

104065C

[Catch You Catch Me](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1704.**

104555H

[Honest Worker](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1705.**

105297A

[Nauryz](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · last AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1706.**

105297D

[A is for Apple](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1707.**

105297B

[Chopping Down Trees](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1708.**

105297C

[Road Cycling](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1709.**

105297H

[Traffic light](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1710.**

105297G

[Teleporting through Kazakhstan](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1711.**

105297J

[Acarajé](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1712.**

105297I

[From Baikonur to Mars](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1713.**

102263L

[Burgers](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1714.**

102263I

[Bashar and Hamada](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1715.**

102263J

[Thanos Power](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1716.**

102263F

[Musical Chairs](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1717.**

102263H

[Steaks](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1718.**

102263G

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1719.**

102263D

[Meeting Bahosain](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1720.**

102263B

[Road to Arabella](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1721.**

102263C

[Check The Text](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1722.**

102263M

[Two Operations](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1723.**

102263A

[Is It Easy ?](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1724.**

105053G

[Greek Casino](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1725.**

103640L

[Leaving Yharnam](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1726.**

103640B

[Because, Art!](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1727.**

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1728.**

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1729.**

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1730.**

103640H

[Hamilton - The Musical](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1731.**

103640K

[KIARA is a Recursive Acronym](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1732.**

103388N

[No Luck](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1733.**

105201L

[Little Gas Station](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1734.**

104252M

[Maze in Bolt](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-19 · last AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1735.**

104252H

[Horse Race](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1736.**

104252I

[Italian Calzone & Pasta Corner](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1737.**

104252A

[Asking for Money](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1738.**

104252C

[City Folding](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1739.**

104252E

[Empty Squares](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1740.**

104252D

[Daily Trips](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1741.**

104772B

[Based Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1742.**

104772J

[Jumping Frogs](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1743.**

104772G

[Game of Nim](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1744.**

104772K

[Kitchen Timer](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1745.**

104772D

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

Rating: — · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1746.**

104772M

[Missing Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1747.**

104772A

[Axis-Aligned Area](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1748.**

105201B

[Big Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1749.**

104518F

[Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1750.**

104518I

[Username](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1751.**

103960M

[Hopscotch Marathon](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1752.**

103960L

[Listing Tedious Paths](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1753.**

103960B

[Fun with Stones](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1754.**

102346J

[Jar of Water Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1755.**

102346G

[Getting Confidence](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1756.**

102346D

[Denouncing Mafia](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1757.**

102346A

[Artwork](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-25 · last AC: 2024-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1758.**

102346L

[Less Coin Tosses](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1759.**

102346H

[Hour for a Run](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-25 · last AC: 2024-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1760.**

102346M

[Maratona Brasileira de Popcorn](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1761.**

102346B

[Buffoon](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-25 · last AC: 2024-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1762.**

105201I

[Intergalactic Conference](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1763.**

102156C

[Diverse Singing](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1764.**

105201J

[Juiceless Class](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1765.**

105201E

[Exotic Algorithm \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1766.**

105201M

[Inversion Test](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1767.**

101492G

[Splitting the Empire](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1768.**

101492J

[Deciphering Oracles](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1769.**

101492L

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

Rating: — · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1770.**

101492E

[Teamwork](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1771.**

101492H

[Programming a robot](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1772.**

101492A

[Communicating the Tibet](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1773.**

101492K

[Cutting Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-06 · last AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1774.**

101492F

[Hitting the target](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1775.**

101492B

[Building a Bianzhong](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1776.**

104128J

[Perfect Matching](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1777.**

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1778.**

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1779.**

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1780.**

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1781.**

104128G

[Inscryption](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1782.**

104128I

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

Rating: — · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1783.**

105112J

[Jogging Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1784.**

105112A

[Arranging Adapters](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1785.**

105112H

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

Rating: — · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1786.**

105112F

[Fixing Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1787.**

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1788.**

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1789.**

105112K

[Klompdands](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1790.**

104020K

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

Rating: — · first AC: 2024-05-09 · GNU C11 (first AC) · Tags: —  
[mathiasgw's solution](#)

**1791.**

104020J

[Jagged Skyline](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1792.**

104020L

[Lowest Latency](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1793.**

104020A

[Adjusted Average](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1794.**

104020F

[Failing Flagship](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · GNU C11 (first AC) · Tags: —  
[mathiasgw's solution](#)

**1795.**

104020B

[Bellevue](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1796.**

104020I

[Imperfect Imperial Units](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1797.**

104020E

[Equalising Audio](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · GNU C11 (first AC) · Tags: —  
[mathiasgw's solution](#)

**1798.**

101908J

[Joining Capitals](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[mathiasgw's solution](#)

**1799.**

101908L

[Subway Lines](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · last AC: 2024-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[mathiasgw's solution](#)

**1800.**

101908C

[Pizza Cutter](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[mathiasgw's solution](#)

**1801.**

101908F

[Music Festival](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[mathiasgw's solution](#)

**1802.**

101908I

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · last AC: 2024-04-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[mathiasgw's solution](#)

**1803.**

101908E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · last AC: 2024-04-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[mathiasgw's solution](#)

**1804.**

101908D

[Unraveling Monty Hall](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · last AC: 2024-04-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[mathiasgw's solution](#)

**1805.**

104736J

[Journey of the Robber](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[mathiasgw's solution](#)

**1806.**

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[mathiasgw's solution](#)

**1807.**

104736I

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · last AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[mathiasgw's solution](#)

**1808.**

104736F

[Forward and Backward](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[mathiasgw's solution](#)

**1809.**

104736M

[Meeting Point](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1810.**

104736B

[Blackboard Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1811.**

104736D

[Deciphering WordWhiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1812.**

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: \*special, brute force, implementation  
[mathiasgw's solution](#)

**1813.**

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: \*special, expression parsing, strings  
[mathiasgw's solution](#)

**1814.**

102694E

[Filthy Rich Trees](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1815.**

102694D

[Cycle Free Flow](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1816.**

102694C

[Sloth Naptime](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1817.**

102694B

[Dynamic Diameter](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1818.**

102694A

[Circumference of a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1819.**

104555C

[Challenging Hike](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1820.**

104288E

[Hand of the Free Marked](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1821.**

103960C

[Cutting with Lasers](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1822.**

103960N

[Numbers on both Sides](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1823.**

103960H

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

Rating: — · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1824.**

103960F

[Multidimensional Hangman](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1825.**

103960J

[Playing 23](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1826.**

103960D

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

Rating: — · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1827.**

103960E

[Eliminating Ballons](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1828.**

103960A

[Finding Maximal Non-Trivial Monotones](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1829.**

103960I

[Intercepting Information](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1830.**

102861I

[Interactivity](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1831.**

102861A

[Sticker Album](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1832.**

102861L

[Lavaspar](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1833.**

102861F

[Fastminton](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1834.**

102861B

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1835.**

102861G

[Game Show!](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1836.**

104555K

[\\$K\\$ for More, \\$K\\$ for Less](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1837.**

102920H

[Needle](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1838.**

101667H

[Rock Paper Scissors](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1839.**

101572K

[Kayaking Trip](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1840.**

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1841.**

100975F

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

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1842.**

102644C

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[mathiasgw's solution](#)

**1843.**

undefined106

[The Equation](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: \*special  
[mathiasgw's solution](#)

**1844.**

100963J

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