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# Unique solved — maxplus

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

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Count: 2,239

- 1.**  
1408A  
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- 2.**  
1450A  
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- 3.**  
2002A  
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- 4.**  
1466A  
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1466B  
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- 6.**  
1491A  
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[maxplus's solution](#)
- 8.**  
2164A  
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- 9.**  
1987A  
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Quality: 28,992 global accepts · Rating: 800 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
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**10.**

1984A

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Quality: 22,866 global accepts · Rating: 800 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
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**11.**

1975A

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Quality: 20,714 global accepts · Rating: 800 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings  
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**12.**

2161A

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Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, implementation, math  
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**13.**

1942A

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Quality: 18,506 global accepts · Rating: 800 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
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**14.**

2145A

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Quality: 30,758 global accepts · Rating: 800 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: math  
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**15.**

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,162 global accepts · Rating: 800 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
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**16.**

2152A

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[maxplus's solution](#)

**17.**

1930A

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**18.**

1896A

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**19.**

2147A

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**20.**

1863A

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- 21.**  
2127A  
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- 22.**  
2096A  
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- 23.**  
2061A  
[Kevin and Arithmetic](#) · [Tutorial](#)  
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- 24.**  
1864A  
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- 25.**  
2048A  
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1991A  
[Maximize the Last Element](#) · [Tutorial](#)  
Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
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1935A  
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1919B  
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1919A  
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1916A  
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1909A  
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**32.**

1870A

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Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
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**33.**

1844A

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**34.**

1842A

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**35.**

1776A

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**36.**

1799A

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**37.**

1810B

[Candies](#) · [Tutorial](#)

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1810A

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**39.**

1804A

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1781A

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1738A  
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1779A  
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1760A  
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1763A  
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- 46.**  
1731A  
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1774A  
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1773F  
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- 49.**  
1769A  
[B47CmDò 4Cä @ Cä3C](#)  
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- 50.**  
1764A  
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Quality: 17,454 global accepts · Rating: 800 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
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- 51.**  
1761A  
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Quality: 36,603 global accepts · Rating: 800 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms  
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- 52.**  
1748A  
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**53.**

1750A

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**54.**

1750B

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Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

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**55.**

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

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**56.**

1746B

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**57.**

1740B

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**58.**

1740A

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**59.**

1720B

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**60.**

1712B

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**61.**

1712A

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**62.**

1713A

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**63.**

1704A

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**64.**

1696A

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**65.**

1684A

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**66.**

1684B

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**67.**

1672A

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**68.**

1672B

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**69.**

1656A

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1654B

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**71.**

1654A

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**72.**

1633B

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**73.**

1633A

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**74.**

1644B

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Quality: 21,321 global accepts · Rating: 800 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation  
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**75.**

1644A

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**76.**

1637A

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1517A

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**79.**

1621A

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**80.**

1616A

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**81.**

1615A

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**82.**

1608A

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**83.**

1605A

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**84.**

1530B

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Quality: 16,287 global accepts · Rating: 800 · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

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**85.**

1530A

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Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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**86.**

1583A

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**87.**

1592A

[Gamer Hemose](#) · [Tutorial](#)

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**88.**

1581A

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**89.**

1553A

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**90.**

1554A

[Cherry](#) · [Tutorial](#)

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**91.**

1557A

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**92.**

1574A

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**93.**

1573A

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**94.**

1566A

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**95.**

1566B

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**96.**

1515A

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**97.**

1569A

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**98.**

1567A

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**99.**

1562A

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**100.**

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

[maxplus's solution](#)

**101.**

1556A

[A Variety of Operations](#) · [Tutorial](#)

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[maxplus's solution](#)

**102.**

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 800 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[maxplus's solution](#)

**103.**

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,793 global accepts · Rating: 800 · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[maxplus's solution](#)

**104.**

1311A

[Add Odd or Subtract Even](#) · [Tutorial](#)

Quality: 46,270 global accepts · Rating: 800 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[maxplus's solution](#)

**105.**

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 800 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[maxplus's solution](#)

**106.**

1285A

[Mezo Playing Zoma](#) · [Tutorial](#)

Quality: 29,889 global accepts · Rating: 800 · first AC: 2020-02-14 · GNU C++11 (first AC) · Tags: math

[maxplus's solution](#)

**107.**

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,703 global accepts · Rating: 800 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: implementation, strings

[maxplus's solution](#)

**108.**

1300A

[Non-zero](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 800 · first AC: 2020-02-12 · GNU C++11 (first AC) · Tags: implementation, math

[maxplus's solution](#)

**109.**

908A

[New Year and Counting Cards](#) · [Tutorial](#)

Quality: 15,841 global accepts · Rating: 800 · first AC: 2018-01-11 · Python 3 (first AC) · Tags: brute force, implementation

[maxplus's solution](#)

**110.**

769A

[Year of University Entrance](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 800 · first AC: 2017-03-04 · GNU C++11 (first AC) · Tags: \*special, implementation, sortings

[maxplus's solution](#)

**111.**

648B

[B - JCO5D 8 D BCä;](#)

Quality: 2,157 global accepts · Rating: 800 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[maxplus's solution](#)

**112.**

646A

[B\\$OCia1D 0D\\$0](#)

Rating: 800 · first AC: 2016-03-21 · Python 3 (first AC) · Tags: —

[maxplus's solution](#)

**113.**

630A

[Again Twenty Five!](#) · [Tutorial](#)

Quality: 93,510 global accepts · Rating: 800 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: number theory

[maxplus's solution](#)

**114.**

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,806 global accepts · Rating: 800 · first AC: 2016-02-16 · GNU C++11 (first AC) · Tags: implementation

[maxplus's solution](#)

**115.**

620A

[Professor GukiZ's Robot](#) · [Tutorial](#)

Quality: 14,347 global accepts · Rating: 800 · first AC: 2016-01-21 · GNU C++11 (first AC) · Tags: implementation, math

[maxplus's solution](#)

**116.**

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-02-09 · GNU C++0x (first AC) · Tags: constructive algorithms, math

[maxplus's solution](#)

**117.**

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,127 global accepts · Rating: 800 · first AC: 2015-01-31 · GNU C++0x (first AC) · Tags: brute force, implementation  
[maxplus's solution](#)

**118.**

411A

[Password Check](#) · [Tutorial](#)

Quality: 8,102 global accepts · Rating: 800 · first AC: 2014-04-15 · GNU C++ (first AC) · Tags: \*special, implementation  
[maxplus's solution](#)

**119.**

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings  
[maxplus's solution](#)

**120.**

1737A

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

Quality: 10,851 global accepts · Rating: 900 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings  
[maxplus's solution](#)

**121.**

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,572 global accepts · Rating: 900 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[maxplus's solution](#)

**122.**

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,421 global accepts · Rating: 900 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers  
[maxplus's solution](#)

**123.**

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[maxplus's solution](#)

**124.**

1779B

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

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[maxplus's solution](#)

**125.**

1764B

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

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[maxplus's solution](#)

**126.**

1720A

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

Quality: 24,364 global accepts · Rating: 900 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[maxplus's solution](#)

**127.**

1696B

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

Quality: 36,323 global accepts · Rating: 900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[maxplus's solution](#)

**128.**

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**129.**

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2022-04-04 · last AC: 2022-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**130.**

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: math

[maxplus's solution](#)

**131.**

1609A

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

Quality: 18,895 global accepts · Rating: 900 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[maxplus's solution](#)

**132.**

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings, greedy, math, sortings

[maxplus's solution](#)

**133.**

130A

[Hexagonal numbers](#) · [Tutorial](#)

Quality: 1,935 global accepts · Rating: 900 · first AC: 2021-09-25 · Befunge (first AC) · Tags: \*special, implementation

[maxplus's solution](#)

**134.**

1559B

[Mocha and Red and Blue](#) · [Tutorial](#)

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[maxplus's solution](#)

**135.**

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,584 global accepts · Rating: 900 · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[maxplus's solution](#)

**136.**

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[maxplus's solution](#)

**137.**

1291A

[Even But Not Even](#) · [Tutorial](#)

Quality: 20,684 global accepts · Rating: 900 · first AC: 2020-02-07 · GNU C++11 (first AC) · Tags: greedy, math, strings

[maxplus's solution](#)

**138.**

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 900 · first AC: 2018-01-20 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[maxplus's solution](#)

**139.**

913A

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

Quality: 24,178 global accepts · Rating: 900 · first AC: 2018-01-15 · GNU C++11 (first AC) · Tags: implementation, math  
[maxplus's solution](#)

**140.**

768A

[Oath of the Night's Watch](#) · [Tutorial](#)

Quality: 30,842 global accepts · Rating: 900 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings  
[maxplus's solution](#)

**141.**

765A

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

Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[maxplus's solution](#)

**142.**

648A

[A000113; DÄHC,,9 C6>CDJCT<](#)

Quality: 1,056 global accepts · Rating: 900 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation  
[maxplus's solution](#)

**143.**

412B

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

Quality: 6,357 global accepts · Rating: 900 · first AC: 2014-04-19 · GNU C++ (first AC) · Tags: greedy, sortings  
[maxplus's solution](#)

**144.**

412A

[Poster](#) · [Tutorial](#)

Quality: 4,965 global accepts · Rating: 900 · first AC: 2014-04-19 · GNU C++ (first AC) · Tags: greedy, implementation  
[maxplus's solution](#)

**145.**

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,038 global accepts · Rating: 1000 · first AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy  
[maxplus's solution](#)

**146.**

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games  
[maxplus's solution](#)

**147.**

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,251 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory  
[maxplus's solution](#)

**148.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
[maxplus's solution](#)

**149.**

1975B

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

Quality: 21,071 global accepts · Rating: 1000 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings  
[maxplus's solution](#)

**150.**

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,550 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[maxplus's solution](#)

**151.**

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math  
[maxplus's solution](#)

**152.**

2147B

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

Quality: 16,960 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[maxplus's solution](#)

**153.**

1876A

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

Quality: 34,918 global accepts · Rating: 1000 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[maxplus's solution](#)

**154.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,198 global accepts · Rating: 1000 · first AC: 2024-03-05 · last AC: 2025-07-24 · C++20 (GCC 11-64) (first AC) · Tags: math  
[maxplus's solution](#)

**155.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,909 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory  
[maxplus's solution](#)

**156.**

1844B

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

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

**157.**

1804B

[Vaccination](#) · [Tutorial](#)

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

**158.**

1785A

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

Rating: 1000 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[maxplus's solution](#)

**159.**

1781B

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

Quality: 14,757 global accepts · Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings  
[maxplus's solution](#)

**160.**

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[maxplus's solution](#)

**161.**

1770A

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

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

**162.**

1761B

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

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[maxplus's solution](#)

**163.**

1713B

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

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[maxplus's solution](#)

**164.**

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,917 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[maxplus's solution](#)

**165.**

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,334 global accepts · Rating: 1000 · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[maxplus's solution](#)

**166.**

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[maxplus's solution](#)

**167.**

1515B

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

Quality: 27,066 global accepts · Rating: 1000 · first AC: 2021-09-10 · last AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[maxplus's solution](#)

**168.**

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,862 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[maxplus's solution](#)

**169.**

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,939 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[maxplus's solution](#)

**170.**

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[maxplus's solution](#)

**171.**

1300B

[Assigning to Classes](#) · [Tutorial](#)

Quality: 25,913 global accepts · Rating: 1000 · first AC: 2020-02-12 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings  
[maxplus's solution](#)

**172.**

757A

[Gotta Catch Em' All!](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[maxplus's solution](#)

**173.**

641A

[Little Artem and Grasshopper](#) · [Tutorial](#)

Quality: 6,322 global accepts · Rating: 1000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation  
[maxplus's solution](#)

**174.**

649A

[A: NO80ÄKCR GC,,AC´0 Aô>C´8C#0D ?C](#)

Quality: 1,618 global accepts · Rating: 1000 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation  
[maxplus's solution](#)

**175.**

644A

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

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: \*special, constructive algorithms  
[maxplus's solution](#)

**176.**

637A

[Voting for Photos](#) · [Tutorial](#)

Quality: 5,838 global accepts · Rating: 1000 · first AC: 2016-03-14 · GNU C++11 (first AC) · Tags: \*special, constructive algorithms, implementation  
[maxplus's solution](#)

**177.**

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, implementation  
[maxplus's solution](#)

**178.**

620B

[Grandfather Dovlet's calculator](#) · [Tutorial](#)

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2016-01-21 · GNU C++11 (first AC) · Tags: implementation  
[maxplus's solution](#)

**179.**

106B

[Choosing Laptop](#) · [Tutorial](#)

Quality: 6,867 global accepts · Rating: 1000 · first AC: 2015-12-07 · GNU C++11 (first AC) · Tags: brute force, implementation  
[maxplus's solution](#)

**180.**

195A

[Let's Watch Football](#) · [Tutorial](#)

Quality: 10,130 global accepts · Rating: 1000 · first AC: 2015-12-07 · GNU C++11 (first AC) · Tags: binary search, brute force, math  
[maxplus's solution](#)

**181.**

500A

[New Year Transportation](#) · [Tutorial](#)

Quality: 62,691 global accepts · Rating: 1000 · first AC: 2015-04-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation  
[maxplus's solution](#)

**182.**

420A

[Start Up](#) · [Tutorial](#)

Quality: 7,034 global accepts · Rating: 1000 · first AC: 2014-04-26 · GNU C++ (first AC) · Tags: implementation

[maxplus's solution](#)

**183.**

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[maxplus's solution](#)

**184.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[maxplus's solution](#)

**185.**

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[maxplus's solution](#)

**186.**

2155B

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

Quality: 16,988 global accepts · Rating: 1100 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[maxplus's solution](#)

**187.**

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[maxplus's solution](#)

**188.**

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[maxplus's solution](#)

**189.**

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,570 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[maxplus's solution](#)

**190.**

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[maxplus's solution](#)

**191.**

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[maxplus's solution](#)

**192.**

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,808 global accepts · Rating: 1100 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, sortings, two

pointers

[maxplus's solution](#)

**193.**

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[maxplus's solution](#)

**194.**

331C1

[The Great Julya Calendar](#) · [Tutorial](#)

Quality: 7,085 global accepts · Rating: 1100 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: dp

[maxplus's solution](#)

**195.**

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[maxplus's solution](#)

**196.**

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[maxplus's solution](#)

**197.**

1783B

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

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[maxplus's solution](#)

**198.**

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[maxplus's solution](#)

**199.**

174A

[Problem About Equation](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 1100 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: math

[maxplus's solution](#)

**200.**

1685A

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

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[maxplus's solution](#)

**201.**

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[maxplus's solution](#)

**202.**

1656B

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

Quality: 26,806 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers

[maxplus's solution](#)

**203.**

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1100 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math  
[maxplus's solution](#)

**204.**

1637B

[MEX and Array](#) · [Tutorial](#)

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

**205.**

1534B

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

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math  
[maxplus's solution](#)

**206.**

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,384 global accepts · Rating: 1100 · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers  
[maxplus's solution](#)

**207.**

1616B

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

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-29 · last AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings  
[maxplus's solution](#)

**208.**

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[maxplus's solution](#)

**209.**

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[maxplus's solution](#)

**210.**

1574B

[Combinatorics Homework](#) · [Tutorial](#)

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-20 · last AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math  
[maxplus's solution](#)

**211.**

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings  
[maxplus's solution](#)

**212.**

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[maxplus's solution](#)

**213.**

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[maxplus's solution](#)

**214.**

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,553 global accepts · Rating: 1100 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[maxplus's solution](#)

**215.**

648C

[A<C<D\\$U B >C >D\\$0](#)

Quality: 1,352 global accepts · Rating: 1100 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[maxplus's solution](#)

**216.**

638A

[Home Numbers](#) · [Tutorial](#)

Quality: 4,374 global accepts · Rating: 1100 · first AC: 2016-03-21 · GNU C++11 (first AC) · Tags: \*special, constructive algorithms, math

[maxplus's solution](#)

**217.**

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: math

[maxplus's solution](#)

**218.**

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1100 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: math, number theory

[maxplus's solution](#)

**219.**

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,917 global accepts · Rating: 1100 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: combinatorics, math

[maxplus's solution](#)

**220.**

618B

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

Quality: 8,324 global accepts · Rating: 1100 · first AC: 2016-02-16 · GNU C++11 (first AC) · Tags: constructive algorithms

[maxplus's solution](#)

**221.**

7A

[Kalevitch and Chess](#) · [Tutorial](#)

Quality: 8,023 global accepts · Rating: 1100 · first AC: 2015-12-07 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[maxplus's solution](#)

**222.**

525A

[Vitaliy and Pie](#) · [Tutorial](#)

Quality: 16,379 global accepts · Rating: 1100 · first AC: 2015-04-11 · GNU C++11 (first AC) · Tags: greedy, hashing, strings

[maxplus's solution](#)

**223.**

522B

[Photo to Remember](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1100 · first AC: 2015-03-11 · GNU C++0x (first AC) · Tags: \*special, data structures, dp, implementation

[maxplus's solution](#)

**224.**

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[maxplus's solution](#)

**225.**

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math  
[maxplus's solution](#)

**226.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy  
[maxplus's solution](#)

**227.**

1975C

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

Quality: 17,165 global accepts · Rating: 1200 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy  
[maxplus's solution](#)

**228.**

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,554 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers  
[maxplus's solution](#)

**229.**

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy  
[maxplus's solution](#)

**230.**

2048C

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

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings  
[maxplus's solution](#)

**231.**

1935B

[Informatics in MAC](#) · [Tutorial](#)

Quality: 20,895 global accepts · Rating: 1200 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[maxplus's solution](#)

**232.**

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math  
[maxplus's solution](#)

**233.**

1909B

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

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

**234.**

1874A

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

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

[maxplus's solution](#)

**235.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math  
[maxplus's solution](#)

**236.**

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[maxplus's solution](#)

**237.**

1738B

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

Quality: 18,792 global accepts · Rating: 1200 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[maxplus's solution](#)

**238.**

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[maxplus's solution](#)

**239.**

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2022-08-11 · Python 3 (first AC) · Tags: greedy, implementation, strings  
[maxplus's solution](#)

**240.**

1713C

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

Quality: 18,873 global accepts · Rating: 1200 · first AC: 2022-08-07 · last AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math  
[maxplus's solution](#)

**241.**

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings  
[maxplus's solution](#)

**242.**

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, implementation  
[maxplus's solution](#)

**243.**

1656C

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

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

**244.**

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · last AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings  
[maxplus's solution](#)

**245.**

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation  
[maxplus's solution](#)

**246.**

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings  
[maxplus's solution](#)

**247.**

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[maxplus's solution](#)

**248.**

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings  
[maxplus's solution](#)

**249.**

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math, sortings  
[maxplus's solution](#)

**250.**

1583B

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

Quality: 13,251 global accepts · Rating: 1200 · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees  
[maxplus's solution](#)

**251.**

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings  
[maxplus's solution](#)

**252.**

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[maxplus's solution](#)

**253.**

1581B

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

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

**254.**

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy  
[maxplus's solution](#)

**255.**

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 1200 · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs  
[maxplus's solution](#)

**256.**

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math  
[maxplus's solution](#)

**257.**

914B

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

Quality: 9,062 global accepts · Rating: 1200 · first AC: 2018-01-20 · GNU C++11 (first AC) · Tags: games, greedy, implementation  
[maxplus's solution](#)

**258.**

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2018-01-15 · GNU C++11 (first AC) · Tags: implementation, trees  
[maxplus's solution](#)

**259.**

908B

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

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2018-01-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[maxplus's solution](#)

**260.**

769B

[News About Credit](#) · [Tutorial](#)

Quality: 3,442 global accepts · Rating: 1200 · first AC: 2017-03-04 · GNU C++11 (first AC) · Tags: \*special, greedy, two pointers  
[maxplus's solution](#)

**261.**

765C

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

Quality: 7,429 global accepts · Rating: 1200 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: math  
[maxplus's solution](#)

**262.**

639A

[Bear and Displayed Friends](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: implementation  
[maxplus's solution](#)

**263.**

645B

[Mischievous Mess Makers](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: greedy, math  
[maxplus's solution](#)

**264.**

645A

[Amity Assessment](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation  
[maxplus's solution](#)

**265.**

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,847 global accepts · Rating: 1200 · first AC: 2016-03-14 · GNU C++11 (first AC) · Tags: \*special, binary search, constructive algorithms, data structures, sortings

[maxplus's solution](#)

**266.**

630R

[Game](#) · [Tutorial](#)

Quality: 9,587 global accepts · Rating: 1200 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: games, math

[maxplus's solution](#)

**267.**

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1200 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: math

[maxplus's solution](#)

**268.**

302B

[Eugeny and Play List](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1200 · first AC: 2015-12-08 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[maxplus's solution](#)

**269.**

129B

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

Quality: 13,865 global accepts · Rating: 1200 · first AC: 2015-12-07 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[maxplus's solution](#)

**270.**

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2015-04-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[maxplus's solution](#)

**271.**

523A

[Rotate, Flip and Zoom](#) · [Tutorial](#)

Quality: 2,856 global accepts · Rating: 1200 · first AC: 2015-03-14 · GNU C++ (first AC) · Tags: \*special, implementation

[maxplus's solution](#)

**272.**

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,828 global accepts · Rating: 1200 · first AC: 2015-03-11 · GNU C++0x (first AC) · Tags: \*special, dfs and similar, dp, graphs, trees

[maxplus's solution](#)

**273.**

461A

[Appleman and Toastman](#) · [Tutorial](#)

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2014-09-24 · GNU C++ (first AC) · Tags: greedy, sortings

[maxplus's solution](#)

**274.**

413A

[Data Recovery](#) · [Tutorial](#)

Quality: 2,967 global accepts · Rating: 1200 · first AC: 2014-04-20 · GNU C++ (first AC) · Tags: implementation

[maxplus's solution](#)

**275.**

412C

[Pattern](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1200 · first AC: 2014-04-19 · GNU C++ (first AC) · Tags: implementation, strings

[maxplus's solution](#)

**276.**

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1300 · first AC: 2026-04-11 · last AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive

algorithms, greedy, sortings

[maxplus's solution](#)

**277.**

2023A

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

Quality: 16,569 global accepts · Rating: 1300 · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[maxplus's solution](#)

**278.**

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2026-03-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, strings

[maxplus's solution](#)

**279.**

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,388 global accepts · Rating: 1300 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[maxplus's solution](#)

**280.**

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[maxplus's solution](#)

**281.**

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[maxplus's solution](#)

**282.**

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[maxplus's solution](#)

**283.**

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[maxplus's solution](#)

**284.**

2145C

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

Quality: 15,402 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings

[maxplus's solution](#)

**285.**

2152B

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

Quality: 12,853 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games

[maxplus's solution](#)

**286.**

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,690 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation

[maxplus's solution](#)

**287.**

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy  
[maxplus's solution](#)

**288.**

2101A

[Mex in the Grid · Tutorial](#)

Quality: 13,428 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation  
[maxplus's solution](#)

**289.**

1864C

[Divisor Chain · Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory  
[maxplus's solution](#)

**290.**

1991C

[Absolute Zero · Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[maxplus's solution](#)

**291.**

1889A

[Qingshan Loves Strings 2 · Tutorial](#)

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation  
[maxplus's solution](#)

**292.**

1870C

[Colorful Table · Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers  
[maxplus's solution](#)

**293.**

1868A

[Fill in the Matrix · Tutorial](#)

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

**294.**

1844C

[Particles · Tutorial](#)

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

**295.**

1819A

[Constructive Problem · Tutorial](#)

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

**296.**

1776H

[Beppa and SwerChat · Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: two pointers  
[maxplus's solution](#)

**297.**

1815A

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

Quality: 15,974 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[maxplus's solution](#)

**298.**

1810C

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

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

**299.**

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[maxplus's solution](#)

**300.**

1769C2

[A&gt;00:B CD\\$:C ”•](#)

Quality: 1,077 global accepts · Rating: 1300 · first AC: 2022-12-03 · last AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: \*special, dp  
[maxplus's solution](#)

**301.**

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[maxplus's solution](#)

**302.**

1753A1

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

Quality: 16,452 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[maxplus's solution](#)

**303.**

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[maxplus's solution](#)

**304.**

1667A

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

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

**305.**

1534C

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

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math  
[maxplus's solution](#)

**306.**

1615B

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

Quality: 17,916 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math  
[maxplus's solution](#)

**307.**

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · last AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[maxplus's solution](#)

**308.**

1601A

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

Quality: 21,094 global accepts · Rating: 1300 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[maxplus's solution](#)

**309.**

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[maxplus's solution](#)

**310.**

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · last AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[maxplus's solution](#)

**311.**

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,084 global accepts · Rating: 1300 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[maxplus's solution](#)

**312.**

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[maxplus's solution](#)

**313.**

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[maxplus's solution](#)

**314.**

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · last AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[maxplus's solution](#)

**315.**

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,829 global accepts · Rating: 1300 · first AC: 2020-02-14 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[maxplus's solution](#)

**316.**

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1300 · first AC: 2020-02-07 · GNU C++11 (first AC) · Tags: greedy, implementation

[maxplus's solution](#)

**317.**

889A

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

Rating: 1300 · first AC: 2018-01-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, trees

[maxplus's solution](#)

**318.**

661A

[Lazy Caterer Sequence](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 1300 · first AC: 2016-04-10 · J (first AC) · Tags: \*special

[maxplus's solution](#)

**319.**

634A

[Island Puzzle](#) · [Tutorial](#)

Quality: 3,454 global accepts · Rating: 1300 · first AC: 2016-03-14 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[maxplus's solution](#)

**320.**

630N

[Forecast](#) · [Tutorial](#)

Quality: 5,225 global accepts · Rating: 1300 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: math

[maxplus's solution](#)

**321.**

630F

[Selection of Personnel](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: combinatorics, math

[maxplus's solution](#)

**322.**

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math

[maxplus's solution](#)

**323.**

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2015-09-30 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[maxplus's solution](#)

**324.**

526A

[King of Thieves](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: brute force, implementation

[maxplus's solution](#)

**325.**

509B

[Painting Pebbles](#) · [Tutorial](#)

Quality: 9,991 global accepts · Rating: 1300 · first AC: 2015-01-31 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, implementation

[maxplus's solution](#)

**326.**

220A

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

Quality: 13,118 global accepts · Rating: 1300 · first AC: 2015-01-27 · GNU C++0x (first AC) · Tags: implementation, sortings

[maxplus's solution](#)

**327.**

413B

[Spyke Chatting](#) · [Tutorial](#)

Quality: 1,844 global accepts · Rating: 1300 · first AC: 2014-04-20 · GNU C++ (first AC) · Tags: implementation

[maxplus's solution](#)

**328.**

416B

[Art Union](#) · [Tutorial](#)

Quality: 9,417 global accepts · Rating: 1300 · first AC: 2014-04-13 · GNU C++ (first AC) · Tags: brute force, dp, implementation

[maxplus's solution](#)

**329.**

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[maxplus's solution](#)

**330.**

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[maxplus's solution](#)

**331.**

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation

[maxplus's solution](#)

**332.**

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,703 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[maxplus's solution](#)

**333.**

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,707 global accepts · Rating: 1400 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[maxplus's solution](#)

**334.**

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[maxplus's solution](#)

**335.**

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[maxplus's solution](#)

**336.**

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[maxplus's solution](#)

**337.**

1893A

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

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[maxplus's solution](#)

**338.**

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[maxplus's solution](#)

**339.**

1887A1

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

Rating: 1400 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[maxplus's solution](#)

**340.**

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[maxplus's solution](#)

**341.**

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive

[maxplus's solution](#)

**342.**

1830A

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

Quality: 20,319 global accepts · Rating: 1400 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[maxplus's solution](#)

**343.**

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[maxplus's solution](#)

**344.**

1967B1

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

Quality: 16,057 global accepts · Rating: 1400 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[maxplus's solution](#)

**345.**

1919C

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

Quality: 28,579 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[maxplus's solution](#)

**346.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

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

[maxplus's solution](#)

**347.**

1854A1

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

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

[maxplus's solution](#)

**348.**

1844D

[Row Major](#) · [Tutorial](#)

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

[maxplus's solution](#)

**349.**

1824A

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

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[maxplus's solution](#)

**350.**

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[maxplus's solution](#)

**351.**

1769B2

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Quality: 952 global accepts · Rating: 1400 · first AC: 2022-12-03 · last AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: \*special, binary search, brute force, math  
[maxplus's solution](#)

**352.**

1764C

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

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

**353.**

1761C

[Set Construction](#) · [Tutorial](#)

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

**354.**

1748B

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

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-13 · PyPy 3-64 (first AC) · Tags: brute force, implementation, strings  
[maxplus's solution](#)

**355.**

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation  
[maxplus's solution](#)

**356.**

1740C

[Bricks and Bags](#) · [Tutorial](#)

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

**357.**

518B

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

Quality: 8,387 global accepts · Rating: 1400 · first AC: 2022-08-11 · last AC: 2022-08-11 · Python 3 (first AC) · Tags: greedy, implementation, strings  
[maxplus's solution](#)

**358.**

1706C

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

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy, implementation  
[maxplus's solution](#)

**359.**

1696C

[Fishingprince Plays With Array · Tutorial](#)

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

[maxplus's solution](#)

**360.**

1684C

[Column Swapping · Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[maxplus's solution](#)

**361.**

1654C

[Alice and the Cake · Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[maxplus's solution](#)

**362.**

1644C

[Increase Subarray Sums · Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[maxplus's solution](#)

**363.**

1648A

[Weird Sum · Tutorial](#)

Quality: 18,768 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[maxplus's solution](#)

**364.**

1628A

[Meximum Array · Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · last AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[maxplus's solution](#)

**365.**

1517C

[Fillomino 2 · Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[maxplus's solution](#)

**366.**

1540A

[Great Graphs · Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[maxplus's solution](#)

**367.**

1609C

[Complex Market Analysis · Tutorial](#)

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[maxplus's solution](#)

**368.**

1605C

[Dominant Character · Tutorial](#)

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, strings

[maxplus's solution](#)

### 369.

130B

[Gnikool Ssalg](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 1400 · first AC: 2021-09-25 · Befunge (first AC) · Tags: \*special, implementation, strings

[maxplus's solution](#)

### 370.

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2021-09-19 · last AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[maxplus's solution](#)

### 371.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy

[maxplus's solution](#)

### 372.

1559D1

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

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[maxplus's solution](#)

### 373.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[maxplus's solution](#)

### 374.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,138 global accepts · Rating: 1400 · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[maxplus's solution](#)

### 375.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: math

[maxplus's solution](#)

### 376.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation

[maxplus's solution](#)

### 377.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[maxplus's solution](#)

### 378.

713A

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

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: data structures, implementation

[maxplus's solution](#)

**379.**

641B

[Little Artem and Matrix](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 1400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation

[maxplus's solution](#)

**380.**

649B

[BOBO6C€](#)

Quality: 638 global accepts · Rating: 1400 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: constructive algorithms

[maxplus's solution](#)

**381.**

646B

[AâH0,1C=0 C05D 5CD0D†8 D >Câ1D”5C08Dö](#)

Rating: 1400 · first AC: 2016-03-21 · Python 3 (first AC) · Tags: \*special, strings

[maxplus's solution](#)

**382.**

637C

[Promocodes with Mistakes](#) · [Tutorial](#)

Quality: 2,525 global accepts · Rating: 1400 · first AC: 2016-03-14 · GNU C++11 (first AC) · Tags: \*special, brute force, constructive algorithms, implementation

[maxplus's solution](#)

**383.**

630L

[Cracking the Code](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 1400 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: implementation, math

[maxplus's solution](#)

**384.**

630H

[Benches](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1400 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: combinatorics, math

[maxplus's solution](#)

**385.**

480A

[Exams](#) · [Tutorial](#)

Rating: 1400 · first AC: 2015-05-09 · GNU C++11 (first AC) · Tags: greedy, sortings

[maxplus's solution](#)

**386.**

525B

[Pasha and String](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1400 · first AC: 2015-04-11 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, strings

[maxplus's solution](#)

**387.**

526B

[Om Nom and Dark Park](#) · [Tutorial](#)

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation

[maxplus's solution](#)

**388.**

523C

[Name Quest](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1400 · first AC: 2015-03-14 · GNU C++0x (first AC) · Tags: \*special, greedy

[maxplus's solution](#)

**389.**

516A

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

Rating: 1400 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: dp, greedy, implementation, math

[maxplus's solution](#)

**390.**

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2015-02-09 · GNU C++0x (first AC) · Tags: brute force

[maxplus's solution](#)

**391.**

438A

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

Rating: 1400 · first AC: 2014-06-03 · GNU C++ (first AC) · Tags: greedy, sortings

[maxplus's solution](#)

**392.**

413C

[Jeopardy!](#) · [Tutorial](#)

Quality: 2,676 global accepts · Rating: 1400 · first AC: 2014-04-20 · GNU C++ (first AC) · Tags: greedy, math

[maxplus's solution](#)

**393.**

418A

[Football](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-04-17 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, implementation

[maxplus's solution](#)

**394.**

416A

[Guess a number!](#) · [Tutorial](#)

Quality: 10,066 global accepts · Rating: 1400 · first AC: 2014-04-13 · GNU C++ (first AC) · Tags: greedy, implementation, two pointers

[maxplus's solution](#)

**395.**

1408C

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

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[maxplus's solution](#)

**396.**

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[maxplus's solution](#)

**397.**

1416A

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

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[maxplus's solution](#)

**398.**

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[maxplus's solution](#)

**399.**

1439A1

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

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[maxplus's solution](#)

**400.**

1466D

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

Quality: 14,632 global accepts · Rating: 1500 · first AC: 2026-03-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings, trees

[maxplus's solution](#)

**401.**

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[maxplus's solution](#)

**402.**

2155C

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

Quality: 10,252 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[maxplus's solution](#)

**403.**

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,745 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[maxplus's solution](#)

**404.**

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, number theory, sortings

[maxplus's solution](#)

**405.**

1924A

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

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

[maxplus's solution](#)

**406.**

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[maxplus's solution](#)

**407.**

1817A

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

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[maxplus's solution](#)

**408.**

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,554 global accepts · Rating: 1500 · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[maxplus's solution](#)

**409.**

1804C

[Pull Your Luck](#) · [Tutorial](#)

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

[maxplus's solution](#)

**410.**

1738C

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

Quality: 12,774 global accepts · Rating: 1500 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math  
[maxplus's solution](#)

**411.**

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, sortings  
[maxplus's solution](#)

**412.**

1400C

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

Quality: 18,504 global accepts · Rating: 1500 · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy  
[maxplus's solution](#)

**413.**

1774B

[Coloring](#) · [Tutorial](#)

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

**414.**

1740D

[Knowledge Cards](#) · [Tutorial](#)

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

**415.**

1753A2

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

Quality: 11,607 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[maxplus's solution](#)

**416.**

883E

[Field of Wonders](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 1500 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[maxplus's solution](#)

**417.**

1545A

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

Quality: 14,882 global accepts · Rating: 1500 · first AC: 2021-11-11 · last AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: sortings  
[maxplus's solution](#)

**418.**

1710A

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

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

**419.**

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,227 global accepts · Rating: 1500 · first AC: 2022-04-04 · C++17 (GCC 7-32) (first AC) · Tags: math  
[maxplus's solution](#)

**420.**

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms  
[maxplus's solution](#)

**421.**

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation  
[maxplus's solution](#)

**422.**

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation, math  
[maxplus's solution](#)

**423.**

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers  
[maxplus's solution](#)

**424.**

130D

[Exponentiation](#) · [Tutorial](#)

Quality: 425 global accepts · Rating: 1500 · first AC: 2021-09-25 · last AC: 2021-09-25 · Befunge (first AC) · Tags: \*special  
[maxplus's solution](#)

**425.**

130C

[Decimal sum](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 1500 · first AC: 2021-09-25 · Befunge (first AC) · Tags: \*special  
[maxplus's solution](#)

**426.**

1515D

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

Quality: 12,821 global accepts · Rating: 1500 · first AC: 2021-09-10 · last AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers  
[maxplus's solution](#)

**427.**

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[maxplus's solution](#)

**428.**

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[maxplus's solution](#)

**429.**

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings  
[maxplus's solution](#)

**430.**

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,748 global accepts · Rating: 1500 · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[maxplus's solution](#)

**431.**

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search

[maxplus's solution](#)

**432.**

1300C

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

Rating: 1500 · first AC: 2020-02-12 · GNU C++11 (first AC) · Tags: greedy, math

[maxplus's solution](#)

**433.**

875B

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

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation, sortings, two pointers

[maxplus's solution](#)

**434.**

891A

[Pride](#) · [Tutorial](#)

Quality: 14,280 global accepts · Rating: 1500 · first AC: 2018-01-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[maxplus's solution](#)

**435.**

908C

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

Quality: 7,203 global accepts · Rating: 1500 · first AC: 2018-01-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[maxplus's solution](#)

**436.**

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2017-12-27 · GNU C++11 (first AC) · Tags: constructive algorithms, trees

[maxplus's solution](#)

**437.**

771B

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

Quality: 7,183 global accepts · Rating: 1500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[maxplus's solution](#)

**438.**

771A

[Bear and Friendship Condition](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[maxplus's solution](#)

**439.**

643A

[Bear and Colors](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 1500 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: implementation

[maxplus's solution](#)

**440.**

649C

[A05D10D\\$LD4AC^>C\\$8C•](#)

Quality: 558 global accepts · Rating: 1500 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings  
[maxplus's solution](#)

**441.**

638B

[Making Genome in Berland · Tutorial](#)

Quality: 2,117 global accepts · Rating: 1500 · first AC: 2016-03-21 · GNU C++11 (first AC) · Tags: \*special, dfs and similar, strings  
[maxplus's solution](#)

**442.**

630K

[Indivisibility · Tutorial](#)

Quality: 6,333 global accepts · Rating: 1500 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: math, number theory  
[maxplus's solution](#)

**443.**

436A

[Feed with Candy · Tutorial](#)

Quality: 3,788 global accepts · Rating: 1500 · first AC: 2015-12-08 · GNU C++11 (first AC) · Tags: greedy  
[maxplus's solution](#)

**444.**

587A

[Duff and Weight Lifting · Tutorial](#)

Quality: 8,326 global accepts · Rating: 1500 · first AC: 2015-10-28 · GNU C++11 (first AC) · Tags: greedy  
[maxplus's solution](#)

**445.**

576A

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

Quality: 15,928 global accepts · Rating: 1500 · first AC: 2015-09-29 · GNU C++11 (first AC) · Tags: math, number theory  
[maxplus's solution](#)

**446.**

553A

[Kyoya and Colored Balls · Tutorial](#)

Quality: 9,830 global accepts · Rating: 1500 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, math  
[maxplus's solution](#)

**447.**

521A

[DNA Alignment · Tutorial](#)

Rating: 1500 · first AC: 2015-03-18 · GNU C++0x (first AC) · Tags: greedy, math  
[maxplus's solution](#)

**448.**

527C

[Glass Carving · Tutorial](#)

Quality: 7,534 global accepts · Rating: 1500 · first AC: 2015-03-17 · last AC: 2015-03-17 · GNU C++0x (first AC) · Tags: binary search, data structures, implementation  
[maxplus's solution](#)

**449.**

528A

[Glass Carving · Tutorial](#)

Rating: 1500 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: data structures, implementation  
[maxplus's solution](#)

**450.**

523B

[Mean Requests · Tutorial](#)

Quality: 994 global accepts · Rating: 1500 · first AC: 2015-03-15 · GNU C++0x (first AC) · Tags: \*special, implementation  
[maxplus's solution](#)

**451.**

497A

[Removing Columns](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-02-19 · GNU C++0x (first AC) · Tags: greedy

[maxplus's solution](#)

**452.**

504A

[Misha and Forest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[maxplus's solution](#)

**453.**

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2015-02-05 · GNU C++0x (first AC) · Tags: greedy

[maxplus's solution](#)

**454.**

468A

[24 Game](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1500 · first AC: 2014-09-24 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math

[maxplus's solution](#)

**455.**

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,489 global accepts · Rating: 1500 · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: \*special, brute force, constructive algorithms, dsu, implementation

[maxplus's solution](#)

**456.**

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[maxplus's solution](#)

**457.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[maxplus's solution](#)

**458.**

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[maxplus's solution](#)

**459.**

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-20 · last AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[maxplus's solution](#)

**460.**

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[maxplus's solution](#)

**461.**

2048D

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

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data

structures, greedy, sortings, two pointers

[maxplus's solution](#)

**462.**

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,330 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp

[maxplus's solution](#)

**463.**

1801A

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

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[maxplus's solution](#)

**464.**

1787C

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

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[maxplus's solution](#)

**465.**

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[maxplus's solution](#)

**466.**

1781C

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

Quality: 10,460 global accepts · Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[maxplus's solution](#)

**467.**

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[maxplus's solution](#)

**468.**

593B

[Anton and Lines](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1600 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings

[maxplus's solution](#)

**469.**

1025B

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

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2022-12-21 · last AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, number theory

[maxplus's solution](#)

**470.**

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[maxplus's solution](#)

**471.**

1748C

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

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

[maxplus's solution](#)

**472.**

1753B

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[maxplus's solution](#)

**473.**

1537E1

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

Quality: 16,313 global accepts · Rating: 1600 · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[maxplus's solution](#)

**474.**

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,744 global accepts · Rating: 1600 · first AC: 2022-08-01 · last AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[maxplus's solution](#)

**475.**

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[maxplus's solution](#)

**476.**

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[maxplus's solution](#)

**477.**

1677A

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

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[maxplus's solution](#)

**478.**

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,698 global accepts · Rating: 1600 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[maxplus's solution](#)

**479.**

1528A

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

Quality: 18,989 global accepts · Rating: 1600 · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[maxplus's solution](#)

**480.**

1610C

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

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[maxplus's solution](#)

**481.**

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · last AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, math

[maxplus's solution](#)

**482.**

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[maxplus's solution](#)

**483.**

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[maxplus's solution](#)

**484.**

1603B

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

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

[maxplus's solution](#)

**485.**

130H

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

Quality: 929 global accepts · Rating: 1600 · first AC: 2021-09-26 · last AC: 2021-09-26 · Befunge (first AC) · Tags: \*special

[maxplus's solution](#)

**486.**

130F

[Prime factorization](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 1600 · first AC: 2021-09-25 · last AC: 2021-09-25 · Befunge (first AC) · Tags: \*special

[maxplus's solution](#)

**487.**

130E

[Tribonacci numbers](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 1600 · first AC: 2021-09-25 · Befunge (first AC) · Tags: \*special

[maxplus's solution](#)

**488.**

1566D2

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

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[maxplus's solution](#)

**489.**

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,469 global accepts · Rating: 1600 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[maxplus's solution](#)

**490.**

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2021-09-05 · last AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[maxplus's solution](#)

**491.**

1523C

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

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[maxplus's solution](#)

**492.**

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation  
[maxplus's solution](#)

**493.**

1291C

[Mind Control](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-02-10 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, math  
[maxplus's solution](#)

**494.**

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2019-03-16 · GNU C++11 (first AC) · Tags: greedy, hashing, strings  
[maxplus's solution](#)

**495.**

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-03-16 · GNU C++11 (first AC) · Tags: implementation, sortings  
[maxplus's solution](#)

**496.**

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,991 global accepts · Rating: 1600 · first AC: 2018-01-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms  
[maxplus's solution](#)

**497.**

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2018-01-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation  
[maxplus's solution](#)

**498.**

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-15 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy  
[maxplus's solution](#)

**499.**

906A

[Shockers](#) · [Tutorial](#)

Quality: 4,420 global accepts · Rating: 1600 · first AC: 2017-12-26 · GNU C++11 (first AC) · Tags: implementation, strings  
[maxplus's solution](#)

**500.**

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers  
[maxplus's solution](#)

**501.**

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,973 global accepts · Rating: 1600 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer  
[maxplus's solution](#)

**502.**

763A

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

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs,

implementation, trees

[maxplus's solution](#)

**503.**

643B

[Bear and Two Paths](#) · [Tutorial](#)

Quality: 3,397 global accepts · Rating: 1600 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[maxplus's solution](#)

**504.**

639B

[Bear and Forgotten Tree 3](#) · [Tutorial](#)

Quality: 6,996 global accepts · Rating: 1600 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees

[maxplus's solution](#)

**505.**

649D

[AD5DD@C 3CÄ5CÔBC FC,,O C60CÄOD\\$8](#)

Quality: 434 global accepts · Rating: 1600 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[maxplus's solution](#)

**506.**

645C

[Enduring Exodus](#) · [Tutorial](#)

Quality: 4,303 global accepts · Rating: 1600 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, two pointers

[maxplus's solution](#)

**507.**

630G

[Challenge Pennants](#) · [Tutorial](#)

Quality: 3,301 global accepts · Rating: 1600 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: combinatorics, math

[maxplus's solution](#)

**508.**

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,663 global accepts · Rating: 1600 · first AC: 2016-02-16 · GNU C++11 (first AC) · Tags: geometry, implementation

[maxplus's solution](#)

**509.**

626C

[Block Towers](#) · [Tutorial](#)

Quality: 4,616 global accepts · Rating: 1600 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[maxplus's solution](#)

**510.**

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,908 global accepts · Rating: 1600 · first AC: 2015-10-21 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[maxplus's solution](#)

**511.**

568A

[Primes or Palindromes?](#) · [Tutorial](#)

Quality: 5,403 global accepts · Rating: 1600 · first AC: 2015-10-02 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[maxplus's solution](#)

**512.**

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2015-09-30 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, math

[maxplus's solution](#)

**513.**

500C

[New Year Book Reading](#) · [Tutorial](#)

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2015-04-13 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[maxplus's solution](#)

### 514.

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2015-04-13 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings  
[maxplus's solution](#)

### 515.

525C

[Ilya and Sticks](#) · [Tutorial](#)

Quality: 6,066 global accepts · Rating: 1600 · first AC: 2015-04-11 · GNU C++11 (first AC) · Tags: greedy, math, sortings  
[maxplus's solution](#)

### 516.

524A

[A\\$>Ct=CäCÔ>, C\\$K Ct=C 5D\\$5 DÔBC,,E C`NCD5C“ð](#)

Quality: 1,486 global accepts · Rating: 1600 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: implementation  
[maxplus's solution](#)

### 517.

523D

[Statistics of Recompressing Videos](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 1600 · first AC: 2015-03-14 · GNU C++0x (first AC) · Tags: \*special, data structures, implementation  
[maxplus's solution](#)

### 518.

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-02-12 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, greedy, sortings  
[maxplus's solution](#)

### 519.

411B

[Multi-core Processor](#) · [Tutorial](#)

Quality: 1,398 global accepts · Rating: 1600 · first AC: 2014-04-15 · GNU C++ (first AC) · Tags: implementation  
[maxplus's solution](#)

### 520.

416C

[Booking System](#) · [Tutorial](#)

Quality: 8,705 global accepts · Rating: 1600 · first AC: 2014-04-13 · GNU C++ (first AC) · Tags: binary search, dp, greedy, implementation  
[maxplus's solution](#)

### 521.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation  
[maxplus's solution](#)

### 522.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2026-04-02 · last AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths  
[maxplus's solution](#)

### 523.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs  
[maxplus's solution](#)

**524.**

2006A

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

Quality: 9,368 global accepts · Rating: 1700 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[maxplus's solution](#)

**525.**

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[maxplus's solution](#)

**526.**

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[maxplus's solution](#)

**527.**

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[maxplus's solution](#)

**528.**

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[maxplus's solution](#)

**529.**

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[maxplus's solution](#)

**530.**

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[maxplus's solution](#)

**531.**

1936A

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

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[maxplus's solution](#)

**532.**

2152D

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

Quality: 6,748 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[maxplus's solution](#)

**533.**

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[maxplus's solution](#)

**534.**

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,006 global accepts · Rating: 1700 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[maxplus's solution](#)

**535.**

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[maxplus's solution](#)

**536.**

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,461 global accepts · Rating: 1700 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[maxplus's solution](#)

**537.**

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[maxplus's solution](#)

**538.**

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[maxplus's solution](#)

**539.**

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[maxplus's solution](#)

**540.**

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · Python 3 (first AC) · Tags: brute force, constructive algorithms, geometry, math

[maxplus's solution](#)

**541.**

1889B

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

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · last AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[maxplus's solution](#)

**542.**

1868B1

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

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[maxplus's solution](#)

**543.**

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[maxplus's solution](#)

**544.**

1227C

[Messy](#) · [Tutorial](#)

Quality: 5,790 global accepts · Rating: 1700 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[maxplus's solution](#)

**545.**

22C

[System Administrator](#) · [Tutorial](#)

Quality: 3,809 global accepts · Rating: 1700 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs  
[maxplus's solution](#)

**546.**

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy  
[maxplus's solution](#)

**547.**

1799C

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

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings  
[maxplus's solution](#)

**548.**

1810D

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

Quality: 8,541 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math  
[maxplus's solution](#)

**549.**

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, interactive  
[maxplus's solution](#)

**550.**

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings  
[maxplus's solution](#)

**551.**

1770C

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

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

**552.**

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,135 global accepts · Rating: 1700 · first AC: 2022-12-27 · last AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory  
[maxplus's solution](#)

**553.**

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2022-08-11 · last AC: 2022-08-11 · Python 3 (first AC) · Tags: constructive algorithms, math  
[maxplus's solution](#)

**554.**

76E

[Points](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1700 · first AC: 2022-08-09 · last AC: 2022-08-09 · Python 3 (first AC) · Tags: implementation, math  
[maxplus's solution](#)

**555.**

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-03 · last AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees  
[maxplus's solution](#)

**556.**

1693B

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

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-07-23 · last AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[maxplus's solution](#)

**557.**

1706D1

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

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory  
[maxplus's solution](#)

**558.**

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings  
[maxplus's solution](#)

**559.**

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings  
[maxplus's solution](#)

**560.**

1677B

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

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

**561.**

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers  
[maxplus's solution](#)

**562.**

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[maxplus's solution](#)

**563.**

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2022-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[maxplus's solution](#)

**564.**

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-03-08 · last AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[maxplus's solution](#)

**565.**

1628B

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

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[maxplus's solution](#)

**566.**

1528B

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

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[maxplus's solution](#)

**567.**

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, interactive, math

[maxplus's solution](#)

**568.**

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[maxplus's solution](#)

**569.**

1583C

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

Quality: 7,440 global accepts · Rating: 1700 · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[maxplus's solution](#)

**570.**

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[maxplus's solution](#)

**571.**

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[maxplus's solution](#)

**572.**

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-09-30 · last AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[maxplus's solution](#)

**573.**

130G

[CAPS LOCK ON](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 1700 · first AC: 2021-09-26 · Befunge (first AC) · Tags: \*special

[maxplus's solution](#)

**574.**

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2021-09-24 · last AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, math

[maxplus's solution](#)

**575.**

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[maxplus's solution](#)

**576.**

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[maxplus's solution](#)

**577.**

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[maxplus's solution](#)

**578.**

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1700 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[maxplus's solution](#)

**579.**

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,003 global accepts · Rating: 1700 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[maxplus's solution](#)

**580.**

896A

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

Quality: 3,795 global accepts · Rating: 1700 · first AC: 2018-01-16 · GNU C++11 (first AC) · Tags: binary search, dfs and similar

[maxplus's solution](#)

**581.**

833A

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

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2017-07-30 · GNU C++11 (first AC) · Tags: math, number theory

[maxplus's solution](#)

**582.**

769D

[k-Interesting Pairs Of Integers](#) · [Tutorial](#)

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: \*special, bitmasks, brute force, meet-in-the-middle

[maxplus's solution](#)

**583.**

769C

[Cycle In Maze](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1700 · first AC: 2017-03-04 · GNU C++11 (first AC) · Tags: \*special, dfs and similar, graphs, greedy, shortest paths

[maxplus's solution](#)

**584.**

765D

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

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math  
[maxplus's solution](#)

**585.**

656B

[Scrambled](#) · [Tutorial](#)

Quality: 1,768 global accepts · Rating: 1700 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: \*special, implementation  
[maxplus's solution](#)

**586.**

644B

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

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: \*special, constructive algorithms, data structures, two pointers  
[maxplus's solution](#)

**587.**

634C

[Factory Repairs](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-03-14 · GNU C++11 (first AC) · Tags: data structures  
[maxplus's solution](#)

**588.**

634B

[XOR Equation](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-03-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, implementation, math  
[maxplus's solution](#)

**589.**

630Q

[Pyramids](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 1700 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: geometry, math  
[maxplus's solution](#)

**590.**

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,263 global accepts · Rating: 1700 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: combinatorics, math  
[maxplus's solution](#)

**591.**

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2016-01-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory  
[maxplus's solution](#)

**592.**

590A

[Median Smoothing](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1700 · first AC: 2015-12-07 · GNU C++11 (first AC) · Tags: implementation  
[maxplus's solution](#)

**593.**

559B

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

Quality: 11,674 global accepts · Rating: 1700 · first AC: 2015-10-21 · GNU C++11 (first AC) · Tags: divide and conquer, hashing, sortings, strings  
[maxplus's solution](#)

**594.**

585B

[Phillip and Trains](#) · [Tutorial](#)

Quality: 3,810 global accepts · Rating: 1700 · first AC: 2015-10-20 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths  
[maxplus's solution](#)

**595.**

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2015-09-27 · GNU C++11 (first AC) · Tags: brute force, greedy  
[maxplus's solution](#)

**596.**

578A

[A Problem about Polyline](#) · [Tutorial](#)

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2015-09-27 · GNU C++11 (first AC) · Tags: geometry, math  
[maxplus's solution](#)

**597.**

575D

[Tablecity](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 1700 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation  
[maxplus's solution](#)

**598.**

480B

[Long Jumps](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-05-09 · GNU C++11 (first AC) · Tags: binary search, greedy, hashing, implementation, sortings  
[maxplus's solution](#)

**599.**

532C

[Board Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —  
[maxplus's solution](#)

**600.**

524B

[BD>D\\$> CÔU CÔUCĂOD\\$trial 2 \(round version\)](#)

Quality: 1,546 global accepts · Rating: 1700 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: dp, greedy  
[maxplus's solution](#)

**601.**

201A

[Clear Symmetry](#) · [Tutorial](#)

Quality: 3,246 global accepts · Rating: 1700 · first AC: 2015-01-27 · GNU C++0x (first AC) · Tags: constructive algorithms, dp, math  
[maxplus's solution](#)

**602.**

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,876 global accepts · Rating: 1700 · first AC: 2014-12-24 · GNU C++0x (first AC) · Tags: geometry  
[maxplus's solution](#)

**603.**

484A

[Bits](#) · [Tutorial](#)

Quality: 13,397 global accepts · Rating: 1700 · first AC: 2014-12-05 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms  
[maxplus's solution](#)

**604.**

449A

[Jzzhu and Chocolate](#) · [Tutorial](#)

Quality: 4,126 global accepts · Rating: 1700 · first AC: 2014-07-22 · GNU C++ (first AC) · Tags: greedy, math  
[maxplus's solution](#)

**605.**

411C

[Kicker](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 1700 · first AC: 2014-04-15 · GNU C++ (first AC) · Tags: \*special, implementation

[maxplus's solution](#)

**606.**

409D

[Big Data](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 1700 · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: \*special

[maxplus's solution](#)

**607.**

409C

[Magnum Opus](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: \*special

[maxplus's solution](#)

**608.**

409A

[The Great Game](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 1700 · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: \*special

[maxplus's solution](#)

**609.**

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2026-04-20 · last AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[maxplus's solution](#)

**610.**

1442A

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

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy

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**611.**

1446B

[Catching Cheaters](#) · [Tutorial](#)

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**612.**

1450D

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Quality: 5,806 global accepts · Rating: 1800 · first AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

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**613.**

1477A

[Nezzar and Board](#) · [Tutorial](#)

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[maxplus's solution](#)

**614.**

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

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**615.**

1466E

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Quality: 8,363 global accepts · Rating: 1800 · first AC: 2026-03-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math

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**616.**

1491D

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**617.**

2164D

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[maxplus's solution](#)

**618.**

1987D

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Quality: 8,700 global accepts · Rating: 1800 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

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**619.**

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

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**620.**

2145D

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**621.**

2155D

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Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

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**622.**

1930D1

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Quality: 4,854 global accepts · Rating: 1800 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, strings

[maxplus's solution](#)

**623.**

2127D

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Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[maxplus's solution](#)

**624.**

2101B

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Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[maxplus's solution](#)

**625.**

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,672 global accepts · Rating: 1800 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, implementation, math

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**626.**

1935C

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Quality: 9,771 global accepts · Rating: 1800 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

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**627.**

1870D

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**628.**

1852A

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[maxplus's solution](#)

**629.**

1852B

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**630.**

1824B1

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**631.**

1801B

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**632.**

1781D

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**633.**

1254B1

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**634.**

1769D1

[A,3D0C! CT2D6BCaC I](#)

Quality: 421 global accepts · Rating: 1800 · first AC: 2022-12-17 · last AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: \*special, brute force, dp

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**635.**

1750D

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Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

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**636.**

1740E

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

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**637.**

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

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**638.**

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

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**639.**

24C

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**640.**

1713D

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Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-08-07 · last AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

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**641.**

1705D

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**642.**

1267J

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**643.**

1267L

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**644.**

1648B

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Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-06 · last AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

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**645.**

1637D

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**646.**

1508B

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**647.**

1630B

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Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

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**648.**

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

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**649.**

1534D

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**650.**

1583D

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

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**651.**

1548B

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**652.**

130J

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Quality: 357 global accepts · Rating: 1800 · first AC: 2021-09-26 · Befunge (first AC) · Tags: \*special

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**653.**

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,561 global accepts · Rating: 1800 · first AC: 2021-09-24 · last AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

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**654.**

1554C

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**655.**

1572A

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**656.**

1552D

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[maxplus's solution](#)

**657.**

1552C

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Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

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**658.**

1556D

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Quality: 8,594 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[maxplus's solution](#)

**659.**

1556C

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Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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**660.**

1300D

[Aerodynamic](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-02-12 · GNU C++11 (first AC) · Tags: geometry

[maxplus's solution](#)

**661.**

917A

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Quality: 3,676 global accepts · Rating: 1800 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

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**662.**

914C

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Quality: 4,209 global accepts · Rating: 1800 · first AC: 2018-01-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp

[maxplus's solution](#)

**663.**

913D

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Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-15 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

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**664.**

772A

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Quality: 4,989 global accepts · Rating: 1800 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: binary search, math

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**665.**

772B

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**666.**

768C

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**667.**

638C

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**668.**

645D

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Quality: 3,340 global accepts · Rating: 1800 · first AC: 2016-03-18 · last AC: 2016-03-19 · GNU C++11 (first AC) · Tags: binary search, dp, graphs

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**669.**

630M

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Quality: 1,399 global accepts · Rating: 1800 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: geometry, math

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**670.**

626D

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Quality: 3,161 global accepts · Rating: 1800 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, probabilities

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**671.**

623A

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**672.**

585A

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Quality: 4,476 global accepts · Rating: 1800 · first AC: 2015-10-20 · GNU C++11 (first AC) · Tags: brute force, implementation

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**673.**

575H

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Quality: 1,877 global accepts · Rating: 1800 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[maxplus's solution](#)

**674.**

532E

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Rating: 1800 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

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**675.**

527D

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Quality: 5,084 global accepts · Rating: 1800 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: data structures, dp, greedy, implementation, sortings

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**676.**

513G1

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Quality: 1,847 global accepts · Rating: 1800 · first AC: 2015-02-09 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle

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**677.**

513B2

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Quality: 2,930 global accepts · Rating: 1800 · first AC: 2015-02-09 · GNU C++0x (first AC) · Tags: bitmasks, divide and conquer, math

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**678.**

487A

[Fight the Monster](#) · [Tutorial](#)

Quality: 3,952 global accepts · Rating: 1800 · first AC: 2014-12-04 · GNU C++ (first AC) · Tags: binary search, brute force, implementation

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**679.**

420B

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Quality: 1,172 global accepts · Rating: 1800 · first AC: 2014-04-26 · GNU C++ (first AC) · Tags: implementation

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**680.**

1404B

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**681.**

1434A

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Rating: 1900 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

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**682.**

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2026-04-21 · last AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, sortings

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**683.**

1439A2

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Quality: 5,399 global accepts · Rating: 1900 · first AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[maxplus's solution](#)

**684.**

1477B

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

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2026-04-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

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**685.**

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2026-04-03 · last AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

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**686.**

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

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**687.**

1470B

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Quality: 6,776 global accepts · Rating: 1900 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

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**688.**

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, sortings

[maxplus's solution](#)

**689.**

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[maxplus's solution](#)

**690.**

1483B

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Rating: 1900 · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, implementation

[maxplus's solution](#)

**691.**

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, graphs, shortest paths

[maxplus's solution](#)

**692.**

1887A2

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Rating: 1900 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[maxplus's solution](#)

**693.**

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

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**694.**

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

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**695.**

1991D

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

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[maxplus's solution](#)

**696.**

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
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**697.**

1842D

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

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy  
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**698.**

1817B

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Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs  
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**699.**

1819B

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Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers  
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1799D1

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Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: dp  
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**701.**

1801C

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Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings  
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**702.**

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-03-08 · last AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation  
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**703.**

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation  
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**704.**

1738D

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Quality: 3,746 global accepts · Rating: 1900 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees  
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**705.**

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-12-22 · last AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[maxplus's solution](#)

**706.**

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[maxplus's solution](#)

**707.**

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[maxplus's solution](#)

**708.**

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-08 · last AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[maxplus's solution](#)

**709.**

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-11-02 · last AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[maxplus's solution](#)

**710.**

1718A2

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

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[maxplus's solution](#)

**711.**

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-08-03 · last AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[maxplus's solution](#)

**712.**

1714F

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

Quality: 3,662 global accepts · Rating: 1900 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees

[maxplus's solution](#)

**713.**

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1900 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, trees

[maxplus's solution](#)

**714.**

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[maxplus's solution](#)

**715.**

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-11-11 · last AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[maxplus's solution](#)

**716.**

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[maxplus's solution](#)

**717.**

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · last AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[maxplus's solution](#)

**718.**

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[maxplus's solution](#)

**719.**

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2022-04-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[maxplus's solution](#)

**720.**

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · last AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[maxplus's solution](#)

**721.**

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-03-08 · last AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[maxplus's solution](#)

**722.**

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation

[maxplus's solution](#)

**723.**

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2022-02-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[maxplus's solution](#)

**724.**

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[maxplus's solution](#)

**725.**

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[maxplus's solution](#)

**726.**

1569D

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

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-08 · last AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[maxplus's solution](#)

**727.**

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-09-01 · last AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[maxplus's solution](#)

**728.**

914D

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

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2018-01-24 · last AC: 2018-01-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[maxplus's solution](#)

**729.**

757C

[Felicity is Coming!](#) · [Tutorial](#)

Quality: 2,465 global accepts · Rating: 1900 · first AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, sortings, strings

[maxplus's solution](#)

**730.**

661F

[Primes in Interval](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 1900 · first AC: 2016-04-11 · J (first AC) · Tags: \*special

[maxplus's solution](#)

**731.**

661B

[Seasons](#) · [Tutorial](#)

Quality: 237 global accepts · Rating: 1900 · first AC: 2016-04-10 · J (first AC) · Tags: \*special

[maxplus's solution](#)

**732.**

656F

[Ace It!](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 1900 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: \*special

[maxplus's solution](#)

**733.**

648D

[B->CODE: C, 8 CÄ8D :C€](#)

Quality: 352 global accepts · Rating: 1900 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[maxplus's solution](#)

**734.**

630E

[A rectangle](#) · [Tutorial](#)

Quality: 2,633 global accepts · Rating: 1900 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: math

[maxplus's solution](#)

**735.**

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2016-01-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, matrices

[maxplus's solution](#)

**736.**

553B

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

Quality: 2,265 global accepts · Rating: 1900 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math

[maxplus's solution](#)

**737.**

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,898 global accepts · Rating: 1900 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, dsu

[maxplus's solution](#)

**738.**

500D

[New Year Santa Network](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 1900 · first AC: 2015-04-13 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[maxplus's solution](#)

**739.**

524C

[The Art of Dealing with ATM](#) · [Tutorial](#)

Quality: 2,193 global accepts · Rating: 1900 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: binary search, sortings

[maxplus's solution](#)

**740.**

497B

[Tennis Game](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-02-19 · GNU C++0x (first AC) · Tags: binary search, brute force, implementation

[maxplus's solution](#)

**741.**

512B

[Fox And Jumping](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-02-12 · GNU C++0x (first AC) · Tags: data structures, dp, math, number theory, shortest paths

[maxplus's solution](#)

**742.**

412E

[E-mail Addresses](#) · [Tutorial](#)

Quality: 938 global accepts · Rating: 1900 · first AC: 2014-04-19 · GNU C++ (first AC) · Tags: implementation

[maxplus's solution](#)

**743.**

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[maxplus's solution](#)

**744.**

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[maxplus's solution](#)

**745.**

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[maxplus's solution](#)

**746.**

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2026-04-27 · last AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[maxplus's solution](#)

**747.**

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[maxplus's solution](#)

**748.**

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[maxplus's solution](#)

**749.**

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: dp

[maxplus's solution](#)

**750.**

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,521 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[maxplus's solution](#)

**751.**

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2025-11-14 · last AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[maxplus's solution](#)

**752.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[maxplus's solution](#)

**753.**

1984D

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

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[maxplus's solution](#)

**754.**

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2025-10-28 · last AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[maxplus's solution](#)

**755.**

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[maxplus's solution](#)

**756.**

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[maxplus's solution](#)

**757.**

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[maxplus's solution](#)

**758.**

2096D

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

Quality: 5,602 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[maxplus's solution](#)

**759.**

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[maxplus's solution](#)

**760.**

1830B

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

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[maxplus's solution](#)

**761.**

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[maxplus's solution](#)

**762.**

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[maxplus's solution](#)

**763.**

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · last AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[maxplus's solution](#)

**764.**

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[maxplus's solution](#)

**765.**

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[maxplus's solution](#)

**766.**

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[maxplus's solution](#)

**767.**

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,523 global accepts · Rating: 2000 · first AC: 2022-12-21 · last AC: 2022-12-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[maxplus's solution](#)

**768.**

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[maxplus's solution](#)

**769.**

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[maxplus's solution](#)

**770.**

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[maxplus's solution](#)

**771.**

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-16 · last AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[maxplus's solution](#)

**772.**

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,103 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[maxplus's solution](#)

**773.**

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2022-08-06 · last AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[maxplus's solution](#)

**774.**

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-05 · last AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[maxplus's solution](#)

**775.**

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2022-08-02 · last AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures,

dfs and similar, trees

[maxplus's solution](#)

**776.**

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[maxplus's solution](#)

**777.**

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, strings

[maxplus's solution](#)

**778.**

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[maxplus's solution](#)

**779.**

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[maxplus's solution](#)

**780.**

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[maxplus's solution](#)

**781.**

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[maxplus's solution](#)

**782.**

1588B

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

Rating: 2000 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[maxplus's solution](#)

**783.**

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · last AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[maxplus's solution](#)

**784.**

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[maxplus's solution](#)

**785.**

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[maxplus's solution](#)

**786.**

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[maxplus's solution](#)

**787.**

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,921 global accepts · Rating: 2000 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math  
[maxplus's solution](#)

**788.**

889B

[Restoration of string](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-01-27 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, strings  
[maxplus's solution](#)

**789.**

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2018-01-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[maxplus's solution](#)

**790.**

896B

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Quality: 2,297 global accepts · Rating: 2000 · first AC: 2018-01-16 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive  
[maxplus's solution](#)

**791.**

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games  
[maxplus's solution](#)

**792.**

661E

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

Quality: 92 global accepts · Rating: 2000 · first AC: 2016-04-10 · last AC: 2016-04-11 · J (first AC) · Tags: \*special  
[maxplus's solution](#)

**793.**

661C

[Array Sum](#) · [Tutorial](#)

Quality: 139 global accepts · Rating: 2000 · first AC: 2016-04-10 · J (first AC) · Tags: \*special  
[maxplus's solution](#)

**794.**

656E

[Out of Controls](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2000 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: \*special  
[maxplus's solution](#)

**795.**

656C

[Without Text](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2000 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: \*special  
[maxplus's solution](#)

**796.**

6300

[Arrow](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 2000 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: geometry

[maxplus's solution](#)

**797.**

578C

[Weakness and Poorness](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2015-09-27 · GNU C++11 (first AC) · Tags: ternary search

[maxplus's solution](#)

**798.**

542C

[Idempotent functions](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2000 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math

[maxplus's solution](#)

**799.**

532B

[Work Group](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

[maxplus's solution](#)

**800.**

526C

[Om Nom and Candies](#) · [Tutorial](#)

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[maxplus's solution](#)

**801.**

504B

[Misha and Permutations Summation](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-02-17 · last AC: 2015-02-17 · GNU C++0x (first AC) · Tags: binary search, data structures, math

[maxplus's solution](#)

**802.**

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2015-02-05 · GNU C++0x (first AC) · Tags: dp, strings

[maxplus's solution](#)

**803.**

509C

[Sums of Digits](#) · [Tutorial](#)

Quality: 2,392 global accepts · Rating: 2000 · first AC: 2015-01-31 · GNU C++0x (first AC) · Tags: dp, greedy, implementation

[maxplus's solution](#)

**804.**

461B

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

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2014-09-24 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[maxplus's solution](#)

**805.**

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2014-09-24 · GNU C++ (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[maxplus's solution](#)

**806.**

412D

[Giving Awards](#) · [Tutorial](#)

Quality: 2,437 global accepts · Rating: 2000 · first AC: 2014-04-20 · GNU C++ (first AC) · Tags: dfs and similar

[maxplus's solution](#)

**807.**

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search

[maxplus's solution](#)

**808.**

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[maxplus's solution](#)

**809.**

1450C1

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

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[maxplus's solution](#)

**810.**

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[maxplus's solution](#)

**811.**

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2026-03-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[maxplus's solution](#)

**812.**

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[maxplus's solution](#)

**813.**

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[maxplus's solution](#)

**814.**

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[maxplus's solution](#)

**815.**

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[maxplus's solution](#)

**816.**

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[maxplus's solution](#)

**817.**

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-06 · last AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[maxplus's solution](#)

**818.**

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[maxplus's solution](#)

**819.**

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[maxplus's solution](#)

**820.**

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[maxplus's solution](#)

**821.**

2150C

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

Quality: 2,655 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[maxplus's solution](#)

**822.**

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[maxplus's solution](#)

**823.**

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[maxplus's solution](#)

**824.**

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-07 · last AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[maxplus's solution](#)

**825.**

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[maxplus's solution](#)

**826.**

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[maxplus's solution](#)

**827.**

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[maxplus's solution](#)

**828.**

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[maxplus's solution](#)

**829.**

1868B2

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

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[maxplus's solution](#)

**830.**

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[maxplus's solution](#)

**831.**

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[maxplus's solution](#)

**832.**

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy

[maxplus's solution](#)

**833.**

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,336 global accepts · Rating: 2100 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[maxplus's solution](#)

**834.**

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[maxplus's solution](#)

**835.**

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[maxplus's solution](#)

**836.**

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[maxplus's solution](#)

**837.**

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[maxplus's solution](#)

**838.**

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[maxplus's solution](#)

**839.**

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[maxplus's solution](#)

**840.**

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[maxplus's solution](#)

**841.**

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[maxplus's solution](#)

**842.**

1070E

[Getting Deals Done](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2100 · first AC: 2022-08-06 · last AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[maxplus's solution](#)

**843.**

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[maxplus's solution](#)

**844.**

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[maxplus's solution](#)

**845.**

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-19 · last AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[maxplus's solution](#)

**846.**

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2022-04-08 · last AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, math,

number theory

[maxplus's solution](#)

**847.**

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**848.**

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2022-04-06 · last AC: 2022-04-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[maxplus's solution](#)

**849.**

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[maxplus's solution](#)

**850.**

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · last AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation

[maxplus's solution](#)

**851.**

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[maxplus's solution](#)

**852.**

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[maxplus's solution](#)

**853.**

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2021-11-13 · last AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[maxplus's solution](#)

**854.**

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[maxplus's solution](#)

**855.**

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[maxplus's solution](#)

**856.**

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, trees, two

pointers

[maxplus's solution](#)

**857.**

875C

[National Property](#) · [Tutorial](#)

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

[maxplus's solution](#)

**858.**

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[maxplus's solution](#)

**859.**

771C

[Bear and Tree Jumps](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[maxplus's solution](#)

**860.**

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

[maxplus's solution](#)

**861.**

763B

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

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry

[maxplus's solution](#)

**862.**

661D

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

Quality: 138 global accepts · Rating: 2100 · first AC: 2016-04-10 · J (first AC) · Tags: \*special

[maxplus's solution](#)

**863.**

649E

[A 2D SaC CD](#)

Quality: 156 global accepts · Rating: 2100 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, sortings

[maxplus's solution](#)

**864.**

630P

[Area of a Star](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2100 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: geometry, math

[maxplus's solution](#)

**865.**

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2015-11-23 · last AC: 2015-11-23 · GNU C++11 (first AC) · Tags: brute force, dp, number theory

[maxplus's solution](#)

**866.**

575F

[Bulbo](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2100 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: dp, greedy

[maxplus's solution](#)

**867.**

542F

[Quest](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2100 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: dp, greedy

[maxplus's solution](#)

**868.**

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2015-04-11 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[maxplus's solution](#)

**869.**

529D

[Social Network](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: data structures, greedy

[maxplus's solution](#)

**870.**

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2014-12-05 · GNU C++ (first AC) · Tags: binary search, math, sortings, two pointers

[maxplus's solution](#)

**871.**

415E

[Mashmikh and Reverse Operation](#) · [Tutorial](#)

Rating: 2100 · first AC: 2014-04-20 · last AC: 2014-04-20 · MS C# (first AC) · Tags: divide and conquer, sortings

[maxplus's solution](#)

**872.**

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2026-04-07 · last AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, sortings

[maxplus's solution](#)

**873.**

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2026-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[maxplus's solution](#)

**874.**

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[maxplus's solution](#)

**875.**

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2025-11-11 · last AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[maxplus's solution](#)

**876.**

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[maxplus's solution](#)

**877.**

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[maxplus's solution](#)

**878.**

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · last AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[maxplus's solution](#)

**879.**

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[maxplus's solution](#)

**880.**

1854B

[Earn or Unlock](#) · [Tutorial](#)

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

[maxplus's solution](#)

**881.**

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2023-05-08 · last AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[maxplus's solution](#)

**882.**

603C

[Lieses of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[maxplus's solution](#)

**883.**

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-04-13 · last AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[maxplus's solution](#)

**884.**

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[maxplus's solution](#)

**885.**

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[maxplus's solution](#)

**886.**

1769D2

[A,3D0C# CT2D6BC#C II](#)

Quality: 204 global accepts · Rating: 2200 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: \*special, brute force

[maxplus's solution](#)

**887.**

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[maxplus's solution](#)

**888.**

1537E2

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

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2022-08-14 · last AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[maxplus's solution](#)

**889.**

508E

[Arthur and Brackets](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2200 · first AC: 2022-08-06 · last AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[maxplus's solution](#)

**890.**

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[maxplus's solution](#)

**891.**

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · last AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[maxplus's solution](#)

**892.**

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2022-04-04 · C++17 (GCC 7-32) (first AC) · Tags: dp

[maxplus's solution](#)

**893.**

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2021-09-30 · last AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[maxplus's solution](#)

**894.**

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-24 · last AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[maxplus's solution](#)

**895.**

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · last AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[maxplus's solution](#)

**896.**

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[maxplus's solution](#)

**897.**

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings

[maxplus's solution](#)

**898.**

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[maxplus's solution](#)

**899.**

1583E

[Moment of Bloom](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 2200 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, trees

[maxplus's solution](#)

**900.**

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-28 · last AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[maxplus's solution](#)

**901.**

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-09-22 · last AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[maxplus's solution](#)

**902.**

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-09-15 · last AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[maxplus's solution](#)

**903.**

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-09-10 · last AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[maxplus's solution](#)

**904.**

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-05 · last AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math

[maxplus's solution](#)

**905.**

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[maxplus's solution](#)

**906.**

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp,

sortings

[maxplus's solution](#)

**907.**

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · last AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[maxplus's solution](#)

**908.**

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[maxplus's solution](#)

**909.**

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[maxplus's solution](#)

**910.**

908D

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

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2018-01-11 · last AC: 2018-01-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[maxplus's solution](#)

**911.**

901B

[GCD of Polynomials](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2017-12-27 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[maxplus's solution](#)

**912.**

906B

[Seating of Students](#) · [Tutorial](#)

Quality: 1,323 global accepts · Rating: 2200 · first AC: 2017-12-26 · last AC: 2017-12-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[maxplus's solution](#)

**913.**

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[maxplus's solution](#)

**914.**

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees

[maxplus's solution](#)

**915.**

713B

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

Quality: 1,507 global accepts · Rating: 2200 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive

[maxplus's solution](#)

**916.**

661G

[Hungarian Notation](#) · [Tutorial](#)

Quality: 77 global accepts · Rating: 2200 · first AC: 2016-04-11 · J (first AC) · Tags: \*special

[maxplus's solution](#)

**917.**

639C

[Bear and Polynomials](#) · [Tutorial](#)

Quality: 1,254 global accepts · Rating: 2200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: hashing, implementation, math

[maxplus's solution](#)

**918.**

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,407 global accepts · Rating: 2200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[maxplus's solution](#)

**919.**

634D

[Package Delivery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-03-14 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy

[maxplus's solution](#)

**920.**

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2016-01-21 · GNU C++11 (first AC) · Tags: binary search, two pointers

[maxplus's solution](#)

**921.**

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[maxplus's solution](#)

**922.**

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[maxplus's solution](#)

**923.**

413E

[Maze 2D](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2200 · first AC: 2014-04-20 · GNU C++ (first AC) · Tags: data structures, divide and conquer

[maxplus's solution](#)

**924.**

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer

[maxplus's solution](#)

**925.**

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2026-04-29 · last AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[maxplus's solution](#)

**926.**

1450C2

[Erich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2026-04-08 · last AC: 2026-04-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[maxplus's solution](#)

**927.**

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2026-04-03 · last AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[maxplus's solution](#)

**928.**

2002E

[Cosmic Rays · Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[maxplus's solution](#)

**929.**

1464C

[Poman Numbers · Tutorial](#)

Rating: 2300 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[maxplus's solution](#)

**930.**

2006C

[Eri and Expanded Sets · Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2026-03-25 · last AC: 2026-03-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[maxplus's solution](#)

**931.**

2164E

[Journey · Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-06 · last AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[maxplus's solution](#)

**932.**

1965C

[Folding Strip · Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[maxplus's solution](#)

**933.**

1942E

[Farm Game · Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[maxplus's solution](#)

**934.**

2147E

[Maximum OR Popcount · Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[maxplus's solution](#)

**935.**

2066C

[Bitwise Slides · Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[maxplus's solution](#)

**936.**

1864F

[Exotic Queries · Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[maxplus's solution](#)

**937.**

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy  
[maxplus's solution](#)

**938.**

1916E

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees  
[maxplus's solution](#)

**939.**

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities  
[maxplus's solution](#)

**940.**

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-18 · last AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths  
[maxplus's solution](#)

**941.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, trees  
[maxplus's solution](#)

**942.**

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation  
[maxplus's solution](#)

**943.**

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math  
[maxplus's solution](#)

**944.**

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees  
[maxplus's solution](#)

**945.**

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math  
[maxplus's solution](#)

**946.**

1781E

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

Quality: 1,433 global accepts · Rating: 2300 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, greedy, implementation, two pointers  
[maxplus's solution](#)

**947.**

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers  
[maxplus's solution](#)

**948.**

1046I

[Say Hello](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2300 · first AC: 2022-12-22 · last AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: geometry  
[maxplus's solution](#)

**949.**

1769D3

[A..3D10faCT2D6BCaC III](#)

Quality: 124 global accepts · Rating: 2300 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: \*special, brute force  
[maxplus's solution](#)

**950.**

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-12 · last AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees  
[maxplus's solution](#)

**951.**

1712E1

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

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers  
[maxplus's solution](#)

**952.**

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2022-08-14 · last AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures, strings  
[maxplus's solution](#)

**953.**

76F

[Tourist](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2300 · first AC: 2022-08-09 · last AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp  
[maxplus's solution](#)

**954.**

241F

[Race](#) · [Tutorial](#)

Quality: 289 global accepts · Rating: 2300 · first AC: 2022-08-08 · last AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation  
[maxplus's solution](#)

**955.**

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,453 global accepts · Rating: 2300 · first AC: 2022-08-06 · last AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[maxplus's solution](#)

**956.**

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory  
[maxplus's solution](#)

**957.**

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-27 · last AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[maxplus's solution](#)

**958.**

1693C

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

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[maxplus's solution](#)

**959.**

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2022-07-21 · last AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[maxplus's solution](#)

**960.**

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-20 · last AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math

[maxplus's solution](#)

**961.**

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · last AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[maxplus's solution](#)

**962.**

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[maxplus's solution](#)

**963.**

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[maxplus's solution](#)

**964.**

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[maxplus's solution](#)

**965.**

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[maxplus's solution](#)

**966.**

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp,

graphs, math, probabilities, trees

[maxplus's solution](#)

**967.**

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-14 · last AC: 2021-11-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[maxplus's solution](#)

**968.**

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[maxplus's solution](#)

**969.**

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[maxplus's solution](#)

**970.**

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-26 · last AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[maxplus's solution](#)

**971.**

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[maxplus's solution](#)

**972.**

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-09-28 · last AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[maxplus's solution](#)

**973.**

130I

[Array sorting](#) · [Tutorial](#)

Quality: 191 global accepts · Rating: 2300 · first AC: 2021-09-26 · last AC: 2021-09-26 · Befunge (first AC) · Tags: \*special, sortings

[maxplus's solution](#)

**974.**

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, geometry, math, number theory

[maxplus's solution](#)

**975.**

1552E

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

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[maxplus's solution](#)

**976.**

878B

[Teams Formation](#) · [Tutorial](#)

Quality: 1,119 global accepts · Rating: 2300 · first AC: 2018-01-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation  
[maxplus's solution](#)

**977.**

901C

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

Quality: 1,298 global accepts · Rating: 2300 · first AC: 2017-12-27 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers

[maxplus's solution](#)

**978.**

830C

[Bamboo Partition](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2300 · first AC: 2017-07-13 · last AC: 2017-07-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory, sortings, two pointers

[maxplus's solution](#)

**979.**

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2017-03-29 · last AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[maxplus's solution](#)

**980.**

713C

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

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: dp, sortings

[maxplus's solution](#)

**981.**

100944E

[B > C > D > 8 D & C](#)

Rating: 2300 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: —

[maxplus's solution](#)

**982.**

573C

[Bear and Drawing](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 2300 · first AC: 2015-09-30 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, trees

[maxplus's solution](#)

**983.**

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[maxplus's solution](#)

**984.**

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2026-04-20 · last AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[maxplus's solution](#)

**985.**

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[maxplus's solution](#)

**986.**

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2026-04-02 · last AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive

algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[maxplus's solution](#)

**987.**

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[maxplus's solution](#)

**988.**

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-11-13 · last AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, shortest paths

[maxplus's solution](#)

**989.**

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[maxplus's solution](#)

**990.**

2161E

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

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[maxplus's solution](#)

**991.**

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[maxplus's solution](#)

**992.**

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[maxplus's solution](#)

**993.**

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2025-09-15 · last AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[maxplus's solution](#)

**994.**

2096E

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

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[maxplus's solution](#)

**995.**

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · last AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[maxplus's solution](#)

**996.**

1830C

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

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[maxplus's solution](#)

**997.**

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[maxplus's solution](#)

**998.**

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[maxplus's solution](#)

**999.**

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[maxplus's solution](#)

**1000.**

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices

[maxplus's solution](#)

**1001.**

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2023-12-15 · last AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[maxplus's solution](#)

**1002.**

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2400 · first AC: 2023-12-14 · last AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[maxplus's solution](#)

**1003.**

1874B

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

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

[maxplus's solution](#)

**1004.**

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · last AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[maxplus's solution](#)

**1005.**

331C2

[The Great Julya Calendar](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2400 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: dp

[maxplus's solution](#)

**1006.**

331D1

[Escaping on Beaveractor](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 2400 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation

[maxplus's solution](#)

**1007.**

513D1

[Constrained Tree](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2400 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar  
[maxplus's solution](#)

**1008.**

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2023-08-18 · last AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers  
[maxplus's solution](#)

**1009.**

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2023-08-10 · last AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation  
[maxplus's solution](#)

**1010.**

1045B

[Space Isaac](#) · [Tutorial](#)

Quality: 596 global accepts · Rating: 2400 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: hashing, number theory  
[maxplus's solution](#)

**1011.**

1186F

[Vus the Cossack and a Graph](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2400 · first AC: 2023-08-05 · GNU C11 (first AC) · Tags: dfs and similar, graphs, greedy, implementation  
[maxplus's solution](#)

**1012.**

12D

[Ball](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 2400 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings  
[maxplus's solution](#)

**1013.**

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-23 · last AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math  
[maxplus's solution](#)

**1014.**

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs  
[maxplus's solution](#)

**1015.**

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math  
[maxplus's solution](#)

**1016.**

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees  
[maxplus's solution](#)

**1017.**

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-12 · last AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[maxplus's solution](#)**1018.**

1738F

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

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[maxplus's solution](#)**1019.**

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[maxplus's solution](#)**1020.**

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[maxplus's solution](#)**1021.**

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · last AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[maxplus's solution](#)**1022.**

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2022-12-26 · last AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[maxplus's solution](#)**1023.**

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[maxplus's solution](#)**1024.**

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[maxplus's solution](#)**1025.**

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[maxplus's solution](#)**1026.**

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide

and conquer, dp, greedy, strings

[maxplus's solution](#)

**1027.**

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[maxplus's solution](#)

**1028.**

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-21 · last AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[maxplus's solution](#)

**1029.**

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · last AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

[maxplus's solution](#)

**1030.**

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[maxplus's solution](#)

**1031.**

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[maxplus's solution](#)

**1032.**

1706D2

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

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-22 · last AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[maxplus's solution](#)

**1033.**

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2400 · first AC: 2022-07-16 · last AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[maxplus's solution](#)

**1034.**

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-19 · last AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[maxplus's solution](#)

**1035.**

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2022-04-06 · last AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**1036.**

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2022-04-04 · last AC: 2022-04-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[maxplus's solution](#)

**1037.**

1089M

[Minegraphed](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2400 · first AC: 2022-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs  
[maxplus's solution](#)

**1038.**

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2400 · first AC: 2022-03-09 · last AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees  
[maxplus's solution](#)

**1039.**

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-01-27 · last AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory  
[maxplus's solution](#)

**1040.**

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · last AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math  
[maxplus's solution](#)

**1041.**

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-24 · last AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees  
[maxplus's solution](#)

**1042.**

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory  
[maxplus's solution](#)

**1043.**

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-29 · last AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, matrices  
[maxplus's solution](#)

**1044.**

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-11-13 · last AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers  
[maxplus's solution](#)

**1045.**

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, two pointers  
[maxplus's solution](#)

**1046.**

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, greedy  
[maxplus's solution](#)

**1047.**

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-08-25 · last AC: 2021-08-27 · MS C++ 2017 (first AC) · Tags: bitmasks, brute force, dp, probabilities  
[maxplus's solution](#)

**1048.**

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2018-01-15 · last AC: 2018-01-15 · Python 3 (first AC) · Tags: bitmasks, dp, shortest paths  
[maxplus's solution](#)

**1049.**

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2017-03-23 · last AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer  
[maxplus's solution](#)

**1050.**

661H

[Rotate Matrix](#) · [Tutorial](#)

Quality: 94 global accepts · Rating: 2400 · first AC: 2016-04-11 · J (first AC) · Tags: \*special  
[maxplus's solution](#)

**1051.**

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2016-02-14 · last AC: 2016-02-14 · GNU C++11 (first AC) · Tags: binary search, math, ternary search  
[maxplus's solution](#)

**1052.**

585C

[Alice, Bob, Oranges and Apples](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2015-10-20 · GNU C++11 (first AC) · Tags: number theory  
[maxplus's solution](#)

**1053.**

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2015-04-11 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths  
[maxplus's solution](#)

**1054.**

418C

[Square Table](#) · [Tutorial](#)

Rating: 2400 · first AC: 2014-04-21 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math  
[maxplus's solution](#)

**1055.**

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory  
[maxplus's solution](#)

**1056.**

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2026-04-21 · last AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[maxplus's solution](#)

**1057.**

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2026-03-10 · last AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms

[maxplus's solution](#)

**1058.**

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[maxplus's solution](#)

**1059.**

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-16 · last AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy

[maxplus's solution](#)

**1060.**

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2025-11-14 · last AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[maxplus's solution](#)

**1061.**

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2025-11-12 · last AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[maxplus's solution](#)

**1062.**

1987F1

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

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: dp

[maxplus's solution](#)

**1063.**

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[maxplus's solution](#)

**1064.**

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2025-10-28 · last AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[maxplus's solution](#)

**1065.**

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-06 · last AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory

[maxplus's solution](#)

**1066.**

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2500 · first AC: 2025-10-03 · last AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[maxplus's solution](#)

**1067.**

1876D

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

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[maxplus's solution](#)

**1068.**

2101D

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

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[maxplus's solution](#)

**1069.**

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[maxplus's solution](#)

**1070.**

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-08-20 · last AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[maxplus's solution](#)

**1071.**

331C3

[The Great Julya Calendar](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2500 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: dp

[maxplus's solution](#)

**1072.**

1100D

[Dasha and Chess](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2500 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, interactive

[maxplus's solution](#)

**1073.**

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[maxplus's solution](#)

**1074.**

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[maxplus's solution](#)

**1075.**

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-25 · last AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar,

greedy, shortest paths, sortings, trees

[maxplus's solution](#)

**1076.**

1824C

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

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-09 · last AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[maxplus's solution](#)

**1077.**

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[maxplus's solution](#)

**1078.**

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: games, geometry, greedy, interactive

[maxplus's solution](#)

**1079.**

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, interactive, sortings

[maxplus's solution](#)

**1080.**

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[maxplus's solution](#)

**1081.**

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-11 · last AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[maxplus's solution](#)

**1082.**

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2022-12-25 · last AC: 2022-12-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[maxplus's solution](#)

**1083.**

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2022-12-23 · last AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, strings

[maxplus's solution](#)

**1084.**

383B

[Volcanoes](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2500 · first AC: 2022-12-20 · last AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, sortings, two pointers

[maxplus's solution](#)

**1085.**

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2022-12-09 · last AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, implementation, interactive

[maxplus's solution](#)

### 1086.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[maxplus's solution](#)

### 1087.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[maxplus's solution](#)

### 1088.

1712E2

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

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-16 · last AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[maxplus's solution](#)

### 1089.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2022-08-10 · last AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees

[maxplus's solution](#)

### 1090.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2022-08-06 · last AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[maxplus's solution](#)

### 1091.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-05 · last AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[maxplus's solution](#)

### 1092.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-08-05 · last AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[maxplus's solution](#)

### 1093.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-08-04 · last AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[maxplus's solution](#)

### 1094.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[maxplus's solution](#)

**1095.**

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-07-23 · last AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[maxplus's solution](#)

**1096.**

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[maxplus's solution](#)

**1097.**

1089C

[Cactus Search](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 2500 · first AC: 2022-04-04 · last AC: 2022-04-04 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[maxplus's solution](#)

**1098.**

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · last AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[maxplus's solution](#)

**1099.**

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2022-02-12 · last AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[maxplus's solution](#)

**1100.**

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[maxplus's solution](#)

**1101.**

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy

[maxplus's solution](#)

**1102.**

1583F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2021-10-29 · last AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer

[maxplus's solution](#)

**1103.**

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-30 · last AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[maxplus's solution](#)

**1104.**

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-20 · last AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[maxplus's solution](#)

**1105.**

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2021-09-18 · last AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[maxplus's solution](#)

**1106.**

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-09-17 · last AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[maxplus's solution](#)

**1107.**

1559D2

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

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2021-09-14 · last AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[maxplus's solution](#)

**1108.**

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-09-04 · last AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, string suffix structures, strings

[maxplus's solution](#)

**1109.**

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy

[maxplus's solution](#)

**1110.**

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2018-01-17 · last AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, number theory

[maxplus's solution](#)

**1111.**

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2026-04-28 · last AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[maxplus's solution](#)

**1112.**

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2026-04-17 · last AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs

[maxplus's solution](#)

**1113.**

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2026-04-17 · last AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[maxplus's solution](#)

**1114.**

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy  
[maxplus's solution](#)

**1115.**

2002F1

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

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[maxplus's solution](#)

**1116.**

1987F2

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

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2026-03-27 · last AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: dp

[maxplus's solution](#)

**1117.**

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2026-03-25 · last AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[maxplus's solution](#)

**1118.**

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2026-03-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[maxplus's solution](#)

**1119.**

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2025-11-14 · last AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[maxplus's solution](#)

**1120.**

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[maxplus's solution](#)

**1121.**

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[maxplus's solution](#)

**1122.**

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[maxplus's solution](#)

**1123.**

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[maxplus's solution](#)

**1124.**

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[maxplus's solution](#)

**1125.**

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[maxplus's solution](#)

**1126.**

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[maxplus's solution](#)

**1127.**

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[maxplus's solution](#)

**1128.**

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-28 · last AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[maxplus's solution](#)

**1129.**

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[maxplus's solution](#)

**1130.**

331D2

[Escaping on Beaveractor](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 2600 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[maxplus's solution](#)

**1131.**

513D2

[Constrained Tree](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2600 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[maxplus's solution](#)

**1132.**

1614E

[Divan and a Cottage](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 2600 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[maxplus's solution](#)

**1133.**

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[maxplus's solution](#)

**1134.**

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math  
[maxplus's solution](#)

**1135.**

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-04-03 · last AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math  
[maxplus's solution](#)

**1136.**

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers  
[maxplus's solution](#)

**1137.**

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive  
[maxplus's solution](#)

**1138.**

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2022-12-08 · last AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy  
[maxplus's solution](#)

**1139.**

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-10-29 · last AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math  
[maxplus's solution](#)

**1140.**

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2022-08-11 · last AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, trees  
[maxplus's solution](#)

**1141.**

566B

[Replicating Processes](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2600 · first AC: 2022-08-09 · last AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[maxplus's solution](#)

**1142.**

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games  
[maxplus's solution](#)

**1143.**

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-25 · last AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees  
[maxplus's solution](#)

**1144.**

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[maxplus's solution](#)

**1145.**

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2022-04-08 · last AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[maxplus's solution](#)

**1146.**

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-04-06 · last AC: 2022-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[maxplus's solution](#)

**1147.**

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-24 · last AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[maxplus's solution](#)

**1148.**

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2021-11-05 · last AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[maxplus's solution](#)

**1149.**

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-14 · last AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, strings

[maxplus's solution](#)

**1150.**

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-11-04 · last AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[maxplus's solution](#)

**1151.**

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[maxplus's solution](#)

**1152.**

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-09-24 · last AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, number theory

[maxplus's solution](#)

**1153.**

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-13 · last AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[maxplus's solution](#)

### 1154.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-09-11 · last AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[maxplus's solution](#)

### 1155.

1569E

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

Quality: 875 global accepts · Rating: 2600 · first AC: 2021-09-09 · last AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle

[maxplus's solution](#)

### 1156.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2021-09-01 · last AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures

[maxplus's solution](#)

### 1157.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[maxplus's solution](#)

### 1158.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 2600 · first AC: 2018-01-16 · GNU C++11 (first AC) · Tags: data structures, probabilities

[maxplus's solution](#)

### 1159.

763C

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

Quality: 781 global accepts · Rating: 2600 · first AC: 2017-02-06 · last AC: 2017-02-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[maxplus's solution](#)

### 1160.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2016-03-09 · last AC: 2016-03-09 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing

[maxplus's solution](#)

### 1161.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[maxplus's solution](#)

### 1162.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2026-04-08 · last AC: 2026-04-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[maxplus's solution](#)

### 1163.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices

[maxplus's solution](#)

**1164.**

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2026-03-30 · last AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities

[maxplus's solution](#)

**1165.**

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2025-10-27 · last AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[maxplus's solution](#)

**1166.**

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2025-09-30 · last AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[maxplus's solution](#)

**1167.**

2150D

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

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[maxplus's solution](#)

**1168.**

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2025-09-15 · last AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[maxplus's solution](#)

**1169.**

2052M

[Managing Cluster](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2024-12-16 · last AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, trees

[maxplus's solution](#)

**1170.**

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[maxplus's solution](#)

**1171.**

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[maxplus's solution](#)

**1172.**

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[maxplus's solution](#)

**1173.**

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[maxplus's solution](#)

### 1174.

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, graphs

[maxplus's solution](#)

### 1175.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2023-08-04 · last AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[maxplus's solution](#)

### 1176.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[maxplus's solution](#)

### 1177.

1804F

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

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[maxplus's solution](#)

### 1178.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-23 · last AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[maxplus's solution](#)

### 1179.

243D

[Cubes](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2700 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, two pointers

[maxplus's solution](#)

### 1180.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2022-12-20 · last AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[maxplus's solution](#)

### 1181.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 866 global accepts · Rating: 2700 · first AC: 2022-12-17 · last AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[maxplus's solution](#)

### 1182.

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2022-08-22 · last AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[maxplus's solution](#)

**1183.**

76C

[Mutation](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2700 · first AC: 2022-08-08 · last AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[maxplus's solution](#)

**1184.**

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2022-04-08 · last AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, interactive, math, probabilities

[maxplus's solution](#)

**1185.**

1510E

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

Quality: 271 global accepts · Rating: 2700 · first AC: 2022-04-08 · last AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**1186.**

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[maxplus's solution](#)

**1187.**

1621F

[Strange Instructions](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[maxplus's solution](#)

**1188.**

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[maxplus's solution](#)

**1189.**

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, probabilities

[maxplus's solution](#)

**1190.**

1553G

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

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-09-28 · last AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[maxplus's solution](#)

**1191.**

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2021-09-21 · last AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[maxplus's solution](#)

**1192.**

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2021-09-19 · last AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[maxplus's solution](#)

**1193.**

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-09-11 · last AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory

[maxplus's solution](#)

**1194.**

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2021-09-07 · last AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[maxplus's solution](#)

**1195.**

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[maxplus's solution](#)

**1196.**

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs

[maxplus's solution](#)

**1197.**

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2026-04-23 · last AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[maxplus's solution](#)

**1198.**

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,916 global accepts · Rating: 2800 · first AC: 2026-04-20 · last AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[maxplus's solution](#)

**1199.**

1477D

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

Quality: 787 global accepts · Rating: 2800 · first AC: 2026-04-06 · last AC: 2026-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[maxplus's solution](#)

**1200.**

2002F2

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

Quality: 576 global accepts · Rating: 2800 · first AC: 2026-04-04 · last AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[maxplus's solution](#)

**1201.**

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[maxplus's solution](#)

**1202.**

2155F

[Juan's Colorful Tree](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-10-05 · last AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, meet-in-the-middle, trees

[maxplus's solution](#)

**1203.**

2150E2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[maxplus's solution](#)

**1204.**

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2025-09-20 · last AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy

[maxplus's solution](#)

**1205.**

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, math

[maxplus's solution](#)

**1206.**

2127F

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

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[maxplus's solution](#)

**1207.**

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2025-01-16 · last AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, trees

[maxplus's solution](#)

**1208.**

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[maxplus's solution](#)

**1209.**

2052K

[Knowns and Unknowns](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 2800 · first AC: 2024-12-16 · last AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxplus's solution](#)

**1210.**

2052G

[Geometric Balance](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2024-12-15 · last AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, implementation

[maxplus's solution](#)

**1211.**

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[maxplus's solution](#)

**1212.**

1935F

[Andrey's Tree](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dfs and similar, dsu, greedy, implementation, trees

[maxplus's solution](#)

**1213.**

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[maxplus's solution](#)

**1214.**

1327G

[Letters and Question Marks](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 2800 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, string suffix structures

[maxplus's solution](#)

**1215.**

1473G

[Tiles](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2800 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[maxplus's solution](#)

**1216.**

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-07-24 · last AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[maxplus's solution](#)

**1217.**

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-07-11 · last AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[maxplus's solution](#)

**1218.**

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[maxplus's solution](#)

**1219.**

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-03-31 · last AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings, trees

[maxplus's solution](#)

**1220.**

1773G

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

Quality: 549 global accepts · Rating: 2800 · first AC: 2022-12-10 · last AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[maxplus's solution](#)

**1221.**

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-11-02 · last AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[maxplus's solution](#)

**1222.**

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-11-12 · last AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[maxplus's solution](#)

### 1223.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[maxplus's solution](#)

### 1224.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[maxplus's solution](#)

### 1225.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-21 · last AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[maxplus's solution](#)

### 1226.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-07 · last AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[maxplus's solution](#)

### 1227.

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2021-12-11 · last AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, sortings

[maxplus's solution](#)

### 1228.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2021-11-30 · last AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[maxplus's solution](#)

### 1229.

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2021-10-08 · last AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs, greedy

[maxplus's solution](#)

### 1230.

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2021-10-07 · last AC: 2021-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[maxplus's solution](#)

### 1231.

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2021-09-23 · last AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive

[maxplus's solution](#)

**1232.**

1444D

[Rectangular Polyline](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2026-04-21 · last AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, geometry

[maxplus's solution](#)

**1233.**

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math

[maxplus's solution](#)

**1234.**

1456D

[Cakes for Clones](#) · [Tutorial](#)

Rating: 2900 · first AC: 2026-04-07 · last AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[maxplus's solution](#)

**1235.**

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2026-04-02 · last AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[maxplus's solution](#)

**1236.**

1987G1

[Spinning Round \(Easy Version\)](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 2900 · first AC: 2025-11-05 · last AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees

[maxplus's solution](#)

**1237.**

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2026-03-09 · last AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[maxplus's solution](#)

**1238.**

2164F2

[Chain Prefix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-06 · last AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[maxplus's solution](#)

**1239.**

1965D

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

Quality: 536 global accepts · Rating: 2900 · first AC: 2025-10-29 · last AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[maxplus's solution](#)

**1240.**

2145G

[Cost of Coloring](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[maxplus's solution](#)

**1241.**

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 713 global accepts · Rating: 2900 · first AC: 2025-10-03 · last AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, matrices, trees

[maxplus's solution](#)

**1242.**

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[maxplus's solution](#)

**1243.**

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[maxplus's solution](#)

**1244.**

2052L

[Legacy Screensaver](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 2900 · first AC: 2024-12-15 · last AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxplus's solution](#)

**1245.**

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2900 · first AC: 2023-09-18 · last AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[maxplus's solution](#)

**1246.**

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[maxplus's solution](#)

**1247.**

1428G1

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

Quality: 644 global accepts · Rating: 2900 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[maxplus's solution](#)

**1248.**

325D

[Reclamation](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 2900 · first AC: 2023-08-14 · last AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: dsu

[maxplus's solution](#)

**1249.**

1146H

[Satanic Panic](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2023-08-09 · last AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[maxplus's solution](#)

**1250.**

1773J

[Jumbled Trees](#) · [Tutorial](#)

Quality: 142 global accepts · Rating: 2900 · first AC: 2022-12-11 · last AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[maxplus's solution](#)

**1251.**

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2900 · first AC: 2022-08-12 · last AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[maxplus's solution](#)

**1252.**

1280E

[Kirchhoff's Current Loss](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2022-08-10 · last AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: math  
[maxplus's solution](#)

**1253.**

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2022-07-28 · last AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities  
[maxplus's solution](#)

**1254.**

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-06-19 · last AC: 2022-06-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math  
[maxplus's solution](#)

**1255.**

1644F

[Basis](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: 2900 · first AC: 2022-03-09 · last AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math, number theory  
[maxplus's solution](#)

**1256.**

1616F

[Tricolor Triangles](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2900 · first AC: 2021-12-30 · last AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math, matrices  
[maxplus's solution](#)

**1257.**

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2900 · first AC: 2021-12-28 · last AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, math  
[maxplus's solution](#)

**1258.**

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2021-09-28 · last AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, trees  
[maxplus's solution](#)

**1259.**

1442E

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

Quality: 788 global accepts · Rating: 3000 · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees  
[maxplus's solution](#)

**1260.**

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2026-04-11 · last AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers  
[maxplus's solution](#)

**1261.**

1464D

[The Thorny Path](#) · [Tutorial](#)

Rating: 3000 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math  
[maxplus's solution](#)

**1262.**

1975G

[Zimpha Fan Club](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: fft, greedy, math, strings  
[maxplus's solution](#)

**1263.**

2150F

[Cycle Closing](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3000 · first AC: 2025-09-24 · last AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation, shortest paths, trees  
[maxplus's solution](#)

**1264.**

1868D

[Flower-like Pseudotree](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3000 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, trees  
[maxplus's solution](#)

**1265.**

331D3

[Escaping on Beaveractor](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3000 · first AC: 2023-08-19 · last AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, trees  
[maxplus's solution](#)

**1266.**

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy  
[maxplus's solution](#)

**1267.**

429E

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

Quality: 978 global accepts · Rating: 3000 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: graphs  
[maxplus's solution](#)

**1268.**

1854D

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

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, trees  
[maxplus's solution](#)

**1269.**

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math  
[maxplus's solution](#)

**1270.**

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-07-12 · last AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...  
[maxplus's solution](#)

**1271.**

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths  
[maxplus's solution](#)

**1272.**

1748F

[Circular Xor Reversal](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 3000 · first AC: 2022-11-12 · last AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[maxplus's solution](#)

**1273.**

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2022-08-23 · last AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[maxplus's solution](#)

**1274.**

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2021-11-12 · last AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math

[maxplus's solution](#)

**1275.**

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[maxplus's solution](#)

**1276.**

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 3000 · first AC: 2022-01-06 · last AC: 2022-01-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[maxplus's solution](#)

**1277.**

1610F

[Mashtali: a Space Oddysey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2022-01-05 · last AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[maxplus's solution](#)

**1278.**

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,236 global accepts · Rating: 3000 · first AC: 2021-12-30 · last AC: 2021-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[maxplus's solution](#)

**1279.**

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2021-12-01 · last AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[maxplus's solution](#)

**1280.**

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2021-11-02 · last AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, number theory

[maxplus's solution](#)

**1281.**

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs,

greedy, meet-in-the-middle, shortest paths

[maxplus's solution](#)

**1282.**

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2026-04-18 · last AC: 2026-04-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft

[maxplus's solution](#)

**1283.**

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2026-03-31 · last AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy

[maxplus's solution](#)

**1284.**

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2026-03-31 · last AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games

[maxplus's solution](#)

**1285.**

2006E

[Iris's Full Binary Tree](#) · [Tutorial](#)

Quality: 318 global accepts · Rating: 3100 · first AC: 2026-03-26 · last AC: 2026-03-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[maxplus's solution](#)

**1286.**

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[maxplus's solution](#)

**1287.**

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[maxplus's solution](#)

**1288.**

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 3100 · first AC: 2025-10-01 · last AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[maxplus's solution](#)

**1289.**

2147G

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

Quality: 359 global accepts · Rating: 3100 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[maxplus's solution](#)

**1290.**

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2025-09-15 · last AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive

[maxplus's solution](#)

**1291.**

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 3100 · first AC: 2025-08-07 · last AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[maxplus's solution](#)

### 1292.

2101E

[Kia Bakes a Cake](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 3100 · first AC: 2025-05-11 · last AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, trees

[maxplus's solution](#)

### 1293.

2097E

[Clearing the Snowdrift](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3100 · first AC: 2025-04-28 · last AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy

[maxplus's solution](#)

### 1294.

2048H

[Kevin and Strange Operation](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3100 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[maxplus's solution](#)

### 1295.

1912F

[Fugitive Frenzy](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3100 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities

[maxplus's solution](#)

### 1296.

1815E

[Bosco and Particle](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 3100 · first AC: 2023-04-10 · last AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, strings

[maxplus's solution](#)

### 1297.

1761F1

[Anti-median \(Easy Version\)](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 3100 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[maxplus's solution](#)

### 1298.

1740G

[Dangerous Laser Power](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3100 · first AC: 2022-10-29 · last AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, sortings

[maxplus's solution](#)

### 1299.

1408I

[Bitwise Magic](#) · [Tutorial](#)

Quality: 200 global accepts · Rating: 3200 · first AC: 2026-05-02 · last AC: 2026-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[maxplus's solution](#)

### 1300.

1427F

[Boring Card Game](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3200 · first AC: 2026-05-01 · last AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, trees

[maxplus's solution](#)

### 1301.

1416E

[Split](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 3200 · first AC: 2026-04-28 · last AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[maxplus's solution](#)

### 1302.

1446F

[Line Distance](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 3200 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, geometry

[maxplus's solution](#)

### 1303.

1470E

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

Quality: 375 global accepts · Rating: 3200 · first AC: 2026-03-08 · last AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, graphs, implementation, two pointers

[maxplus's solution](#)

### 1304.

2165E

[Rainbow Branch](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3200 · first AC: 2025-11-16 · last AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, trees

[maxplus's solution](#)

### 1305.

1483E

[Vabank](#) · [Tutorial](#)

Rating: 3200 · first AC: 2025-11-13 · last AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, interactive

[maxplus's solution](#)

### 1306.

1951H

[Thanos Snap](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3200 · first AC: 2025-10-29 · last AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, games, greedy, trees

[maxplus's solution](#)

### 1307.

1896G

[Pepe Racing](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive, sortings

[maxplus's solution](#)

### 1308.

1819E

[Roads in E City](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2023-04-15 · last AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math, probabilities, trees

[maxplus's solution](#)

### 1309.

1799H

[Tree Cutting](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3200 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp

[maxplus's solution](#)

### 1310.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[maxplus's solution](#)

**1311.**

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2022-12-18 · last AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees

[maxplus's solution](#)

**1312.**

1746E2

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

Quality: 484 global accepts · Rating: 3200 · first AC: 2022-11-02 · last AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, interactive

[maxplus's solution](#)

**1313.**

1089J

[JS Minification](#) · [Tutorial](#)

Quality: 147 global accepts · Rating: 3200 · first AC: 2022-04-05 · last AC: 2022-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[maxplus's solution](#)

**1314.**

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2022-01-04 · last AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[maxplus's solution](#)

**1315.**

1588E

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

Rating: 3200 · first AC: 2021-11-15 · last AC: 2021-11-16 · C++20 (GCC 11-64) (first AC) · Tags: geometry, two pointers

[maxplus's solution](#)

**1316.**

1495E

[Qingshan and Daniel](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 3200 · first AC: 2021-11-04 · last AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[maxplus's solution](#)

**1317.**

1523G

[Try Booking](#) · [Tutorial](#)

Quality: 520 global accepts · Rating: 3200 · first AC: 2021-08-28 · last AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[maxplus's solution](#)

**1318.**

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2026-05-02 · last AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy

[maxplus's solution](#)

**1319.**

1427G

[One Billion Shades of Grey](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3300 · first AC: 2026-05-01 · last AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[maxplus's solution](#)

**1320.**

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, greedy, implementation

[maxplus's solution](#)

**1321.**

1450H2

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

Quality: 277 global accepts · Rating: 3300 · first AC: 2026-04-09 · last AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[maxplus's solution](#)**1322.**

1477E

[Nezzar and Tournaments](#) · [Tutorial](#)

Quality: 179 global accepts · Rating: 3300 · first AC: 2026-04-06 · last AC: 2026-04-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[maxplus's solution](#)**1323.**

2023E

[Tree of Life](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3300 · first AC: 2026-04-02 · last AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[maxplus's solution](#)**1324.**

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, greedy, math

[maxplus's solution](#)**1325.**

1737F

[Ela and Prime GCD](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 3300 · first AC: 2025-11-12 · last AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[maxplus's solution](#)**1326.**

2164G

[Pointless Machine](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2025-11-08 · last AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive, trees

[maxplus's solution](#)**1327.**

1984H

[Tower Capturing](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 3300 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, geometry

[maxplus's solution](#)**1328.**

1930H

[Interactive Mex Tree](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2025-10-02 · last AC: 2025-10-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[maxplus's solution](#)**1329.**

2147I1

[Longest Increasing Path \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3300 · first AC: 2025-09-23 · last AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[maxplus's solution](#)**1330.**

1876E

[Ball-Stackable](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, trees

[maxplus's solution](#)

**1331.**

1991H

[Prime Split Game](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 3300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, fft, games, math, number theory

[maxplus's solution](#)

**1332.**

1912I

[Innovative Washing Machine](#) · [Tutorial](#)

Quality: 65 global accepts · Rating: 3300 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, two pointers

[maxplus's solution](#)

**1333.**

1912C

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

Quality: 70 global accepts · Rating: 3300 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[maxplus's solution](#)

**1334.**

1870G

[MEXanization](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3300 · first AC: 2023-09-20 · last AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[maxplus's solution](#)

**1335.**

1753E

[N Machines](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[maxplus's solution](#)

**1336.**

1718F

[Burenka, an Array and Queries](#) · [Tutorial](#)

Quality: 217 global accepts · Rating: 3300 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[maxplus's solution](#)

**1337.**

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2022-08-16 · last AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graph matchings, greedy, math, trees

[maxplus's solution](#)

**1338.**

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2022-08-07 · last AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, string suffix structures

[maxplus's solution](#)

**1339.**

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing

[maxplus's solution](#)

**1340.**

1530G

[What a Reversal](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3300 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[maxplus's solution](#)

**1341.**

1495F

[Squares](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2021-11-04 · last AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, trees

[maxplus's solution](#)

### 1342.

1548D2

[Gregor and the Odd Cows \(Hard\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3300 · first AC: 2021-09-17 · last AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[maxplus's solution](#)

### 1343.

1552H

[Guess the Perimeter](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3300 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, number theory

[maxplus's solution](#)

### 1344.

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2021-08-27 · last AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[maxplus's solution](#)

### 1345.

1442F

[Differentiating Games](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 3400 · first AC: 2026-04-20 · last AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: games, interactive

[maxplus's solution](#)

### 1346.

2002G

[Lattice Optimizing](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2026-04-03 · last AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[maxplus's solution](#)

### 1347.

1466I

[The Riddle of the Sphinx](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3400 · first AC: 2026-03-23 · last AC: 2026-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, interactive

[maxplus's solution](#)

### 1348.

1483F

[Exam](#) · [Tutorial](#)

Rating: 3400 · first AC: 2025-11-13 · last AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, string suffix structures, trees

[maxplus's solution](#)

### 1349.

1896H1

[Cyclic Hamming \(Easy Version\)](#) · [Tutorial](#)

Quality: 118 global accepts · Rating: 3400 · first AC: 2025-09-27 · last AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, fft, math, number theory

[maxplus's solution](#)

### 1350.

1887F

[Minimum Segments](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3400 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[maxplus's solution](#)

### 1351.

1103E

[Radix sum](#) · [Tutorial](#)

Quality: 282 global accepts · Rating: 3400 · first AC: 2023-08-15 · last AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: fft, math, number theory

[maxplus's solution](#)

### 1352.

1852E

[Rivalries](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2023-07-25 · last AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[maxplus's solution](#)

### 1353.

833E

[Caramel Clouds](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3400 · first AC: 2022-10-24 · last AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[maxplus's solution](#)

### 1354.

1280F

[Intergalactic Sliding Puzzle](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 3400 · first AC: 2022-08-09 · last AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[maxplus's solution](#)

### 1355.

1710D

[Recover the Tree](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3400 · first AC: 2022-07-27 · last AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

[maxplus's solution](#)

### 1356.

1444E

[Finding the Vertex](#) · [Tutorial](#)

Quality: 169 global accepts · Rating: 3500 · first AC: 2026-04-22 · last AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, interactive, trees

[maxplus's solution](#)

### 1357.

1439E

[Cheat and Win](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3500 · first AC: 2026-04-19 · last AC: 2026-04-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, games, trees

[maxplus's solution](#)

### 1358.

1446E

[Long Recovery](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3500 · first AC: 2026-04-16 · last AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar

[maxplus's solution](#)

### 1359.

2023F

[Hills and Pits](#) · [Tutorial](#)

Quality: 133 global accepts · Rating: 3500 · first AC: 2026-04-10 · last AC: 2026-04-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, matrices

[maxplus's solution](#)

### 1360.

1450G

[Communism](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3500 · first AC: 2026-04-09 · last AC: 2026-04-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, trees

[maxplus's solution](#)

**1361.**

1456E

[XOR-ranges](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: 3500 · first AC: 2026-04-08 · last AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy  
[maxplus's solution](#)

**1362.**

2002H

[Counting 101](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 3500 · first AC: 2026-04-05 · last AC: 2026-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
[maxplus's solution](#)

**1363.**

1458F

[Range Diameter Sum](#) · [Tutorial](#)

Quality: 441 global accepts · Rating: 3500 · first AC: 2026-03-31 · last AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[maxplus's solution](#)

**1364.**

1464F

[My Beautiful Madness](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3500 · first AC: 2026-03-30 · last AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[maxplus's solution](#)

**1365.**

1987G2

[Spinning Round \(Hard Version\)](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3500 · first AC: 2026-03-29 · last AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees

[maxplus's solution](#)

**1366.**

2006F

[Dora's Paint](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3500 · first AC: 2026-03-27 · last AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, graphs, implementation

[maxplus's solution](#)

**1367.**

2165F

[Arctic Acquisition](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 3500 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[maxplus's solution](#)

**1368.**

1994H

[Fortnite](#) · [Tutorial](#)

Quality: 774 global accepts · Rating: 3500 · first AC: 2025-11-15 · last AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, greedy, hashing, interactive, math, number theory, strings

[maxplus's solution](#)

**1369.**

1737G

[Ela Takes Dancing Class](#) · [Tutorial](#)

Quality: 150 global accepts · Rating: 3500 · first AC: 2025-11-13 · last AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[maxplus's solution](#)

**1370.**

1975H

[378QAQ and Core](#) · [Tutorial](#)

Quality: 217 global accepts · Rating: 3500 · first AC: 2025-11-04 · last AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[maxplus's solution](#)

**1371.**

2161G

[Bitwise And Equals](#) · [Tutorial](#)

Quality: 91 global accepts · Rating: 3500 · first AC: 2025-10-31 · last AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy  
[maxplus's solution](#)

**1372.**

1896H2

[Cyclic Hamming \(Hard Version\)](#) · [Tutorial](#)

Quality: 142 global accepts · Rating: 3500 · first AC: 2025-09-27 · last AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, fft, math, number theory  
[maxplus's solution](#)

**1373.**

2147H

[Maxflow GCD Coloring](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3500 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graphs  
[maxplus's solution](#)

**1374.**

1893E

[Cacti Symphony](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2025-09-22 · last AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs  
[maxplus's solution](#)

**1375.**

2097F

[Lost Luggage](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2025-04-27 · last AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows  
[maxplus's solution](#)

**1376.**

2052H

[Hunting Hoglins in Hogwarts](#) · [Tutorial](#)

Quality: 68 global accepts · Rating: 3500 · first AC: 2024-12-16 · last AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: interactive  
[maxplus's solution](#)

**1377.**

2052C

[Cactus without Bridges](#) · [Tutorial](#)

Quality: 58 global accepts · Rating: 3500 · first AC: 2024-12-17 · last AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[maxplus's solution](#)

**1378.**

1991I

[Grid Game](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, graph matchings, greedy, interactive  
[maxplus's solution](#)

**1379.**

1868E

[Min-Sum-Max](#) · [Tutorial](#)

Quality: 113 global accepts · Rating: 3500 · first AC: 2023-09-14 · last AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[maxplus's solution](#)

**1380.**

1868F

[LIS?](#) · [Tutorial](#)

Quality: 97 global accepts · Rating: 3500 · first AC: 2023-09-12 · last AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation  
[maxplus's solution](#)

**1381.**

1835E

[Old Mobile](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3500 · first AC: 2023-08-21 · last AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[maxplus's solution](#)

**1382.**

1815F

[OH NO1 \(-2-3-4\)](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3500 · first AC: 2023-04-12 · last AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math

[maxplus's solution](#)

**1383.**

1804G

[Flow Control](#) · [Tutorial](#)

Quality: 237 global accepts · Rating: 3500 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, implementation

[maxplus's solution](#)

**1384.**

1779H

[Olympic Team Building](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 3500 · first AC: 2023-01-13 · last AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, meet-in-the-middle

[maxplus's solution](#)

**1385.**

1773L

[Lisa's Sequences](#) · [Tutorial](#)

Quality: 105 global accepts · Rating: 3500 · first AC: 2022-12-15 · last AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: dp

[maxplus's solution](#)

**1386.**

1773C

[Cactus Meets Torus](#) · [Tutorial](#)

Quality: 41 global accepts · Rating: 3500 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1387.**

1761F2

[Anti-median \(Hard Version\)](#) · [Tutorial](#)

Quality: 103 global accepts · Rating: 3500 · first AC: 2022-11-24 · last AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[maxplus's solution](#)

**1388.**

1746G

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

Quality: 112 global accepts · Rating: 3500 · first AC: 2022-11-04 · last AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, flows, geometry, implementation, sortings

[maxplus's solution](#)

**1389.**

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2022-08-24 · last AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[maxplus's solution](#)

**1390.**

1718E

[Impressionism](#) · [Tutorial](#)

Quality: 177 global accepts · Rating: 3500 · first AC: 2022-08-18 · last AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[maxplus's solution](#)

**1391.**

1616G

[Just Add an Edge](#) · [Tutorial](#)

Quality: 425 global accepts · Rating: 3500 · first AC: 2022-01-01 · last AC: 2022-01-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[maxplus's solution](#)

**1392.**

1609H

[Pushing Robots](#) · [Tutorial](#)

Quality: 104 global accepts · Rating: 3500 · first AC: 2021-12-02 · last AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1393.**

2222H

[Counting Sort?](#) · [Tutorial](#)

Quality: 106 global accepts · Rating: — · first AC: 2026-04-26 · last AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[maxplus's solution](#)

**1394.**

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: — · first AC: 2026-04-25 · last AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[maxplus's solution](#)

**1395.**

2222G

[Statistics on Tree](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: — · first AC: 2026-04-25 · last AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, graphs, trees

[maxplus's solution](#)

**1396.**

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[maxplus's solution](#)

**1397.**

2222D

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

Quality: 3,182 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, sortings

[maxplus's solution](#)

**1398.**

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,768 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[maxplus's solution](#)

**1399.**

2222B

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

Quality: 7,267 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[maxplus's solution](#)

**1400.**

2222A

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

Quality: 9,981 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[maxplus's solution](#)

**1401.**

2219E

[Weird Chessboard](#) · [Tutorial](#)

Quality: 96 global accepts · Rating: — · first AC: 2026-04-15 · last AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[maxplus's solution](#)

**1402.**

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: — · first AC: 2026-04-13 · last AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, trees

[maxplus's solution](#)

**1403.**

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[maxplus's solution](#)

**1404.**

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,208 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[maxplus's solution](#)

**1405.**

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[maxplus's solution](#)

**1406.**

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[maxplus's solution](#)

**1407.**

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,542 global accepts · Rating: — · first AC: 2026-04-01 · Python 3 (first AC) · Tags: \*special, brute force, games, interactive

[maxplus's solution](#)

**1408.**

2214H

[Double Vision](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: — · first AC: 2026-04-01 · Python 3 (first AC) · Tags: \*special

[maxplus's solution](#)

**1409.**

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,562 global accepts · Rating: — · first AC: 2026-04-01 · Python 3 (first AC) · Tags: \*special, strings

[maxplus's solution](#)

**1410.**

106063G

[Gatuno's Descent into Psychopathy](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-14 · last AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxplus's solution](#)

**1411.**

100524C

[Catalan Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · Python 3 (first AC) · Tags: —

[maxplus's solution](#)

**1412.**

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, geometry

[maxplus's solution](#)

**1413.**

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, binary search, brute force

[maxplus's solution](#)

**1414.**

2095I

[Mysterious Script](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, expression parsing, number theory

[maxplus's solution](#)

**1415.**

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, geometry

[maxplus's solution](#)

**1416.**

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, games, interactive

[maxplus's solution](#)

**1417.**

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, string suffix structures

[maxplus's solution](#)

**1418.**

104922C

[Legs warm-up exercise](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · last AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxplus's solution](#)

**1419.**

105537E

[Eight-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · last AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxplus's solution](#)

**1420.**

105537I

[If I Could Turn Back Time](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · last AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxplus's solution](#)

**1421.**

105537D

[Defective Script](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · last AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxplus's solution](#)

**1422.**

105537M

[Misère](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · last AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxplus's solution](#)

**1423.**

105537B

[Brick in the Wall, Part 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-08 · last AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxplus's solution](#)

**1424.**

105537L

[Longest Common Substring](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · last AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxplus's solution](#)

**1425.**

105537G

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

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxplus's solution](#)

**1426.**

105537C

[Capybara Cozy Carnival](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxplus's solution](#)

**1427.**

105537J

[Just Half is Enough](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxplus's solution](#)

**1428.**

105537H

[Hanoi Towers Reloaded](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxplus's solution](#)

**1429.**

105537K

[Keyboard Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxplus's solution](#)

**1430.**

105537A

[Another Brick in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxplus's solution](#)

**1431.**

105537F

[False Alarm](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxplus's solution](#)

**1432.**

102411J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · last AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxplus's solution](#)

**1433.**

102411E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · last AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1434.**

102411H

[High Load Database](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · last AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1435.**

102411G

[Golf Time](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · last AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1436.**

102411D

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

Rating: — · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1437.**

102411B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · last AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1438.**

102411L

[Lengths and Periods](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · last AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1439.**

102411C

[Cross-Stitch](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · last AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1440.**

102411K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1441.**

102411M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1442.**

102411A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1443.**

102411I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1444.**

104873F

[Forgotten Land](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1445.**

104873I

[Interactive Array Guessing](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1446.**

104873J

[Joined Vessels](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1447.**

104873H

[Halves Not Equal](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1448.**

104873L

[LED-led Paths](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1449.**

104873D

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

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1450.**

104873C

[Counting Stairs](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1451.**

104873E

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

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1452.**

104873G

[Generalized German Quotation](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1453.**

104873B

[Building a Stair](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1454.**

104873A

[Accumulator Battery](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1455.**

105254Y

[Compression](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1456.**

105254P

[Turning Red](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1457.**

105254R

[Zoo Management](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · last AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1458.**

105254U

[Toy Train Tracks](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1459.**

105254Q

[Doing the Container Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1460.**

105255B

[Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-12 · last AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1461.**

105255K

[Alea lacta Est](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1462.**

105255H

[Jet Lag](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1463.**

105255F

[Tilting Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · last AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1464.**

105255C

[Three Kinds of Dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1465.**

105255D

[Carl's Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1466.**

105255G

[Turning Red](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1467.**

105255I

[Waterworld](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1468.**

105255A

[Riddle of the Sphinx](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1469.**

104288E

[Hand of the Free Marked](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · last AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1470.**

104288K

[Take On Meme](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-09 · last AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1471.**

104288I

[Spider Walk](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-09 · last AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1472.**

104288B

[Dungeon Crawler](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · last AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1473.**

101239K

[Tours](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-21 · last AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1474.**

104633N

[What's Our Vector, Victor?](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · last AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1475.**

104288G

[Mosaic Browsing](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-07 · last AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1476.**

104288A

[Crystal Crosswind](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1477.**

104288F

[Islands from the Sky](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1478.**

104288C

[Fair Division](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1479.**

104288J

[Splitstream](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1480.**

104288L

[Where Am I?](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1481.**

104288H

[Prehistoric Programs](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1482.**

104633H

[QC QC](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · last AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1483.**

104633D

[Gene Folding](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · last AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[maxplus's solution](#)

**1484.**

104633I

[Quests](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1485.**

104633B

[The Cost of Speed Limits](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · last AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1486.**

104633A

[Cardiology](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1487.**

104633O

[Which Planet is This?!](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · last AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1488.**

104633F

[Ley Lines](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · last AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1489.**

104633J

['S No Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1490.**

104633C

[Domes](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1491.**

104633E

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

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1492.**

104633M

[Trailing Digits](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1493.**

104633G

[Opportunity Cost](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1494.**

104736A

[Analyzing Contracts](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-20 · last AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1495.**

101242I

[Road Times](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1496.**

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · last AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1497.**

102511I

[Karel the Robot](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · last AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1498.**

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · last AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1499.**

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · last AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1500.**

102511K

[Traffic Blights](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-18 · last AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1501.**

102511B

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

Rating: — · first AC: 2024-08-18 · last AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1502.**

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1503.**

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1504.**

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1505.**

102482D

[Gem Island](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1506.**

102482E

[Getting a Jump on Crime](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1507.**

102482H

[Single Cut of Failure](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-14 · last AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1508.**

102482C

[Conquer the World](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1509.**

102482I

[Triangles](#) · [Tutorial](#)

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[maxplus's solution](#)

**1510.**

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

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[maxplus's solution](#)

**1511.**

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1512.**

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1513.**

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1514.**

101471K

[Tarot Sham Boast](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1515.**

101471A

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

Rating: — · first AC: 2024-08-03 · last AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1516.**

101471L

[Visual Python++](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1517.**

101471D

[Money for Nothing](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-31 · last AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1518.**

101471G

[Replicate Replicate Rpflichte](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1519.**

101471C

[Mission Improbable](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1520.**

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1521.**

101471I

[Secret Chamber at Mount Rushmore](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1522.**

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1523.**

101242J

[Spin Doctor](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-26 · last AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1524.**

101242K

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1525.**

101242B

[Branch Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1526.**

101242A

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1527.**

101242F

[Longest Rivers](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1528.**

101242G

[Oil](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1529.**

101242D

[Clock Breaking](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1530.**

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1531.**

101242E

[Forever Young](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1532.**

101242C

[Ceiling Function](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxplus's solution](#)

**1533.**

101221L

[Wire Crossing](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-23 · PyPy 3-64 (first AC) · Tags: —

[maxplus's solution](#)

**1534.**

101221E

[Maze Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-17 · last AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxplus's solution](#)

**1535.**

101221F

[Messenger](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxplus's solution](#)

**1536.**

101221H

[Pachinko](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxplus's solution](#)

**1537.**

101239D

[Cutting Cheese](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · last AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxplus's solution](#)

**1538.**

101239G

[Pipe Stream](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxplus's solution](#)

**1539.**

101239B

[Asteroids](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-21 · last AC: 2024-07-21 · Python 3 (first AC) · Tags: —

[maxplus's solution](#)

**1540.**

101239F

[Keyboarding](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · last AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxplus's solution](#)

**1541.**

101239E

[Evolution in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxplus's solution](#)

**1542.**

101239L

[Weather Report](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · last AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxplus's solution](#)

**1543.**

101239J

[Tile Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · last AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1544.**

101239H

[Qanat](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · last AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1545.**

101239M

[Window Manager](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1546.**

101239I

[Ship Traffic](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1547.**

101239C

[Catering](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1548.**

101239A

[Amalgamated Artichokes](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1549.**

101221I

[Sensor Network](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-17 · last AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1550.**

101221G

[Metal Processing Plant](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · last AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1551.**

101221B

[Buffed Buffet](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-17 · last AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1552.**

101221K

[Surveillance](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1553.**

101221C

[Crane Balancing](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-17 · Python 3 (first AC) · Tags: —  
[maxplus's solution](#)

**1554.**

101221D

[Game Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxplus's solution](#)

**1555.**

101208A

[Self-Assembly](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-10 · last AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxplus's solution](#)

**1556.**

101208K

[Up a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxplus's solution](#)

**1557.**

101208B

[Hey, Better Bettor](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-11 · last AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxplus's solution](#)

**1558.**

101208E

[Harvard](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-11 · last AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxplus's solution](#)

**1559.**

101208J

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

Rating: — · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxplus's solution](#)

**1560.**

101208I

[Pirate Chest](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-10 · last AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxplus's solution](#)

**1561.**

101208C

[Surely You Congest](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-10 · last AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxplus's solution](#)

**1562.**

101208H

[Matryoshka](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-10 · last AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxplus's solution](#)

**1563.**

101208F

[Low Power](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-10 · last AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxplus's solution](#)

**1564.**

101208D

[Factors](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-10 · last AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxplus's solution](#)

**1565.**

101205L

[Takeover Wars](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-06 · last AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1566.**

101205K

[Stacking Plates](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-06 · last AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1567.**

101205B

[Curvy Little Bottles](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-06 · last AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1568.**

101205H

[Room Service](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1569.**

101205A

[Asteroid Rangers](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1570.**

101205G

[Minimum Cost Flow](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1571.**

101175D

[Chips Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-07 · last AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1572.**

101205I

[A Safe Bet](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-08 · last AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1573.**

101205D

[Fibonacci Words](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-06 · last AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1574.**

101205C

[Bus Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-06 · last AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1575.**

101205E

[Infiltration](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-06 · last AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1576.**

101205F

[Keys](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-07 · last AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1577.**

101175F

[Machine Works](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · last AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1578.**

101175B

[Affine Mess](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1579.**

101175I

[Mummy Madness](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1580.**

101175G

[Magic Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · last AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1581.**

101175H

[Mining Your Own Business](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-03 · last AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1582.**

101175E

[Coffee Central](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1583.**

101175K

[Trash Removal](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-03 · last AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1584.**

101175J

[Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-03 · last AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1585.**

101175C

[Ancient Messages](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-03 · last AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1586.**

101175A

[To Add or to Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-03 · last AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1587.**

105141J

[Fashionable Suit](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxplus's solution](#)

**1588.**

105141A

[The Generalized Cannonball Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · Python 3 (first AC) · Tags: —

[maxplus's solution](#)

**1589.**

104901L

[Ticket to Ride](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · last AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxplus's solution](#)

**1590.**

104076B

[Torch](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-22 · last AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxplus's solution](#)

**1591.**

104076J

[Skills](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxplus's solution](#)

**1592.**

104270G

[Repair the Artwork](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · last AC: 2024-03-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxplus's solution](#)

**1593.**

104270K

[Airdrop](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · last AC: 2024-03-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxplus's solution](#)

**1594.**

104270B

[Kawa Exam](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxplus's solution](#)

**1595.**

104270I

[Soldier Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · last AC: 2024-03-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxplus's solution](#)

**1596.**

104270L

[Sub-cycle Graph](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · last AC: 2024-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxplus's solution](#)

**1597.**

104076H

[Set of Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1598.**

104270D

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

Rating: — · first AC: 2024-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1599.**

104270E

[Plants vs. Zombies](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1600.**

104270C

[Flippy Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1601.**

104270F

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1602.**

104270J

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Rating: — · first AC: 2024-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1603.**

104270M

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

Rating: — · first AC: 2024-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1604.**

104901H

[Basic Substring Structure](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · last AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1605.**

104787C

[Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-18 · last AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[maxplus's solution](#)

**1606.**

104787B

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

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[maxplus's solution](#)

**1607.**

104787M

[Inverted](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[maxplus's solution](#)

**1608.**

103102J

[One Piece](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · Python 3 (first AC) · Tags: —  
[maxplus's solution](#)

**1609.**

103102A

[Archeologists](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · PyPy 3-64 (first AC) · Tags: —

[maxplus's solution](#)

**1610.**

103102H

[AND = OR](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxplus's solution](#)

**1611.**

104076G

[Quick Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxplus's solution](#)

**1612.**

104076C

[DFS Order 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxplus's solution](#)

**1613.**

104076D

[Frozen Scoreboard](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1614.**

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxplus's solution](#)

**1615.**

104076M

[Best Carry Player](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxplus's solution](#)

**1616.**

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxplus's solution](#)

**1617.**

104076K

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxplus's solution](#)

**1618.**

104787I

[Phony](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1619.**

104787D

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

Rating: — · first AC: 2024-03-02 · last AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1620.**

104787F

[Mystery of Prime](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1621.**

104787J

[Keyi Likes Reading](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1622.**

104787G

[Path](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1623.**

104787A

[Make SYSU Great Again I](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1624.**

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1625.**

103102I

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

Rating: — · first AC: 2024-02-29 · last AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1626.**

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1627.**

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1628.**

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1629.**

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1630.**

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1631.**

104614H

[Picking Up Steam](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1632.**

104614A

[A-Mazing Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · last AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1633.**

104901B

[Graph Partitioning 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-24 · last AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1634.**

104901J

[Computational Intelligence](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1635.**

104901E

[I Just Want... One More...](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · last AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1636.**

104901M

[Almost Convex](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1637.**

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1638.**

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1639.**

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1640.**

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1641.**

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1642.**

104821L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-18 · last AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1643.**

101623I

[Installing Apps](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1644.**

104821D

[Red Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-18 · last AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1645.**

104821M

[Trapping Rain Water](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1646.**

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1647.**

104821F

[Equivalent Rewriting](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1648.**

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1649.**

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1650.**

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1651.**

104782F

[Suceava](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · last AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1652.**

104782M

[Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1653.**

104782B

[The floor is lava!](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-13 · last AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1654.**

104782H

[AI Thoughts](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1655.**

104782D

[Edenland](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-13 · last AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1656.**

104782K

[Blabla](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-13 · last AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1657.**

104782L

[Dush](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1658.**

104782I

[KSumT](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1659.**

104782G

[Minimize Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1660.**

104782A

[Maximum Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1661.**

104782C

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Rating: — · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1662.**

104782E

[Fiboxor](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1663.**

104782J

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[maxplus's solution](#)

**1664.**

104832J

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Rating: — · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1665.**

104832H

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Rating: — · first AC: 2024-02-11 · last AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1666.**

104832I

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

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1667.**

104832E

[Chayas](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1668.**

104832K

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Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1669.**

104832G

[Fortune Telling](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1670.**

104832F

[Color Inversion on a Huge Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1671.**

104832B

[Rank Promotion](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1672.**

104832D

[Nested Repetition Compression](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1673.**

104832A

[Yokohama Phenomena](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1674.**

104790I

[International Irregularities](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-28 · last AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1675.**

104790H

[Hidden Art](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1676.**

104790G

[Geometry Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1677.**

104790J

[Jungle Job](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1678.**

104790L

[Locking Doors](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1679.**

104790K

[King of the Hill](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1680.**

104790F

[Funicular Frenzy](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1681.**

104790E

[Exam Study Planning](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1682.**

104790C

[Compressing Commands](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1683.**

104790A

[\texttt{apt upgrade}](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1684.**

104790B

[Battle Bots](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1685.**

104790D

[Democratic Naming](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1686.**

104857H

[Computational Complexity](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-27 · last AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1687.**

104857A

[SQRT Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-27 · PyPy 3-64 (first AC) · Tags: —

[maxplus's solution](#)

**1688.**

104857B

[Queue Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-26 · last AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1689.**

104857I

[Linguistics Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-24 · last AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1690.**

104857C

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

Rating: — · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1691.**

104857D

[Balanced Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1692.**

104857G

[Streak Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1693.**

104857J

[Takeout Delivering](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1694.**

104857E

[Matrix Distances](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1695.**

104857F

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

Rating: — · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1696.**

104785C

[Clearing Space](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-20 · last AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1697.**

104785E

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

Rating: — · first AC: 2024-01-20 · last AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1698.**

104785K

[Kernel Scheduler](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1699.**

104785M

[Mini-Tetris 3023](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1700.**

104785B

[Boat Commuter](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1701.**

104785A

[Assessment Disruption](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1702.**

104785N

[Naming Wine Bottles](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1703.**

104785L

[Last One Standing](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1704.**

104785F

[Fast Forward](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1705.**

104785D

[Delivery Forces](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1706.**

104854A

[Arthur The Ant](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1707.**

104869B

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

Rating: — · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1708.**

104869H

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

Rating: — · first AC: 2024-01-17 · last AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1709.**

104869M

[Outro: True Love Waits](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1710.**

104869K

[Maximum Rating](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1711.**

104869I

[Three Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1712.**

104869J

[Graft and Transplant](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1713.**

104869D

[Dark LaTeX vs. Light LaTeX](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1714.**

104869E

[Sheep Eat Wolves](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1715.**

104869C

[Swiss Stage](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-17 · Python 3 (first AC) · Tags: —

[maxplus's solution](#)

**1716.**

104854K

[Kenough Time](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1717.**

104854I

[Intelligent Cat Embedding](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1718.**

104854E

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

Rating: — · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1719.**

104854J

[Judging Gifts](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1720.**

104854B

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

Rating: — · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1721.**

104854C

[Continued Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1722.**

104854G

[Guess Gauss](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1723.**

104854D

[District 42](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1724.**

104854F

[Factorial Prime](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-13 · PyPy 3-64 (first AC) · Tags: —  
[maxplus's solution](#)

**1725.**

103443K

[Insertion Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-24 · last AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1726.**

103443G

[The Treasure of the Sierra Jade](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1727.**

103443F

[What a Colorful Wall](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1728.**

103443I

[Seesaw](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1729.**

103443L

[Leadfoot](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1730.**

103443C

[Community Service](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1731.**

103443J

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

Rating: — · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1732.**

103443M

[Escaping the Foggy Forest](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1733.**

103443D

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

Rating: — · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1734.**

103443B

[Maximum Sub-Reverse Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1735.**

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1736.**

104012M

[Mex and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-17 · last AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1737.**

104012E

[Easily Distinguishable Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-17 · last AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1738.**

104012F

[Focusing on Costs](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-17 · last AC: 2023-12-21 · Python 3 (first AC) · Tags: —  
[maxplus's solution](#)

**1739.**

104012H

[Hidden Digits](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-20 · last AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1740.**

104012I

[IQ Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1741.**

104012D

[Dice Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1742.**

104012K

[K-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-17 · last AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1743.**

104012J

[Joking?](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-17 · last AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1744.**

104012G

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

Rating: — · first AC: 2023-12-17 · last AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1745.**

104012L

[Limited Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1746.**

104012N

[New Time](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1747.**

104012C

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1748.**

104012B

[Bricks in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1749.**

104012A

[Absolutely Flat](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1750.**

104021G

[Pot!!](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · last AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1751.**

104021B

[So Easy](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · last AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1752.**

104021J

[Toad's Travel](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-09 · last AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1753.**

104021E

[XOR Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · last AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1754.**

104021H

[Delivery Route](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1755.**

104021C

[Image Processing](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · last AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1756.**

104021A

[Girls Band Party](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · last AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1757.**

104021K

[Largest Common Submatrix](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1758.**

104021L

[Xian Xiang](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1759.**

104021F

[Function!](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1760.**

104021D

[Easy Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1761.**

104021I

[Base62](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · Python 3 (first AC) · Tags: —  
[maxplus's solution](#)

**1762.**

104021N

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

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1763.**

104090M

[Please Save Pigeland](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1764.**

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1765.**

104090I

[Guess Cycle Length](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1766.**

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1767.**

104090G

[Subgraph Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1768.**

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1769.**

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1770.**

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1771.**

104412F

[Fibonacci Fever](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · last AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1772.**

104777E

[Pins and Jumpers](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1773.**

104777D

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

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1774.**

104777L

[Computer Games](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1775.**

104777K

[Financial Discipline](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1776.**

104777C

[Broken Robot](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1777.**

104777F

[Conflict of Interest](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1778.**

104777J

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

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1779.**

104777G

[Torn Lucky Ticket](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1780.**

104777I

[Points and Minimum Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1781.**

104777N

[XOR Construction](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1782.**

104777M

[Treasure Chest](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1783.**

104777A

[Security](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1784.**

104077B

[Cells Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · last AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1785.**

104077A

[Bridge](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · last AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1786.**

104077D

[Contests](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1787.**

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1788.**

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1789.**

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1790.**

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1791.**

104077J

[Strange Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1792.**

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1793.**

104686F

[Differences](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · last AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1794.**

104686K

[Skills in Pills](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1795.**

104686G

[Greedy Drawers](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · PyPy 3-64 (first AC) · Tags: —

[maxplus's solution](#)

**1796.**

104686E

[Denormalization](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1797.**

104686L

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1798.**

104686D

[Deforestation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1799.**

104686C

[Constellations](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1800.**

104736L

[Latam++](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1801.**

104772F

[First Solved, Last Coded](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1802.**

104772E

[Every Queen](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1803.**

104772I

[Intersegment Activation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1804.**

104772B

[Based Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1805.**

104772G

[Game of Nim](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1806.**

104772J

[Jumping Frogs](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · last AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1807.**

104772K

[Kitchen Timer](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1808.**

104772D

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

Rating: — · first AC: 2023-11-09 · PyPy 3-64 (first AC) · Tags: —  
[maxplus's solution](#)

**1809.**

104772A

[Axis-Aligned Area](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1810.**

104772M

[Missing Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1811.**

104757K

[Split Decisions](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · last AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1812.**

104757C

[Convex Hull Extension](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · last AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1813.**

104757B

[B Road Band](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · last AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1814.**

104757H

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

Rating: — · first AC: 2023-11-07 · last AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1815.**

104757L

[A \(Fast\) Walk in the Woods](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1816.**

104757G

[Forest for the Trees](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1817.**

104757I

[ISBN Conversion](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · PyPy 3 (first AC) · Tags: —  
[maxplus's solution](#)

**1818.**

104757E

[Prof.~Fumblemore and the Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · PyPy 3 (first AC) · Tags: —

[maxplus's solution](#)

**1819.**

104757D

[Cornhusker](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1820.**

104757F

[Double Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1821.**

104757A

[A Pivotal Question](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1822.**

104639H

[Range Periodicity Query](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1823.**

104639F

[Alice and Bob](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · last AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1824.**

104639E

[Magical Pair](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · last AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1825.**

104639K

[Minimum Euclidean Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1826.**

104639G

[Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1827.**

104639I

[Pa?sWorD](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1828.**

104639J

[Minimum Manhattan Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1829.**

104639D

[Transitivity](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1830.**

104639A

[Qualifiers Ranking Rules](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1831.**

104639L

[KaChang!](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1832.**

104736H

[Health in Hazard](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1833.**

104736K

[Keen on Order](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1834.**

104736J

[Journey of the Robber](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1835.**

104736B

[Blackboard Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1836.**

104736C

[Candy Rush](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1837.**

104736D

[Deciphering WordWhiz](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1838.**

104736M

[Meeting Point](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1839.**

104736I

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1840.**

104736G

[GPS on a Flat Earth](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1841.**

104736F

[Forward and Backward](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1842.**

104713F

[Rescue Mission](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · last AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1843.**

104713A

[Art Transaction](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1844.**

104713D

[Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · last AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1845.**

104713C

[Pizzo Collectors](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · last AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1846.**

104713H

[Pickpockets](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · last AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1847.**

104713K

[Screamers](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · last AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1848.**

104713E

[Tobacco Growing](#) · [Tutorial](#)

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

**1849.**

104713J

[Roof Escape](#) · [Tutorial](#)

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

**1850.**

104713I

[Storage Problems](#) · [Tutorial](#)

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

**1851.**

103447A

[So Many Lucky Strings](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · last AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1852.**

103447J

[Local Minimum](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · last AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1853.**

103447I

[Power and Zero](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · last AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1854.**

103447G

[Damaged Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · last AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1855.**

103447D

[Math master](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · last AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1856.**

103447C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · last AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1857.**

103447B

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

Rating: — · first AC: 2023-10-19 · last AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1858.**

103447E

[Power and Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · last AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1859.**

103447H

[What logic for?](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1860.**

103388L

[Listing Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · last AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1861.**

103388B

[Beautiful Words](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1862.**

103388D

[Dividing the Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1863.**

103388M

[Monarchy in Vertigo](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1864.**

103388N

[No Luck](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1865.**

103388C

[Creating Multiples](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1866.**

103388E

[Escalator](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1867.**

103388K

[Kathmandu](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1868.**

103388G

[Getting in Shape](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1869.**

103388H

[Handling the Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1870.**

104013G

[Grammar Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · last AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1871.**

104160G

[Meet in the Middle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · last AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1872.**

104013H

[Heroes of Coin Flipping](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · last AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1873.**

104013K

[Keys and Locks Boolean Logic](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · last AC: 2023-10-06 · PyPy 3 (first AC) · Tags: —

[maxplus's solution](#)

**1874.**

104013L

[Lost Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · last AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1875.**

104013A

[Archivist](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · last AC: 2023-10-05 · Python 3 (first AC) · Tags: —

[maxplus's solution](#)

**1876.**

104013E

[Easy Compare-and-Set](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1877.**

104013F

[Futures Market Trends](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1878.**

104013C

[Corrupted Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1879.**

104013D

[Display](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1880.**

104013N

[Nunchucks Shop](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · Python 3 (first AC) · Tags: —

[maxplus's solution](#)

**1881.**

104013I

[Integer Square](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1882.**

104013M

[Mind the Gap](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1883.**

104013B

[Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · Python 3 (first AC) · Tags: —

[maxplus's solution](#)

**1884.**

104023C

[Grass](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · last AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1885.**

104023I

[Dragon Bloodline](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · last AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1886.**

104023G

[Grade 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · last AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1887.**

104023K

[IWanna Maker](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · last AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1888.**

104023J

[Eat, Sleep, Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · last AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1889.**

104023E

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**1890.**

104023A

[Dunai](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · last AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1891.**

104160E

[Graph Completing](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · last AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1892.**

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · last AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1893.**

104114M

[Mousetrap](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · last AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1894.**

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · last AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1895.**

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · last AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1896.**

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · last AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1897.**

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · last AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1898.**

104023M

[String Master](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1899.**

104023H

[Party Animals](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · last AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1900.**

104023L

[Novice Magician](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-26 · last AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1901.**

104023F

[Mooncake Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1902.**

104114L

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1903.**

104114K

[Knowledge Testing Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · last AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1904.**

104114J

[Joyful Death](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1905.**

104114I

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

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1906.**

104023D

[Sternhalma](#) · [Tutorial](#)Rating: — · first AC: 2023-09-24 · last AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)**1907.**

104023B

[Recruitment](#) · [Tutorial](#)Rating: — · first AC: 2023-09-24 · last AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)**1908.**

104114D

[Divisible by 4 Spanning Tree](#) · [Tutorial](#)Rating: — · first AC: 2023-09-23 · last AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)**1909.**

104114B

[Birthday Cake](#) · [Tutorial](#)Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)**1910.**

104114C

[COVID](#) · [Tutorial](#)Rating: — · first AC: 2023-09-22 · last AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)**1911.**

104114E

[Exercise](#) · [Tutorial](#)Rating: — · first AC: 2023-09-22 · last AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)**1912.**

104118D

[Domination Devil](#) · [Tutorial](#)Rating: — · first AC: 2023-09-20 · last AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)**1913.**

104118H

[HIIT](#) · [Tutorial](#)Rating: — · first AC: 2023-09-15 · last AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)**1914.**

104118K

[Kapitan Amazing](#) · [Tutorial](#)Rating: — · first AC: 2023-09-15 · last AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)**1915.**

104118J

[Junior Steiner Three](#) · [Tutorial](#)Rating: — · first AC: 2023-09-15 · last AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)**1916.**

104118I

[Item Crafting](#) · [Tutorial](#)Rating: — · first AC: 2023-09-15 · last AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1917.**

104118E

[Escape from Markov](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · last AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1918.**

104118G

[Gallivanting Merchant](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · last AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1919.**

104118F

[Factions vs The Hegemon](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · last AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1920.**

104118C

[Conform Conforme](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · last AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1921.**

104118L

[LCG Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · last AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1922.**

104118B

[Better than Bitcoin](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · last AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1923.**

104118A

[An Easy Calculus Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1924.**

104196K

[Stable Table](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-08 · last AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1925.**

104196J

[Recycling](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-08 · last AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1926.**

104196G

[Noonerized Spumbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-08 · last AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1927.**

104196F

[Growing Some Oobleck](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-08 · last AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1928.**

104196H

[Numble](#) · [Tutorial](#)

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

[maxplus's solution](#)

**1929.**

104196E

[Gambling Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-08 · last AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1930.**

104196C

[Ball of Whacks](#) · [Tutorial](#)

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

[maxplus's solution](#)

**1931.**

104196A

[1s For All](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-08 · last AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1932.**

104196M

[Tomb Hater](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1933.**

104196D

[Downsizing](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-08 · last AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1934.**

104196L

[Statues](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1935.**

104196I

[Pinned Files](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1936.**

104196B

[Abridged Reading](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1937.**

104160H

[P-P-Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-20 · last AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1938.**

104160I

[Quartz Collection](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-19 · last AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1939.**

104160A

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

Rating: — · first AC: 2023-07-19 · last AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1940.**

104160C

[Clamped Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-19 · last AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1941.**

104160L

[Tavern Chess](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-19 · last AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1942.**

104160F

[Half Mixed](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1943.**

104160D

[DRX vs. T1](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1944.**

102861E

[Party Company](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · last AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1945.**

102861O

[Venusian Shuttle](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1946.**

102861K

[Between Us](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1947.**

104011I

[Imprecise Permutation Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-16 · last AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1948.**

102861I

[Interactivity](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-16 · last AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1949.**

102861D

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

Rating: — · first AC: 2023-07-16 · last AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1950.**

104011F

[First to Solve](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-16 · last AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1951.**

102861N

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

Rating: — · first AC: 2023-07-15 · last AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1952.**

102861M

[Machine Gun](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · last AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1953.**

102861J

[Collecting Data](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1954.**

102861C

[Concatenating Teams](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · last AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1955.**

102861F

[Fastminton](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · PyPy 3-64 (first AC) · Tags: —  
[maxplus's solution](#)

**1956.**

102861A

[Sticker Album](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1957.**

102861H

[SBC's Hangar](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1958.**

102861L

[Lavaspar](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1959.**

102861G

[Game Show!](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1960.**

102861B

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1961.**

104011C

[Clean Up!](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-13 · last AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1962.**

104011M

[Multithreaded Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-13 · last AC: 2023-07-14 · PyPy 3-64 (first AC) · Tags: —  
[maxplus's solution](#)

**1963.**

104011J

[Journey in Fog](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · last AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1964.**

104011E

[Extreme Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1965.**

104011D

[Day Streak](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-13 · last AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1966.**

104011A

[Anno Domini 2022](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-13 · last AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1967.**

104011H

[Halfway There](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1968.**

104011L

[Letters Q and F](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1969.**

104011K

[Kaleidoscopic Route](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1970.**

104011B

[Boris and Berta](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1971.**

104252F

[Favorite Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-19 · last AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1972.**

104252K

[Kind Baker](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)**1973.**

104252I

[Italian Calzone & Pasta Corner](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-19 · last AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)**1974.**

104252E

[Empty Squares](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-19 · last AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)**1975.**

104252B

[Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-19 · last AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)**1976.**

104252L

[Lazy Printing](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)**1977.**

104252H

[Horse Race](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)**1978.**

104252C

[City Folding](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)**1979.**

104252M

[Maze in Bolt](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)**1980.**

104252A

[Asking for Money](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)**1981.**

104252D

[Daily Trips](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)**1982.**

1812C

[Digits](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: \*special

[maxplus's solution](#)

**1983.**

1812F

[Factorization](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: \*special, number theory  
[maxplus's solution](#)

**1984.**

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: \*special, constructive algorithms, strings  
[maxplus's solution](#)

**1985.**

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · Python 3 (first AC) · Tags: \*special, constructive algorithms, geometry, math  
[maxplus's solution](#)

**1986.**

1812D

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

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · Python 3 (first AC) · Tags: \*special, constructive algorithms, math, number theory  
[maxplus's solution](#)

**1987.**

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: \*special, brute force, implementation  
[maxplus's solution](#)

**1988.**

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: \*special, expression parsing, strings  
[maxplus's solution](#)

**1989.**

103438B

[New Queries On Segment Deluxe](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · last AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1990.**

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · last AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1991.**

103438I

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1992.**

103438A

[King of String Comparison](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · last AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[maxplus's solution](#)

**1993.**

103438C

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · last AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1994.**

103438M

[Counting Phenomenal Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · last AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1995.**

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · last AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1996.**

103438E

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1997.**

103438K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**1998.**

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**1999.**

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2000.**

103438G

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Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2001.**

101617B

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Rating: — · first AC: 2022-11-27 · last AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2002.**

101617K

[Unsatisfying](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-27 · last AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2003.**

101617C

[Flipping Out](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-28 · last AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2004.**

101617A

[Ducks in a Row](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2005.**

101617F

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Rating: — · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2006.**

101617H

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Rating: — · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2007.**

101617E

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Rating: — · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2008.**

101617G

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Rating: — · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2009.**

101617D

[Jumping Haybales](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2010.**

101617J

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Rating: — · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2011.**

101617I

[Star Arrangements](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2012.**

104008K

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Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2013.**

104008B

[Code With No Forces](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · last AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2014.**

104017G

[Round Table](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2015.**

104017H

[Pandemic Restrictions](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · last AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2016.**

104017B

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Rating: — · first AC: 2022-11-11 · last AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2017.**

104017I

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Rating: — · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2018.**

104017K

[Gastronomic Event](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · last AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2019.**

104017C

[Il Derby della Madonna](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2020.**

104017L

[Circular Maze](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2021.**

104017E

[Evolution of Weasels](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

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**2022.**

104017D

[Ice Cream Shop](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2023.**

104017J

[Boundary](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2024.**

104017F

[Bottle Arrangements](#) · [Tutorial](#)

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**2025.**

104017A

[Organizing SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2026.**

104008L

[Largest Unique Wins](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · last AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2027.**

104008J

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

Rating: — · first AC: 2022-11-05 · last AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2028.**

104008C

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

Rating: — · first AC: 2022-11-05 · last AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2029.**

104008M

[Youth Finale](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · last AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2030.**

104008A

[Lily](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · last AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2031.**

104008G

[Group Homework](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2032.**

104008E

[Draw a triangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · last AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2033.**

103960K

[Kalel, the Jumping Frog](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · last AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2034.**

103960L

[Listing Tedious Paths](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · last AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2035.**

103960M

[Hopscotch Marathon](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · last AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2036.**

103960N

[Numbers on both Sides](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · last AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2037.**

103960B

[Fun with Stones](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2038.**

103960C

[Cutting with Lasers](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2039.**

103960G

[Geometry of Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2040.**

103960F

[Multidimensional Hangman](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2041.**

103960H

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

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2042.**

103960D

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

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2043.**

103960J

[Playing 23](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2044.**

103960E

[Eliminating Ballons](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2045.**

103960I

[Intercepting Information](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2046.**

103960A

[Finding Maximal Non-Trivial Monotones](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2047.**

101480H

[Hovering Hornet](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2048.**

101480F

[Frightful Formula](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-17 · last AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2049.**

101480I

[Ice Igloos](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-17 · last AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2050.**

101480B

[Book Borders](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2051.**

101480D

[Digit Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2052.**

101480K

[Kernel Knights](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2053.**

101480A

[ASCII Addition](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2054.**

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · last AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2055.**

103640E

[Expedition Plans](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-05 · last AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2056.**

103640A

[Ancient Towers](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · last AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2057.**

103640B

[Because, Art!](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2058.**

103640L

[Leaving Yharnam](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2059.**

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2060.**

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2061.**

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2062.**

103640H

[Hamilton - The Musical](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2063.**

103640K

[KIARA is a Recursive Acronym](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —

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**2064.**

101630J

[Journey from Petersburg to Moscow](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · last AC: 2022-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2065.**

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · last AC: 2022-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2066.**

101630F

[The Final Level](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2067.**

101630I

[Interactive Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · last AC: 2022-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

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**2068.**

101190K

[Kids Designing Kids](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · last AC: 2022-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

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**2069.**

101190C

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

Rating: — · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2070.**

101630A

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

Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

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**2071.**

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2072.**

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2073.**

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2074.**

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2075.**

101190B

[Binary Code](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-31 · last AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

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**2076.**

101190L

[List of Primes](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-31 · last AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2077.**

101190J

[Jenga Boom](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2078.**

101190E

[Expect to Wait](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2079.**

101190F

[Foreign Postcards](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2080.**

101190A

[Abbreviation](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2081.**

101190H

[Hard Refactoring](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

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**2082.**

100307A

[ASCII Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2083.**

100851D

[Distance on Triangulation](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · last AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2084.**

100851C

[Cactus Jubilee](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · last AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2085.**

100851K

[King's Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-29 · last AC: 2022-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

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**2086.**

100851B

[Binary vs Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-29 · last AC: 2022-03-29 · Python 3 (first AC) · Tags: —

[maxplus's solution](#)

**2087.**

100851L

[Landscape Improved](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2088.**

100851J

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2089.**

100851F

[Froggy Ford](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2090.**

100851G

[Generators](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2091.**

100851E

[Easy Problemset](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2092.**

100851A

[Adjustment Office](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2093.**

100553B

[Burrito King](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-28 · last AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2094.**

100553E

[Epic Win!](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-28 · last AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2095.**

100553I

[Improvements](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2096.**

100553F

[Filter](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2097.**

100553J

[Jokewithpermutation](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2098.**

100553K

[Knockout Racing](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2099.**

100553A

[Alter Board](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2100.**

100307G

[Green Energy](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · last AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2101.**

100307I

[Interactive Interception](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · last AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2102.**

100307K

[Kabaleo Lite](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · last AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2103.**

100307H

[Hack Protection](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · last AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2104.**

100307J

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Rating: — · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

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**2105.**

100307F

[Fraud Busters](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2106.**

100307B

[Bonus Cards](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2107.**

100134I

[Identification of Protein](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · last AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2108.**

100134L

[Labyrinth of the Minotaur](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2109.**

100134F

[Folding Snake Cube](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · last AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2110.**

100134C

[Caravan Robbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · last AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2111.**

100134J

[Jumping Around](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2112.**

100134B

[Blind Problem Solving](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2113.**

100134H

[Hyperdrome](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2114.**

100134G

[Great Deceiver](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2115.**

100134A

[Addictive Bubbles](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2116.**

100134E

[Exact Measurement](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2117.**

100085D

[Dictionary Size](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-22 · last AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2118.**

100085C

[Caption](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-22 · last AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2119.**

100085I

[Interactive Permutation Guessing](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2120.**

100085G

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

Rating: — · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2121.**

100085E

[Eve](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2122.**

100085K

[Kingdom Roadmap](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2123.**

100085A

[ASCII Area](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2124.**

100085B

[Binary Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2125.**

101309K

[K-Graph Oddity](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · last AC: 2022-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2126.**

101309I

[Ideal Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · last AC: 2022-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2127.**

101309D

[Dome of Circus](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · last AC: 2022-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2128.**

101309B

[Binary Operation](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · last AC: 2022-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2129.**

101309G

[Game of 10](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2130.**

101309F

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

Rating: — · first AC: 2022-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2131.**

101309E

[Evacuation Plan](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2132.**

101309A

[Alignment of Code](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2133.**

101308D

[Database](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-17 · last AC: 2022-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2134.**

101308G

[Garbling Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-17 · last AC: 2022-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2135.**

101308J

[Java Certification](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2136.**

101308F

[Funny Language](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2137.**

101308H

[Headshot](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2138.**

101308B

[Business Center](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[maxplus's solution](#)

**2139.**

100286K

[KINA Is Not Abbreviation](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-16 · last AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2140.**

100286H

[Hell on the Markets](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-16 · last AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2141.**

100286C

[Clock](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-16 · last AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2142.**

100286A

[Aerodynamics](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2143.**

100286F

[Fibonacci System](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2144.**

100286J

[Javanese Cryptanalysis](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2145.**

100286I

[iSharp](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2146.**

100286G

[Giant Screen](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2147.**

100286B

[Blind Walk](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2148.**

100273F

[Fund Management](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-15 · last AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2149.**

100273A

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-15 · last AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2150.**

100273E

[Equation](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-15 · last AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2151.**

100273J

[Japanese Writing](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2152.**

100273H

[Hanoi Towers](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2153.**

100273I

[I18n](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2154.**

100273G

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2155.**

100273B

[Building for UN](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2156.**

100287C

[Cellular Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-14 · last AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2157.**

100287G

[Graveyard](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-14 · last AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2158.**

100287B

[Billing Tables](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2159.**

100287E

[Exchange](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2160.**

100287I

[Interconnect](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2161.**

100287J

[Java vs C++](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2162.**

100287K

[Kickdown](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2163.**

101334C

[Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · last AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2164.**

101334F

[Feel Good](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · last AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2165.**

101334D

[Double Patience](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · last AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2166.**

101334G

[Guards](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2167.**

101334H

[Hardwood Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2168.**

101334A

[Area 51](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2169.**

101334E

[Exploring Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2170.**

101334J

[Joseph's Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2171.**

101334I

[IP Networks](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2172.**

101388E

[Entropy](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · last AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2173.**

101388D

[Data Mining](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2174.**

101388J

[Jurassic Remains](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2175.**

101388H

[Hypertransmission](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2176.**

101388G

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2177.**

101388C

[Code Formatting](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2178.**

101388F

[Farmer Bill's Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2179.**

101388A

[Alternative Scale of Notation](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · Python 3 (first AC) · Tags: —

[maxplus's solution](#)

**2180.**

100002I

[Inlay Cutters](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2181.**

100002H

[Heroes Of Might And Magic](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2182.**

100002A

[Amusing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2183.**

100002C

[Cricket Field](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2184.**

100002B

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2185.**

100002F

[Folding](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2186.**

100002D

[Decoding Task](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2187.**

101137K

[Knights of the Old Republic](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · last AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2188.**

101137L

[Lazy Coordinator](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-16 · last AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2189.**

101137B

[Blocking Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2190.**

101137F

[Format](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2191.**

101137G

[Great Guest Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2192.**

101137A

[Altitude](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2193.**

100792G

[Garden Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · last AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2194.**

100792E

[Entertainment](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-14 · last AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2195.**

100792I

[Illegal or Not?](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · last AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2196.**

100792D

[Delay Time](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · last AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2197.**

100792C

[Colder-Hotter](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · last AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2198.**

100792K

[King's Rout](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-13 · last AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2199.**

100792H

[Hashing](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2200.**

100792A

[Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2201.**

100519F

[Friends](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-08 · last AC: 2021-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2202.**

100519D

[Do it Right!](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-08 · last AC: 2021-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2203.**

100519C

[CIA Datacenter](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-08 · last AC: 2021-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2204.**

100519I

[Interactive Primes Guessing](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-09 · last AC: 2021-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2205.**

100519E

[Equal Digits](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-08 · last AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxplus's solution](#)

**2206.**

100519H

[Holes](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-08 · last AC: 2021-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2207.**

100519J

[JPEG is Awesome!](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2208.**

100519B

[Bring Your Own Bombs](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2209.**

100519G

[Genealogy](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2210.**

100519A

[Advanced 2048](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2211.**

101611B

[Byteland Trip](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-06 · last AC: 2021-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2212.**

101611F

[Fake or Leak?](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · last AC: 2021-12-06 · Python 3 (first AC) · Tags: —

[maxplus's solution](#)

**2213.**

101611H

[Hilarious Cooking](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · last AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2214.**

101611J

[Judging the Trick](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · last AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2215.**

101611I

[Infinite Gift](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2216.**

101611G

[God of Winds](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2217.**

101611C

[Carpet](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2218.**

101611D

[Decoding of Varints](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2219.**

101611A

[Advertising Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2220.**

103411J

[Juggle Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · last AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2221.**

103411C

[A\\$A0010 JCT<C'ND"0Dò C ;C :D\\$8D:5D :C O AÄ0C48D BD 0C`LCÔ0Dò !CTBDÀ](#)

Rating: — · first AC: 2021-11-18 · last AC: 2021-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2222.**

103411E

[Empires](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2223.**

103411L

[AGTC Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2224.**

103411I

[Determine The Lap Length](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2225.**

103411H

[A78C6=Cä7](#)

Rating: — · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2226.**

103411G

[A=0DUBDèÀ D18D ;C À CD2C 7C :C'8CÔ0CÔ8Dö](#)

Rating: — · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2227.**

103411K

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[maxplus's solution](#)

**2228.**

103411F

[B UC40 GC \\$C,,1Cä=C GDt8](#)

Rating: — · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2229.**

103411D

[ADUaQ?C ;C,,=CD@Cä<](#)

Rating: — · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2230.**

103411B

[A=5C8iaD" ACT9DD0](#)

Rating: — · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2231.**

103411A

[AD8DrBC =Dd8Cä=CÔ>CR >C CDt5CÔ8CP](#)

Rating: — · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[maxplus's solution](#)

**2232.**

101078B

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Rating: — · first AC: 2016-09-07 · GNU C++11 (first AC) · Tags: —

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**2233.**

100801D

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Rating: — · first AC: 2015-11-06 · GNU C++11 (first AC) · Tags: —

[maxplus's solution](#)

**2234.**

100801H

[Hash Code Hacker](#) · Tutorial

Rating: — · first AC: 2015-11-06 · GNU C++11 (first AC) · Tags: —

[maxplus's solution](#)

**2235.**

100801B

[Black and White](#) · Tutorial

Rating: — · first AC: 2015-11-06 · GNU C++11 (first AC) · Tags: —

[maxplus's solution](#)

**2236.**

100801L

[Lucky Chances](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-06 · GNU C++11 (first AC) · Tags: —

[maxplus's solution](#)

**2237.**

100801E

[Easy Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-06 · GNU C++11 (first AC) · Tags: —

[maxplus's solution](#)

**2238.**

100801A

[Alex Origami Squares](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-06 · GNU C++11 (first AC) · Tags: —

[maxplus's solution](#)

**2239.**

1005863

[B5C00](#)

Rating: — · first AC: 2015-02-04 · GNU C++0x (first AC) · Tags: —

[maxplus's solution](#)