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Unique solved — mychecksdead

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

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Filters: none

Count: 1,663

1.

2183A

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Quality: 23,669 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

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2.

2178A

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3.

2180B

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Quality: 24,577 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

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4.

2180A

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5.

2157A

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Quality: 16,494 global accepts · Rating: 800 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

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6.

2164A

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7.

2161A

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Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, implementation, math

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8.

2147A

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Quality: 18,631 global accepts · Rating: 800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

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9.

2127A

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10.

2122A

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Quality: 19,206 global accepts · Rating: 800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

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11.

2124A

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Quality: 19,201 global accepts · Rating: 800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

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12.

2120A

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13.

2110A

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14.

2106A

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15.

2084A

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16.

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17.

2061A

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18.

2057A

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19.

2053A

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20.

2048A

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21.

2034A

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22.

2039A

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23.

2029A

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24.

2035A

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25.

2003B

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26.

2003A

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28.

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29.

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30.

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sortings

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31.

1975A

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32.

1969A

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33.

1957A

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34.

1956B

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35.

1956A

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36.

1942A

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1935A

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38.

1930A

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39.

1929B

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1929A

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1928A

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42.

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43.

1919A

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44.

1916A

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45.

1909A

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46.

1870A

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47.

1867A

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48.

1861A

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49.

1863A

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50.

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51.

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52.

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54.

1798A

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55.

1810B

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56.

1810A

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57.

1814A

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58.

1797A

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59.

1816A

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60.

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61.

1805A

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62.

1804A

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63.

1799A

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64.

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1793A

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66.

1788A

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67.

1787A

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68.

1780A

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69.

1792A

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70.

1777A

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71.

1782A

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72.

1768A

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73.

1779A

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74.

1731A

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75.

1762A

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77.

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78.

1750A

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79.

1764A

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80.

1758A

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81.

1761A

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82.

1759B

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83.

1759A

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1740B
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1740A
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1754B
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1754A
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1746B
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1738A
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1739A
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95.

1730A

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96.

1734B

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97.

1734A

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98.

1733A

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99.

1728B

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100.

1728A

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101.

1717A

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Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[mychecksdead's solution](#)

102.

1668A

[Direction Change](#) · [Tutorial](#)

Quality: 16,784 global accepts · Rating: 800 · first AC: 2022-09-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[mychecksdead's solution](#)

103.

1673A

[Subtle Substring Subtraction](#) · [Tutorial](#)

Quality: 19,141 global accepts · Rating: 800 · first AC: 2022-08-29 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings

[mychecksdead's solution](#)

104.

1721A

[Image](#) · [Tutorial](#)

Quality: 28,310 global accepts · Rating: 800 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[mychecksdead's solution](#)

105.

1712B

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

Quality: 22,399 global accepts · Rating: 800 · first AC: 2022-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

number theory

[mychecksdead's solution](#)

106.

1712A

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

Quality: 25,056 global accepts · Rating: 800 · first AC: 2022-08-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[mychecksdead's solution](#)

107.

1670A

[Prof. Slim](#) · [Tutorial](#)

Quality: 15,995 global accepts · Rating: 800 · first AC: 2022-08-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[mychecksdead's solution](#)

108.

1686B

[Odd Subarrays](#) · [Tutorial](#)

Quality: 19,343 global accepts · Rating: 800 · first AC: 2022-08-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[mychecksdead's solution](#)

109.

1686A

[Everything Everywhere All But One](#) · [Tutorial](#)

Quality: 21,243 global accepts · Rating: 800 · first AC: 2022-08-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[mychecksdead's solution](#)

110.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[mychecksdead's solution](#)

111.

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, sortings

[mychecksdead's solution](#)

112.

1713A

[Traveling Salesman Problem](#) · [Tutorial](#)

Quality: 22,813 global accepts · Rating: 800 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, implementation

[mychecksdead's solution](#)

113.

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[mychecksdead's solution](#)

114.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,845 global accepts · Rating: 800 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[mychecksdead's solution](#)

115.

1714C

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

Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[mychecksdead's solution](#)

116.

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,777 global accepts · Rating: 800 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
[mychecksdead's solution](#)

117.

1704A

[Two 0-1 Sequences](#) · [Tutorial](#)

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[mychecksdead's solution](#)

118.

1690C

[Restoring the Duration of Tasks](#) · [Tutorial](#)

Quality: 28,093 global accepts · Rating: 800 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
[mychecksdead's solution](#)

119.

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,933 global accepts · Rating: 800 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[mychecksdead's solution](#)

120.

1690A

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

Quality: 35,629 global accepts · Rating: 800 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[mychecksdead's solution](#)

121.

1688B

[Patchouli's Magical Talisman](#) · [Tutorial](#)

Quality: 19,007 global accepts · Rating: 800 · first AC: 2022-07-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, sortings
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122.

1688A

[Cirno's Perfect Bitmasks Classroom](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-07-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force
[mychecksdead's solution](#)

123.

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[mychecksdead's solution](#)

124.

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,595 global accepts · Rating: 800 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[mychecksdead's solution](#)

125.

1706A

[Another String Minimization Problem](#) · [Tutorial](#)

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings
[mychecksdead's solution](#)

126.

1705A

[Mark the Photographer](#) · [Tutorial](#)

Quality: 26,582 global accepts · Rating: 800 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[mychecksdead's solution](#)

127.

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[mychecksdead's solution](#)

128.

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[mychecksdead's solution](#)

129.

1699A

[The Third Three Number Problem](#) · [Tutorial](#)

Quality: 24,780 global accepts · Rating: 800 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[mychecksdead's solution](#)

130.

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,466 global accepts · Rating: 800 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[mychecksdead's solution](#)

131.

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,879 global accepts · Rating: 800 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force
[mychecksdead's solution](#)

132.

1689A

[Lex String](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 800 · first AC: 2022-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings, two pointers
[mychecksdead's solution](#)

133.

1697A

[Parkway Walk](#) · [Tutorial](#)

Quality: 26,741 global accepts · Rating: 800 · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[mychecksdead's solution](#)

134.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
[mychecksdead's solution](#)

135.

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2022-06-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[mychecksdead's solution](#)

136.

1695A

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

Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-22 · C++17 (GCC 7-32) (first AC) · Tags: games
[mychecksdead's solution](#)

137.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,679 global accepts · Rating: 800 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[mychecksdead's solution](#)

138.

1675A

[Food for Animals](#) · [Tutorial](#)

Quality: 36,809 global accepts · Rating: 800 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[mychecksdead's solution](#)

139.

1661A

[Array Balancing](#) · [Tutorial](#)

Quality: 19,370 global accepts · Rating: 800 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[mychecksdead's solution](#)

140.

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 800 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[mychecksdead's solution](#)

141.

1658B

[Marin and Anti-coprime Permutation](#) · [Tutorial](#)

Quality: 19,545 global accepts · Rating: 800 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[mychecksdead's solution](#)

142.

1658A

[Marin and Photoshoot](#) · [Tutorial](#)

Quality: 20,907 global accepts · Rating: 800 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[mychecksdead's solution](#)

143.

1616A

[Integer Diversity](#) · [Tutorial](#)

Quality: 23,829 global accepts · Rating: 800 · first AC: 2022-01-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[mychecksdead's solution](#)

144.

1621A

[Stable Arrangement of Rooks](#) · [Tutorial](#)

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[mychecksdead's solution](#)

145.

1622A

[Construct a Rectangle](#) · [Tutorial](#)

Quality: 32,033 global accepts · Rating: 800 · first AC: 2022-01-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[mychecksdead's solution](#)

146.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[mychecksdead's solution](#)

147.

1619B

[Squares and Cubes](#) · [Tutorial](#)

Quality: 32,947 global accepts · Rating: 800 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[mychecksdead's solution](#)

148.

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,822 global accepts · Rating: 800 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[mychecksdead's solution](#)

149.

1591A

[Life of a Flower](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[mychecksdead's solution](#)

150.

1617A

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

Quality: 17,008 global accepts · Rating: 800 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[mychecksdead's solution](#)

151.

1620A

[Equal or Not Equal](#) · [Tutorial](#)

Quality: 23,155 global accepts · Rating: 800 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, implementation

[mychecksdead's solution](#)

152.

1614A

[Divan and a Store](#) · [Tutorial](#)

Quality: 24,592 global accepts · Rating: 800 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[mychecksdead's solution](#)

153.

1611B

[Team Composition: Programmers and Mathematicians](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 800 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[mychecksdead's solution](#)

154.

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,414 global accepts · Rating: 800 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[mychecksdead's solution](#)

155.

1612A

[Distance](#) · [Tutorial](#)

Quality: 18,211 global accepts · Rating: 800 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[mychecksdead's solution](#)

156.

1589A

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

Rating: 800 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[mychecksdead's solution](#)

157.

1605A

[A.M. Deviation](#) · [Tutorial](#)

Quality: 21,646 global accepts · Rating: 800 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[mychecksdead's solution](#)

158.

1582A

[Luntik and Concerts](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[mychecksdead's solution](#)

159.

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
[mychecksdead's solution](#)

160.

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,642 global accepts · Rating: 800 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation
[mychecksdead's solution](#)

161.

1592A

[Gamer Hemose](#) · [Tutorial](#)

Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings
[mychecksdead's solution](#)

162.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,848 global accepts · Rating: 800 · first AC: 2021-01-26 · last AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[mychecksdead's solution](#)

163.

1574A

[Regular Bracket Sequences](#) · [Tutorial](#)

Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[mychecksdead's solution](#)

164.

1573A

[Countdown](#) · [Tutorial](#)

Quality: 21,953 global accepts · Rating: 800 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[mychecksdead's solution](#)

165.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[mychecksdead's solution](#)

166.

1566A

[Median Maximization](#) · [Tutorial](#)

Quality: 25,373 global accepts · Rating: 800 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[mychecksdead's solution](#)

167.

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,718 global accepts · Rating: 800 · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[mychecksdead's solution](#)

168.

1569A

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

Quality: 26,553 global accepts · Rating: 800 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[mychecksdead's solution](#)

169.

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
[mychecksdead's solution](#)

170.

1562A

[The Miracle and the Sleeper](#) · Tutorial

Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[mychecksdead's solution](#)

171.

1474A

[Puzzle From the Future](#) · Tutorial

Quality: 23,358 global accepts · Rating: 800 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[mychecksdead's solution](#)

172.

1561A

[Simply Strange Sort](#) · Tutorial

Quality: 17,168 global accepts · Rating: 800 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings
[mychecksdead's solution](#)

173.

1560C

[Infinity Table](#) · Tutorial

Quality: 27,995 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[mychecksdead's solution](#)

174.

1560B

[Who's Opposite?](#) · Tutorial

Quality: 38,803 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: math
[mychecksdead's solution](#)

175.

1560A

[Dislike of Threes](#) · Tutorial

Quality: 73,512 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[mychecksdead's solution](#)

176.

1405A

[Permutation Forgery](#) · Tutorial

Quality: 21,907 global accepts · Rating: 800 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[mychecksdead's solution](#)

177.

1557A

[Ezzat and Two Subsequences](#) · Tutorial

Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings
[mychecksdead's solution](#)

178.

1549B

[Gregor and the Pawn Game](#) · Tutorial

Quality: 26,824 global accepts · Rating: 800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation
[mychecksdead's solution](#)

179.

1549A

[Gregor and Cryptography](#) · Tutorial

Quality: 35,564 global accepts · Rating: 800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[mychecksdead's solution](#)

180.

1554A

[Cherry](#) · Tutorial

Quality: 31,388 global accepts · Rating: 800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[mychecksdead's solution](#)

181.

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings
[mychecksdead's solution](#)

182.

1551B1

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

Quality: 31,325 global accepts · Rating: 800 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[mychecksdead's solution](#)

183.

1551A

[Polycarp and Coins](#) · [Tutorial](#)

Quality: 58,354 global accepts · Rating: 800 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[mychecksdead's solution](#)

184.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,264 global accepts · Rating: 800 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[mychecksdead's solution](#)

185.

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,287 global accepts · Rating: 800 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[mychecksdead's solution](#)

186.

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[mychecksdead's solution](#)

187.

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,461 global accepts · Rating: 800 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[mychecksdead's solution](#)

188.

1546A

[AquaMoon and Two Arrays](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 800 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[mychecksdead's solution](#)

189.

1547B

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

Quality: 27,902 global accepts · Rating: 800 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[mychecksdead's solution](#)

190.

1547A

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

Quality: 32,287 global accepts · Rating: 800 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[mychecksdead's solution](#)

191.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,634 global accepts · Rating: 800 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math
[mychecksdead's solution](#)

192.

1541A

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

Quality: 30,716 global accepts · Rating: 800 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[mychecksdead's solution](#)

193.

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,748 global accepts · Rating: 800 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings
[mychecksdead's solution](#)

194.

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,982 global accepts · Rating: 800 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[mychecksdead's solution](#)

195.

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[mychecksdead's solution](#)

196.

1538B

[Friends and Candies](#) · [Tutorial](#)

Quality: 33,537 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[mychecksdead's solution](#)

197.

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,401 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
[mychecksdead's solution](#)

198.

1536A

[Omkar and Bad Story](#) · [Tutorial](#)

Quality: 20,771 global accepts · Rating: 800 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[mychecksdead's solution](#)

199.

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,154 global accepts · Rating: 800 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[mychecksdead's solution](#)

200.

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 800 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[mychecksdead's solution](#)

201.

1526A

[Mean Inequality](#) · [Tutorial](#)

Quality: 25,017 global accepts · Rating: 800 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[mychecksdead's solution](#)

202.

1529A

[Eshag Loves Big Arrays](#) · [Tutorial](#)

Quality: 31,026 global accepts · Rating: 800 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[mychecksdead's solution](#)

203.

1409A

[Yet Another Two Integers Problem](#) · [Tutorial](#)

Quality: 80,424 global accepts · Rating: 800 · first AC: 2021-05-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[mychecksdead's solution](#)

204.

1527A

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307.

1505A

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Quality: 16,088 global accepts · Rating: 900 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, interactive
[mychecksdead's solution](#)

308.

115A

[Party](#) · [Tutorial](#)

Quality: 43,354 global accepts · Rating: 900 · first AC: 2021-03-25 · last AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[mychecksdead's solution](#)

309.

1057A

[Bmail Computer Network](#) · [Tutorial](#)

Quality: 7,469 global accepts · Rating: 900 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, trees

[mychecksdead's solution](#)

310.

1501B

[Napoleon Cake](#) · [Tutorial](#)

Quality: 21,077 global accepts · Rating: 900 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings
[mychecksdead's solution](#)

311.

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,243 global accepts · Rating: 900 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings
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312.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 900 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation
[mychecksdead's solution](#)

313.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
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314.

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2021-02-08 · last AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[mychecksdead's solution](#)

315.

916A

[Jamie and Alarm Snooze](#) · [Tutorial](#)

Quality: 9,556 global accepts · Rating: 900 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[mychecksdead's solution](#)

316.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,848 global accepts · Rating: 900 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry
[mychecksdead's solution](#)

317.

1475B

[New Year's Number](#) · [Tutorial](#)

Quality: 57,248 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math
[mychecksdead's solution](#)

318.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,815 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[mychecksdead's solution](#)

319.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,253 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory
[mychecksdead's solution](#)

320.

2147B

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

Quality: 16,963 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[mychecksdead's solution](#)

321.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,274 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[mychecksdead's solution](#)

322.

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,740 global accepts · Rating: 1000 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry
[mychecksdead's solution](#)

323.

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,608 global accepts · Rating: 1000 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings
[mychecksdead's solution](#)

324.

2057B

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

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[mychecksdead's solution](#)

325.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers
[mychecksdead's solution](#)

326.

2039B

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

Quality: 17,297 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[mychecksdead's solution](#)

327.

2005B1

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

Quality: 24,748 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[mychecksdead's solution](#)

328.

2002B

[Removals Game](#) · [Tutorial](#)

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

329.

1975B

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

Quality: 21,071 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings
[mychecksdead's solution](#)

330.

1969B

[Shifts and Sorting](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[mychecksdead's solution](#)

331.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[mychecksdead's solution](#)

332.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,910 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[mychecksdead's solution](#)

333.

1876A

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

Quality: 34,919 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[mychecksdead's solution](#)

334.

1861B

[Two Binary Strings](#) · [Tutorial](#)

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[mychecksdead's solution](#)

335.

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

[mychecksdead's solution](#)

336.

1785A

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

Rating: 1000 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[mychecksdead's solution](#)

337.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[mychecksdead's solution](#)

338.

1816B

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

Quality: 16,689 global accepts · Rating: 1000 · first AC: 2023-04-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[mychecksdead's solution](#)

339.

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

[mychecksdead's solution](#)

340.

1782B

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

Rating: 1000 · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[mychecksdead's solution](#)

341.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[mychecksdead's solution](#)

342.

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[mychecksdead's solution](#)

343.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[mychecksdead's solution](#)

344.

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
[mychecksdead's solution](#)

345.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,540 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory
[mychecksdead's solution](#)

346.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[mychecksdead's solution](#)

347.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,606 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[mychecksdead's solution](#)

348.

1713B

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

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[mychecksdead's solution](#)

349.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,918 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[mychecksdead's solution](#)

350.

1690D

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

Quality: 47,030 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers
[mychecksdead's solution](#)

351.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-22 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[mychecksdead's solution](#)

352.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,317 global accepts · Rating: 1000 · first AC: 2022-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[mychecksdead's solution](#)

353.

1620B

[Triangles on a Rectangle](#) · [Tutorial](#)

Quality: 31,475 global accepts · Rating: 1000 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[mychecksdead's solution](#)

354.

1614B

[Divan and a New Project](#) · [Tutorial](#)

Quality: 29,030 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[mychecksdead's solution](#)

355.

1611C

[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[mychecksdead's solution](#)

356.

1589B

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

Rating: 1000 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[mychecksdead's solution](#)

357.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,334 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[mychecksdead's solution](#)

358.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,938 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[mychecksdead's solution](#)

359.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,035 global accepts · Rating: 1000 · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[mychecksdead's solution](#)

360.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,939 global accepts · Rating: 1000 · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[mychecksdead's solution](#)

361.

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

[mychecksdead's solution](#)

362.

1562B

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

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[mychecksdead's solution](#)

363.

1474B

[Different Divisors](#) · [Tutorial](#)

Quality: 40,331 global accepts · Rating: 1000 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[mychecksdead's solution](#)

364.

1405B

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

Quality: 23,029 global accepts · Rating: 1000 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[mychecksdead's solution](#)

365.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[mychecksdead's solution](#)

366.

1550B

[Maximum Cost Deletion](#) · [Tutorial](#)

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[mychecksdead's solution](#)

367.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,528 global accepts · Rating: 1000 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, greedy, math

[mychecksdead's solution](#)

368.

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

Quality: 42,044 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[mychecksdead's solution](#)

369.

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,541 global accepts · Rating: 1000 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[mychecksdead's solution](#)

370.

1515B

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

Quality: 27,067 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[mychecksdead's solution](#)

371.

462A

[Appleman and Easy Task](#) · [Tutorial](#)

Quality: 17,867 global accepts · Rating: 1000 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[mychecksdead's solution](#)

372.

118B

[Present from Lena](#) · [Tutorial](#)

Quality: 34,583 global accepts · Rating: 1000 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[mychecksdead's solution](#)

373.

1506C

[Double-ended Strings](#) · [Tutorial](#)

Quality: 35,630 global accepts · Rating: 1000 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[mychecksdead's solution](#)

374.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[mychecksdead's solution](#)

375.

1419D1

[Sage's Birthday \(easy version\)](#) · [Tutorial](#)

Quality: 26,387 global accepts · Rating: 1000 · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[mychecksdead's solution](#)

376.

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[mychecksdead's solution](#)

377.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,144 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[mychecksdead's solution](#)

378.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,059 global accepts · Rating: 1000 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[mychecksdead's solution](#)

379.

1469A

[Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 30,033 global accepts · Rating: 1000 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[mychecksdead's solution](#)

380.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[mychecksdead's solution](#)

381.

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,196 global accepts · Rating: 1000 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[mychecksdead's solution](#)

382.

1388B

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

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[mychecksdead's solution](#)

383.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,885 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[mychecksdead's solution](#)

384.

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,144 global accepts · Rating: 1000 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, shortest paths

[mychecksdead's solution](#)

385.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,214 global accepts · Rating: 1000 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[mychecksdead's solution](#)

386.

2183B

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

Quality: 16,175 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[mychecksdead's solution](#)

387.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,998 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[mychecksdead's solution](#)

388.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[mychecksdead's solution](#)

389.

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

[mychecksdead's solution](#)

390.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[mychecksdead's solution](#)

391.

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

[mychecksdead's solution](#)

392.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[mychecksdead's solution](#)

393.

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,413 global accepts · Rating: 1100 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[mychecksdead's solution](#)

394.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[mychecksdead's solution](#)

395.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,632 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, strings

[mychecksdead's solution](#)

396.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[mychecksdead's solution](#)

397.

1863B

[Split Sort](#) · [Tutorial](#)

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

[mychecksdead's solution](#)

398.

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

[mychecksdead's solution](#)

399.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,808 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings, two pointers

[mychecksdead's solution](#)

400.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,331 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[mychecksdead's solution](#)

401.

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,614 global accepts · Rating: 1100 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[mychecksdead's solution](#)

402.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[mychecksdead's solution](#)

403.

1788B

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

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[mychecksdead's solution](#)

404.

1787B

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

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[mychecksdead's solution](#)

405.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,977 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[mychecksdead's solution](#)

406.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,797 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[mychecksdead's solution](#)

407.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[mychecksdead's solution](#)

408.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,394 global accepts · Rating: 1100 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, shortest paths

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409.

1726B

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Quality: 16,849 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

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410.

1717B

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411.

1673B

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412.

1712C

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413.

1670B

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414.

1686C

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415.

1706B

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416.

1700B

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417.

1675C

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418.

1616B

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419.

1609B

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420.

1610B

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421.

1593D1

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422.

1574B

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423.

1566D1

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424.

1557B

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425.

1547C

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426.

1534B

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427.

1523B

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428.

1529B

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429.

525A

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430.

1509B

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431.

1511C

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432.

1511B

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433.

1506B

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434.

1496B

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[mychecksdead's solution](#)

435.

1492B

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Quality: 20,407 global accepts · Rating: 1100 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math
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436.

1472C

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437.

1490C

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[mychecksdead's solution](#)

438.

755B

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439.

1481B

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Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
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440.

1478B

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441.

2196A

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442.

2190A

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Quality: 17,135 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy
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443.

2178C

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[mychecksdead's solution](#)

444.

2161C

[Loyalty](#) · [Tutorial](#)

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445.

2135A

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

Quality: 18,345 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
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446.

2062C

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Quality: 18,388 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
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447.

2053B

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448.

2048C

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449.

2046A

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450.

2039C1

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451.

2005B2

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Quality: 21,686 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings
[mychecksdead's solution](#)

452.

2003C

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453.

2002C

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Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math
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454.

1990B

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455.

1982C

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[mychecksdead's solution](#)

456.

1982B

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Quality: 19,756 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[mychecksdead's solution](#)

457.

1975C

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

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[mychecksdead's solution](#)

458.

1954C

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459.

1954B

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[mychecksdead's solution](#)

460.

1935B

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Quality: 20,895 global accepts · Rating: 1200 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[mychecksdead's solution](#)

461.

1928B

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Quality: 20,754 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

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462.

1916C

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Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[mychecksdead's solution](#)

463.

1909B

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Quality: 30,965 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[mychecksdead's solution](#)

464.

1874A

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[mychecksdead's solution](#)

465.

1870B

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Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
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466.

1848B

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467.

1808B

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468.

1799B

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Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
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469.

1793C

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470.

1792B

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471.

1392C

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Quality: 19,595 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
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472.

1730C

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473.

1734C

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474.

1720C

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475.

1713C

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476.

1704C

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477.

1694B

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478.

1619C

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479.

1582C

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480.

1586B

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481.

1598C

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482.

1592B

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483.

1559C

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484.

1553C

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485.

1530C

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486.

1546B

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487.

1541B

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488.

1539C

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489.

1537C

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490.

1536B

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491.

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,402 global accepts · Rating: 1200 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

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492.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,484 global accepts · Rating: 1200 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math

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493.

1437B

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Quality: 20,852 global accepts · Rating: 1200 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[mychecksdead's solution](#)

494.

1517B

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Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

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495.

1514B

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Quality: 34,936 global accepts · Rating: 1200 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[mychecksdead's solution](#)

496.

959B

[Mahmoud and Ehab and the message](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: dsu, greedy, implementation

[mychecksdead's solution](#)

497.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,708 global accepts · Rating: 1200 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[mychecksdead's solution](#)

498.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,532 global accepts · Rating: 1200 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[mychecksdead's solution](#)

499.

1352C

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

Quality: 69,770 global accepts · Rating: 1200 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[mychecksdead's solution](#)

500.

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,712 global accepts · Rating: 1200 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[mychecksdead's solution](#)

501.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,828 global accepts · Rating: 1200 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, dp, graphs, trees

[mychecksdead's solution](#)

502.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees

[mychecksdead's solution](#)

503.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[mychecksdead's solution](#)

504.

1185B

[Email from Polycarp](#) · [Tutorial](#)

Quality: 14,223 global accepts · Rating: 1200 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[mychecksdead's solution](#)

505.

1257C

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

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2021-03-20 · last AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[mychecksdead's solution](#)

506.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,355 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[mychecksdead's solution](#)

507.

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[mychecksdead's solution](#)

508.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[mychecksdead's solution](#)

509.

1496C

[Diamond Miner](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-03-10 · last AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, sortings
[mychecksdead's solution](#)

510.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[mychecksdead's solution](#)

511.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, sortings
[mychecksdead's solution](#)

512.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,472 global accepts · Rating: 1200 · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[mychecksdead's solution](#)

513.

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, implementation
[mychecksdead's solution](#)

514.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,688 global accepts · Rating: 1200 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[mychecksdead's solution](#)

515.

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math
[mychecksdead's solution](#)

516.

1272C

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

Quality: 30,741 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation
[mychecksdead's solution](#)

517.

292B

[Network Topology](#) · [Tutorial](#)

Quality: 10,513 global accepts · Rating: 1200 · first AC: 2021-02-04 · last AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[mychecksdead's solution](#)

518.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[mychecksdead's solution](#)

519.

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[mychecksdead's solution](#)

520.

1352B

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

Quality: 44,820 global accepts · Rating: 1200 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[mychecksdead's solution](#)

521.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[mychecksdead's solution](#)

522.

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,410 global accepts · Rating: 1200 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[mychecksdead's solution](#)

523.

2187A

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

Quality: 15,869 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[mychecksdead's solution](#)

524.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,115 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[mychecksdead's solution](#)

525.

2127B

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

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

[mychecksdead's solution](#)

526.

2124C

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

Quality: 14,595 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[mychecksdead's solution](#)

527.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,430 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[mychecksdead's solution](#)

528.

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

[mychecksdead's solution](#)

529.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[mychecksdead's solution](#)

530.

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

[mychecksdead's solution](#)

531.

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

[mychecksdead's solution](#)

532.

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,670 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[mychecksdead's solution](#)

533.

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

[mychecksdead's solution](#)

534.

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

[mychecksdead's solution](#)

535.

1794C

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

Quality: 22,083 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[mychecksdead's solution](#)

536.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[mychecksdead's solution](#)

537.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[mychecksdead's solution](#)

538.

1816C

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

Rating: 1300 · first AC: 2023-04-11 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings
[mychecksdead's solution](#)

539.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[mychecksdead's solution](#)

540.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation
[mychecksdead's solution](#)

541.

1754C1

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

Rating: 1300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[mychecksdead's solution](#)

542.

1746C

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

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

543.

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,102 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
[mychecksdead's solution](#)

544.

1726C

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

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy
[mychecksdead's solution](#)

545.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[mychecksdead's solution](#)

546.

1668C

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

Rating: 1300 · first AC: 2022-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[mychecksdead's solution](#)

547.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[mychecksdead's solution](#)

548.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[mychecksdead's solution](#)

549.

1694C

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

Rating: 1300 · first AC: 2022-06-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[mychecksdead's solution](#)

550.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,773 global accepts · Rating: 1300 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, trees

[mychecksdead's solution](#)

551.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,687 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[mychecksdead's solution](#)

552.

1615B

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

Quality: 17,916 global accepts · Rating: 1300 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[mychecksdead's solution](#)

553.

1618D

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

Quality: 20,897 global accepts · Rating: 1300 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[mychecksdead's solution](#)

554.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[mychecksdead's solution](#)

555.

1601A

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

Quality: 21,094 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[mychecksdead's solution](#)

556.

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[mychecksdead's solution](#)

557.

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[mychecksdead's solution](#)

558.

1574C

[Slay the Dragon](#) · [Tutorial](#)

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

[mychecksdead's solution](#)

559.

1556B

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

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

[mychecksdead's solution](#)

560.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,415 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[mychecksdead's solution](#)

561.

1561B

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

Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[mychecksdead's solution](#)

562.

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,458 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[mychecksdead's solution](#)

563.

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[mychecksdead's solution](#)

564.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[mychecksdead's solution](#)

565.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,085 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[mychecksdead's solution](#)

566.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[mychecksdead's solution](#)

567.

1547D

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

Quality: 18,588 global accepts · Rating: 1300 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[mychecksdead's solution](#)

568.

1534C

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

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math
[mychecksdead's solution](#)

569.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,400 global accepts · Rating: 1300 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers
[mychecksdead's solution](#)

570.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[mychecksdead's solution](#)

571.

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,262 global accepts · Rating: 1300 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math
[mychecksdead's solution](#)

572.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
[mychecksdead's solution](#)

573.

378B

[Semifinals](#) · [Tutorial](#)

Quality: 6,193 global accepts · Rating: 1300 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[mychecksdead's solution](#)

574.

579B

[Finding Team Member](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1300 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings
[mychecksdead's solution](#)

575.

471B

[MUH and Important Things](#) · [Tutorial](#)

Quality: 6,205 global accepts · Rating: 1300 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[mychecksdead's solution](#)

576.

659B

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

Quality: 6,624 global accepts · Rating: 1300 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[mychecksdead's solution](#)

577.

840A

[Leha and Function](#) · [Tutorial](#)

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings
[mychecksdead's solution](#)

578.

347A

[Difference Row](#) · [Tutorial](#)

Quality: 9,798 global accepts · Rating: 1300 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[mychecksdead's solution](#)

579.

670C

[Cinema](#) · [Tutorial](#)

Quality: 10,000 global accepts · Rating: 1300 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[mychecksdead's solution](#)

580.

810B

[Summer sell-off](#) · [Tutorial](#)

Quality: 12,596 global accepts · Rating: 1300 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[mychecksdead's solution](#)

581.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, sortings

[mychecksdead's solution](#)

582.

886C

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

Quality: 5,676 global accepts · Rating: 1300 · first AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dsu, greedy, implementation, trees

[mychecksdead's solution](#)

583.

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,266 global accepts · Rating: 1300 · first AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[mychecksdead's solution](#)

584.

276B

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

Quality: 32,109 global accepts · Rating: 1300 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[mychecksdead's solution](#)

585.

330B

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

Quality: 19,387 global accepts · Rating: 1300 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[mychecksdead's solution](#)

586.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,240 global accepts · Rating: 1300 · first AC: 2021-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[mychecksdead's solution](#)

587.

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,059 global accepts · Rating: 1300 · first AC: 2021-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[mychecksdead's solution](#)

588.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,677 global accepts · Rating: 1300 · first AC: 2021-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[mychecksdead's solution](#)

589.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[mychecksdead's solution](#)

590.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,879 global accepts · Rating: 1300 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
[mychecksdead's solution](#)

591.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,778 global accepts · Rating: 1300 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers
[mychecksdead's solution](#)

592.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,345 global accepts · Rating: 1300 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy
[mychecksdead's solution](#)

593.

1322A

[Unusual Competitions](#) · [Tutorial](#)

Quality: 12,888 global accepts · Rating: 1300 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[mychecksdead's solution](#)

594.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,825 global accepts · Rating: 1300 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, number theory
[mychecksdead's solution](#)

595.

862B

[Mahmoud and Ehab and the bipartiteness](#) · [Tutorial](#)

Quality: 25,650 global accepts · Rating: 1300 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[mychecksdead's solution](#)

596.

135A

[Replacement](#) · [Tutorial](#)

Quality: 8,257 global accepts · Rating: 1300 · first AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[mychecksdead's solution](#)

597.

352B

[Jeff and Periods](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1300 · first AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[mychecksdead's solution](#)

598.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,902 global accepts · Rating: 1300 · first AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[mychecksdead's solution](#)

599.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,871 global accepts · Rating: 1300 · first AC: 2021-03-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[mychecksdead's solution](#)

600.

220A

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

Quality: 13,118 global accepts · Rating: 1300 · first AC: 2021-03-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[mychecksdead's solution](#)

601.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2021-03-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[mychecksdead's solution](#)

602.

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,813 global accepts · Rating: 1300 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[mychecksdead's solution](#)

603.

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers

[mychecksdead's solution](#)

604.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings

[mychecksdead's solution](#)

605.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,518 global accepts · Rating: 1300 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[mychecksdead's solution](#)

606.

459B

[Pashmak and Flowers](#) · [Tutorial](#)

Quality: 47,490 global accepts · Rating: 1300 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, sortings

[mychecksdead's solution](#)

607.

1424G

[Years](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 1300 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[mychecksdead's solution](#)

608.

1234B2

[Social Network \(hard version\)](#) · [Tutorial](#)

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[mychecksdead's solution](#)

609.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

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610.

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611.

870C

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1420C1

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614.

1407B

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615.

1401C

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617.

1366B

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1470A

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1371C

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627.

1367C

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1360E

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1352D

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1279B

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637.

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1446A

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1967A

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1965A

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1893A

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1887A1

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667.

1854A1

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1764C

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675.

1761C

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676.

1759D

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677.

1733D1

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1728C

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1714E

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690.

1573B

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691.

1559D1

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1549C

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693.

1201C

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694.

1541C

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695.

1535C

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696.

1095C

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697.

1526B

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698.

525B

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701.

1520E

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702.

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703.

1355D

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704.

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705.

1350B

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706.

1515C

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707.

437C

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708.

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,181 global accepts · Rating: 1400 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory
[mychecksdead's solution](#)

709.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,465 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings
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710.

1380B

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

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy
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711.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and

similar, greedy, implementation

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712.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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713.

289B

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Quality: 18,963 global accepts · Rating: 1400 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, sortings, ternary search

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714.

977D

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Quality: 20,526 global accepts · Rating: 1400 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, sortings

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715.

1513B

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Quality: 20,105 global accepts · Rating: 1400 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

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716.

650A

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Quality: 16,640 global accepts · Rating: 1400 · first AC: 2021-04-09 · last AC: 2021-04-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, math

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717.

514B

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Quality: 22,634 global accepts · Rating: 1400 · first AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, geometry, implementation, math

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718.

1365C

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719.

802J1

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[mychecksdead's solution](#)

720.

981C

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Quality: 6,857 global accepts · Rating: 1400 · first AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees

[mychecksdead's solution](#)

721.

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,647 global accepts · Rating: 1400 · first AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[mychecksdead's solution](#)

722.

1354C1

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Quality: 16,357 global accepts · Rating: 1400 · first AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math, ternary search

[mychecksdead's solution](#)

723.

1468C

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[mychecksdead's solution](#)

724.

520B

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[mychecksdead's solution](#)

725.

1348B

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[mychecksdead's solution](#)

726.

1369C

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Quality: 20,872 global accepts · Rating: 1400 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings, two pointers

[mychecksdead's solution](#)

727.

1380C

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Quality: 22,711 global accepts · Rating: 1400 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[mychecksdead's solution](#)

728.

1427B

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729.

1443C

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730.

1505C

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Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[mychecksdead's solution](#)

731.

1461B

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Quality: 13,283 global accepts · Rating: 1400 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[mychecksdead's solution](#)

732.

1375C

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733.

1425F

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Quality: 7,171 global accepts · Rating: 1400 · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[mychecksdead's solution](#)

734.

727C

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Quality: 8,960 global accepts · Rating: 1400 · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[mychecksdead's solution](#)

735.

1167B

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Quality: 16,466 global accepts · Rating: 1400 · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, interactive, math

[mychecksdead's solution](#)

736.

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[mychecksdead's solution](#)

737.

1320A

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Quality: 21,659 global accepts · Rating: 1400 · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[mychecksdead's solution](#)

738.

1506D

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Quality: 25,534 global accepts · Rating: 1400 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

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739.

1374D

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Quality: 31,093 global accepts · Rating: 1400 · first AC: 2021-03-23 · last AC: 2021-03-23 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, two pointers

[mychecksdead's solution](#)

740.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,090 global accepts · Rating: 1400 · first AC: 2021-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[mychecksdead's solution](#)

741.

515C

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Quality: 28,708 global accepts · Rating: 1400 · first AC: 2021-03-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

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742.

479C

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Quality: 33,073 global accepts · Rating: 1400 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[mychecksdead's solution](#)

743.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,488 global accepts · Rating: 1400 · first AC: 2021-03-15 · last AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[mychecksdead's solution](#)

744.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,333 global accepts · Rating: 1400 · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[mychecksdead's solution](#)

745.

1463B

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Quality: 21,167 global accepts · Rating: 1400 · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

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746.

1462D

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747.

1451C

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Quality: 17,293 global accepts · Rating: 1400 · first AC: 2021-03-14 · last AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[mychecksdead's solution](#)

748.

1494B

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Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[mychecksdead's solution](#)

749.

1475C

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Quality: 27,206 global accepts · Rating: 1400 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math

[mychecksdead's solution](#)

750.

1490E

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Quality: 20,994 global accepts · Rating: 1400 · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

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751.

1425A

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Quality: 7,216 global accepts · Rating: 1400 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

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752.

2183C

[War Strategy](#) · [Tutorial](#)

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

[mychecksdead's solution](#)

753.

2183D1

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

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[mychecksdead's solution](#)

754.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[mychecksdead's solution](#)

755.

2115A

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

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[mychecksdead's solution](#)

756.

2106D

[Flower Boy](#) · [Tutorial](#)

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757.

2077A

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758.

2057C

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759.

2053C

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760.

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[mychecksdead's solution](#)

761.

1990C

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[mychecksdead's solution](#)

762.

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

[mychecksdead's solution](#)

763.

1630A

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Quality: 16,152 global accepts · Rating: 1500 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[mychecksdead's solution](#)

764.

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

[mychecksdead's solution](#)

765.

1817A

[Almost Increasing Subsequence · Tutorial](#)

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[mychecksdead's solution](#)

766.

1814C

[Search in Parallel · Tutorial](#)

Quality: 12,470 global accepts · Rating: 1500 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[mychecksdead's solution](#)

767.

1804C

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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

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768.

1795C

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Quality: 18,015 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

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769.

1792C

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Quality: 16,758 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

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770.

1759E

[The Humanoid · Tutorial](#)

Quality: 12,518 global accepts · Rating: 1500 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, sortings

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771.

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

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772.

1732D1

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

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[mychecksdead's solution](#)

773.

1754C2

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

Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[mychecksdead's solution](#)

774.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[mychecksdead's solution](#)

775.

1547E

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Quality: 16,374 global accepts · Rating: 1500 · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[mychecksdead's solution](#)

776.

1676H2

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

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[mychecksdead's solution](#)

777.

1722G

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[mychecksdead's solution](#)

778.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,010 global accepts · Rating: 1500 · first AC: 2022-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[mychecksdead's solution](#)

779.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[mychecksdead's solution](#)

780.

1690E

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Quality: 16,988 global accepts · Rating: 1500 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[mychecksdead's solution](#)

781.

1711C

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Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[mychecksdead's solution](#)

782.

1301B

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Quality: 14,970 global accepts · Rating: 1500 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search

[mychecksdead's solution](#)

783.

809A

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

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2022-07-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings

[mychecksdead's solution](#)

784.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2022-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[mychecksdead's solution](#)

785.

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2022-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory

[mychecksdead's solution](#)

786.

1579C

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Quality: 11,656 global accepts · Rating: 1500 · first AC: 2022-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[mychecksdead's solution](#)

787.

1675E

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Quality: 12,086 global accepts · Rating: 1500 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dsu, greedy, strings

[mychecksdead's solution](#)

788.

1659C

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Quality: 15,055 global accepts · Rating: 1500 · first AC: 2022-04-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[mychecksdead's solution](#)

789.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2022-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math

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790.

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

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791.

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

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[mychecksdead's solution](#)

792.

1569C

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

793.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[mychecksdead's solution](#)

794.

1405C

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

Rating: 1500 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[mychecksdead's solution](#)

795.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings
[mychecksdead's solution](#)

796.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers
[mychecksdead's solution](#)

797.

1490F

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

Quality: 18,382 global accepts · Rating: 1500 · first AC: 2021-02-20 · last AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings
[mychecksdead's solution](#)

798.

1546C

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

Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[mychecksdead's solution](#)

799.

1542B

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

Quality: 26,537 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
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800.

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory
[mychecksdead's solution](#)

801.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 1500 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, number theory
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802.

744A

[Hongcow Builds A Nation](#) · [Tutorial](#)

Quality: 9,729 global accepts · Rating: 1500 · first AC: 2021-06-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
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803.

1526C1

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804.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,869 global accepts · Rating: 1500 · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[mychecksdead's solution](#)

805.

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math
[mychecksdead's solution](#)

806.

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,107 global accepts · Rating: 1500 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[mychecksdead's solution](#)

807.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[mychecksdead's solution](#)

808.

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,600 global accepts · Rating: 1500 · first AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[mychecksdead's solution](#)

809.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2021-05-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[mychecksdead's solution](#)

810.

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math
[mychecksdead's solution](#)

811.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,016 global accepts · Rating: 1500 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers
[mychecksdead's solution](#)

812.

553A

[Kyoya and Colored Balls](#) · [Tutorial](#)

Quality: 9,830 global accepts · Rating: 1500 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[mychecksdead's solution](#)

813.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,304 global accepts · Rating: 1500 · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings
[mychecksdead's solution](#)

814.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[mychecksdead's solution](#)

815.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,535 global accepts · Rating: 1500 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
[mychecksdead's solution](#)

816.

1368B

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

Quality: 21,429 global accepts · Rating: 1500 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
[mychecksdead's solution](#)

817.

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
[mychecksdead's solution](#)

818.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,976 global accepts · Rating: 1500 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dp
[mychecksdead's solution](#)

819.

1372C

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

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[mychecksdead's solution](#)

820.

356A

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

Quality: 16,788 global accepts · Rating: 1500 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu
[mychecksdead's solution](#)

821.

1133D

[Zero Quantity Maximization](#) · [Tutorial](#)

Quality: 16,452 global accepts · Rating: 1500 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory
[mychecksdead's solution](#)

822.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,096 global accepts · Rating: 1500 · first AC: 2021-04-08 · last AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[mychecksdead's solution](#)

823.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,466 global accepts · Rating: 1500 · first AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[mychecksdead's solution](#)

824.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,466 global accepts · Rating: 1500 · first AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, sortings

[mychecksdead's solution](#)

825.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[mychecksdead's solution](#)

826.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, two pointers

[mychecksdead's solution](#)

827.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2021-04-06 · last AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[mychecksdead's solution](#)

828.

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2021-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[mychecksdead's solution](#)

829.

1445C

[Division](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-04-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[mychecksdead's solution](#)

830.

409H

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

Quality: 9,489 global accepts · Rating: 1500 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation

[mychecksdead's solution](#)

831.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,483 global accepts · Rating: 1500 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[mychecksdead's solution](#)

832.

1506E

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

Quality: 14,194 global accepts · Rating: 1500 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[mychecksdead's solution](#)

833.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[mychecksdead's solution](#)

834.

1487D

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

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[mychecksdead's solution](#)

835.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[mychecksdead's solution](#)

836.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers

[mychecksdead's solution](#)

837.

2157D

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

Quality: 6,009 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[mychecksdead's solution](#)

838.

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[mychecksdead's solution](#)

839.

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

[mychecksdead's solution](#)

840.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

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

[mychecksdead's solution](#)

841.

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

[mychecksdead's solution](#)

842.

2046B

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

Quality: 10,868 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures,

greedy, sortings

[mychecksdead's solution](#)

843.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[mychecksdead's solution](#)

844.

2028C

[Alice's Adventures in Cutting Cake](#) · [Tutorial](#)

Quality: 9,980 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[mychecksdead's solution](#)

845.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,617 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[mychecksdead's solution](#)

846.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[mychecksdead's solution](#)

847.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,937 global accepts · Rating: 1600 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[mychecksdead's solution](#)

848.

1956C

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

Quality: 15,148 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[mychecksdead's solution](#)

849.

1928C

[Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,357 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[mychecksdead's solution](#)

850.

1243B2

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

Quality: 7,307 global accepts · Rating: 1600 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: strings

[mychecksdead's solution](#)

851.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,314 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[mychecksdead's solution](#)

852.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy,

interactive

[mychecksdead's solution](#)

853.

1795D

[Triangle Coloring](#) · [Tutorial](#)

Quality: 13,070 global accepts · Rating: 1600 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[mychecksdead's solution](#)

854.

1787C

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

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[mychecksdead's solution](#)

855.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[mychecksdead's solution](#)

856.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,548 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[mychecksdead's solution](#)

857.

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1600 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[mychecksdead's solution](#)

858.

1754D

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

Rating: 1600 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math
[mychecksdead's solution](#)

859.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search
[mychecksdead's solution](#)

860.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,723 global accepts · Rating: 1600 · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers
[mychecksdead's solution](#)

861.

1566D2

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

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
[mychecksdead's solution](#)

862.

1677A

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

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp
[mychecksdead's solution](#)

863.

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[mychecksdead's solution](#)

864.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,845 global accepts · Rating: 1600 · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
[mychecksdead's solution](#)

865.

1703G

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

Quality: 12,745 global accepts · Rating: 1600 · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math
[mychecksdead's solution](#)

866.

1722E

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

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation
[mychecksdead's solution](#)

867.

1015D

[Walking Between Houses](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1600 · first AC: 2022-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[mychecksdead's solution](#)

868.

1714D

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

Quality: 10,323 global accepts · Rating: 1600 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings
[mychecksdead's solution](#)

869.

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[mychecksdead's solution](#)

870.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,432 global accepts · Rating: 1600 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, implementation
[mychecksdead's solution](#)

871.

1708C

[Doremy's IQ](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[mychecksdead's solution](#)

872.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,085 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive
[mychecksdead's solution](#)

873.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,475 global accepts · Rating: 1600 · first AC: 2022-06-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[mychecksdead's solution](#)

874.

1660E

[Matrix and Shifts](#) · [Tutorial](#)

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[mychecksdead's solution](#)

875.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, trees
[mychecksdead's solution](#)

876.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,698 global accepts · Rating: 1600 · first AC: 2022-04-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[mychecksdead's solution](#)

877.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, two pointers
[mychecksdead's solution](#)

878.

1658D1

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

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math
[mychecksdead's solution](#)

879.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math
[mychecksdead's solution](#)

880.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees
[mychecksdead's solution](#)

881.

1610C

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

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[mychecksdead's solution](#)

882.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[mychecksdead's solution](#)

883.

1567C

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

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[mychecksdead's solution](#)

884.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths, trees
[mychecksdead's solution](#)

885.

1555D

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

Quality: 15,469 global accepts · Rating: 1600 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings
[mychecksdead's solution](#)

886.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math
[mychecksdead's solution](#)

887.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[mychecksdead's solution](#)

888.

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[mychecksdead's solution](#)

889.

1537E1

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

Quality: 16,313 global accepts · Rating: 1600 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers
[mychecksdead's solution](#)

890.

1163B2

[Cat Party \(Hard Edition\)](#) · [Tutorial](#)

Quality: 7,647 global accepts · Rating: 1600 · first AC: 2021-06-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[mychecksdead's solution](#)

891.

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 1600 · first AC: 2021-06-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[mychecksdead's solution](#)

892.

1526C2

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

Quality: 29,736 global accepts · Rating: 1600 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[mychecksdead's solution](#)

893.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation

[mychecksdead's solution](#)

894.

1461D

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

Quality: 10,284 global accepts · Rating: 1600 · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[mychecksdead's solution](#)

895.

1529C

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

Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[mychecksdead's solution](#)

896.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,978 global accepts · Rating: 1600 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

[mychecksdead's solution](#)

897.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,607 global accepts · Rating: 1600 · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[mychecksdead's solution](#)

898.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

[mychecksdead's solution](#)

899.

1498C

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

Quality: 12,120 global accepts · Rating: 1600 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[mychecksdead's solution](#)

900.

525C

[Ilya and Sticks](#) · [Tutorial](#)

Quality: 6,066 global accepts · Rating: 1600 · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[mychecksdead's solution](#)

901.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, two pointers

[mychecksdead's solution](#)

902.

430A

[Points and Segments \(easy\)](#) · [Tutorial](#)

Quality: 2,407 global accepts · Rating: 1600 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[mychecksdead's solution](#)

903.

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[mychecksdead's solution](#)

904.

1165E

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

Quality: 10,017 global accepts · Rating: 1600 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[mychecksdead's solution](#)

905.

1334C

[Circle of Monsters](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[mychecksdead's solution](#)

906.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,295 global accepts · Rating: 1600 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[mychecksdead's solution](#)

907.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2021-05-09 · last AC: 2021-05-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, two pointers
[mychecksdead's solution](#)

908.

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation
[mychecksdead's solution](#)

909.

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,393 global accepts · Rating: 1600 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
[mychecksdead's solution](#)

910.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,079 global accepts · Rating: 1600 · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: games, trees
[mychecksdead's solution](#)

911.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: math
[mychecksdead's solution](#)

912.

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings
[mychecksdead's solution](#)

913.

1352G

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

Quality: 24,800 global accepts · Rating: 1600 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[mychecksdead's solution](#)

914.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,635 global accepts · Rating: 1600 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory
[mychecksdead's solution](#)

915.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings
[mychecksdead's solution](#)

916.

1519D

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

Quality: 17,631 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers
[mychecksdead's solution](#)

917.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,274 global accepts · Rating: 1600 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[mychecksdead's solution](#)

918.

1395C

[Boboniu and Bit Operations](#) · [Tutorial](#)

Quality: 15,209 global accepts · Rating: 1600 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
[mychecksdead's solution](#)

919.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers
[mychecksdead's solution](#)

920.

1514C

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

Quality: 18,290 global accepts · Rating: 1600 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
[mychecksdead's solution](#)

921.

453A

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

Quality: 12,442 global accepts · Rating: 1600 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: probabilities
[mychecksdead's solution](#)

922.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,451 global accepts · Rating: 1600 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings
[mychecksdead's solution](#)

923.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices
[mychecksdead's solution](#)

924.

1512E

[Permutation by Sum](#) · [Tutorial](#)

Quality: 11,383 global accepts · Rating: 1600 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[mychecksdead's solution](#)

925.

1397C

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

Rating: 1600 · first AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[mychecksdead's solution](#)

926.

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, number theory

[mychecksdead's solution](#)

927.

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,671 global accepts · Rating: 1600 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[mychecksdead's solution](#)

928.

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[mychecksdead's solution](#)

929.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,315 global accepts · Rating: 1600 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[mychecksdead's solution](#)

930.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

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

[mychecksdead's solution](#)

931.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[mychecksdead's solution](#)

932.

2159A

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

Quality: 8,133 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[mychecksdead's solution](#)

933.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[mychecksdead's solution](#)

934.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,343 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[mychecksdead's solution](#)

935.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[mychecksdead's solution](#)

936.

2124D

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

Quality: 8,097 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[mychecksdead's solution](#)

937.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,606 global accepts · Rating: 1700 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[mychecksdead's solution](#)

938.

2089A

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

Quality: 7,195 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[mychecksdead's solution](#)

939.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[mychecksdead's solution](#)

940.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[mychecksdead's solution](#)

941.

2018C

[Tree Pruning](#) · [Tutorial](#)

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

[mychecksdead's solution](#)

942.

2006A

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

Quality: 9,368 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[mychecksdead's solution](#)

943.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,769 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[mychecksdead's solution](#)

944.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[mychecksdead's solution](#)

945.

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,496 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation
[mychecksdead's solution](#)

946.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[mychecksdead's solution](#)

947.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, math
[mychecksdead's solution](#)

948.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,461 global accepts · Rating: 1700 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
[mychecksdead's solution](#)

949.

1889B

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

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[mychecksdead's solution](#)

950.

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
[mychecksdead's solution](#)

951.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[mychecksdead's solution](#)

952.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[mychecksdead's solution](#)

953.

1810D

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

Quality: 8,541 global accepts · Rating: 1700 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[mychecksdead's solution](#)

954.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,564 global accepts · Rating: 1700 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[mychecksdead's solution](#)

955.

1799C

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

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[mychecksdead's solution](#)

956.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,040 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[mychecksdead's solution](#)

957.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,296 global accepts · Rating: 1700 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[mychecksdead's solution](#)

958.

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[mychecksdead's solution](#)

959.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,499 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[mychecksdead's solution](#)

960.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[mychecksdead's solution](#)

961.

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[mychecksdead's solution](#)

962.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[mychecksdead's solution](#)

963.

1677B

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

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[mychecksdead's solution](#)

964.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[mychecksdead's solution](#)

965.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[mychecksdead's solution](#)

966.

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,656 global accepts · Rating: 1700 · first AC: 2022-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[mychecksdead's solution](#)

967.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[mychecksdead's solution](#)

968.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,375 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[mychecksdead's solution](#)

969.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[mychecksdead's solution](#)

970.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, number theory, strings

[mychecksdead's solution](#)

971.

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,210 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math

[mychecksdead's solution](#)

972.

1706D1

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

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[mychecksdead's solution](#)

973.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,161 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[mychecksdead's solution](#)

974.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[mychecksdead's solution](#)

975.

1699C

[The Third Problem](#) · [Tutorial](#)

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[mychecksdead's solution](#)

976.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2022-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[mychecksdead's solution](#)

977.

1628B

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

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-07-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[mychecksdead's solution](#)

978.

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,169 global accepts · Rating: 1700 · first AC: 2022-07-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[mychecksdead's solution](#)

979.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,602 global accepts · Rating: 1700 · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math
[mychecksdead's solution](#)

980.

1694D

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

Rating: 1700 · first AC: 2022-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
[mychecksdead's solution](#)

981.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,054 global accepts · Rating: 1700 · first AC: 2022-06-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths
[mychecksdead's solution](#)

982.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,539 global accepts · Rating: 1700 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[mychecksdead's solution](#)

983.

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings
[mychecksdead's solution](#)

984.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[mychecksdead's solution](#)

985.

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings
[mychecksdead's solution](#)

986.

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,222 global accepts · Rating: 1700 · first AC: 2021-12-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, hashing, number theory
[mychecksdead's solution](#)

987.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,376 global accepts · Rating: 1700 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers
[mychecksdead's solution](#)

988.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math
[mychecksdead's solution](#)

989.

1592C

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

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees
[mychecksdead's solution](#)

990.

1562D1

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

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math
[mychecksdead's solution](#)

991.

1474C

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

Quality: 14,160 global accepts · Rating: 1700 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings
[mychecksdead's solution](#)

992.

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, math, number theory
[mychecksdead's solution](#)

993.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices
[mychecksdead's solution](#)

994.

1435D

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, schedules
[mychecksdead's solution](#)

995.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math
[mychecksdead's solution](#)

996.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[mychecksdead's solution](#)

997.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,328 global accepts · Rating: 1700 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

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998.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[mychecksdead's solution](#)

999.

1228C

[Primes and Multiplication](#) · [Tutorial](#)

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[mychecksdead's solution](#)

1000.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[mychecksdead's solution](#)

1001.

1268A

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

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[mychecksdead's solution](#)

1002.

305B

[Continued Fractions](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 1700 · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[mychecksdead's solution](#)

1003.

20A

[BerOS file system](#) · [Tutorial](#)

Quality: 7,128 global accepts · Rating: 1700 · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[mychecksdead's solution](#)

1004.

1132C

[Painting the Fence](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 1700 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[mychecksdead's solution](#)

1005.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,431 global accepts · Rating: 1700 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

[mychecksdead's solution](#)

1006.

1537D

[Deleting Divisors](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory
[mychecksdead's solution](#)

1007.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,856 global accepts · Rating: 1700 · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force
[mychecksdead's solution](#)

1008.

1491C

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

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[mychecksdead's solution](#)

1009.

281B

[Nearest Fraction](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 1700 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers
[mychecksdead's solution](#)

1010.

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1700 · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math
[mychecksdead's solution](#)

1011.

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[mychecksdead's solution](#)

1012.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[mychecksdead's solution](#)

1013.

140A

[New Year Table](#) · [Tutorial](#)

Quality: 4,368 global accepts · Rating: 1700 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[mychecksdead's solution](#)

1014.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,889 global accepts · Rating: 1700 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
[mychecksdead's solution](#)

1015.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,268 global accepts · Rating: 1700 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[mychecksdead's solution](#)

1016.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[mychecksdead's solution](#)

1017.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,092 global accepts · Rating: 1700 · first AC: 2021-06-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[mychecksdead's solution](#)

1018.

32C

[Flea](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 1700 · first AC: 2021-06-03 · C++17 (GCC 7-32) (first AC) · Tags: math
[mychecksdead's solution](#)

1019.

627A

[XOR Equation](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1700 · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[mychecksdead's solution](#)

1020.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory
[mychecksdead's solution](#)

1021.

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[mychecksdead's solution](#)

1022.

1529D

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

Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory
[mychecksdead's solution](#)

1023.

977F

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

Quality: 25,131 global accepts · Rating: 1700 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: dp
[mychecksdead's solution](#)

1024.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[mychecksdead's solution](#)

1025.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,364 global accepts · Rating: 1700 · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers
[mychecksdead's solution](#)

1026.

1480C

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

Rating: 1700 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, math, ternary search

[mychecksdead's solution](#)

1027.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1700 · first AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[mychecksdead's solution](#)

1028.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,367 global accepts · Rating: 1700 · first AC: 2021-05-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[mychecksdead's solution](#)

1029.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[mychecksdead's solution](#)

1030.

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1700 · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[mychecksdead's solution](#)

1031.

1478C

[Nezzar and Symmetric Array](#) · [Tutorial](#)

Quality: 10,623 global accepts · Rating: 1700 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings

[mychecksdead's solution](#)

1032.

1256C

[Platforms Jumping](#) · [Tutorial](#)

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[mychecksdead's solution](#)

1033.

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,550 global accepts · Rating: 1700 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[mychecksdead's solution](#)

1034.

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[mychecksdead's solution](#)

1035.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,209 global accepts · Rating: 1700 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[mychecksdead's solution](#)

1036.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[mychecksdead's solution](#)

1037.

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,287 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[mychecksdead's solution](#)

1038.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[mychecksdead's solution](#)

1039.

2138C1

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

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[mychecksdead's solution](#)

1040.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,195 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[mychecksdead's solution](#)

1041.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[mychecksdead's solution](#)

1042.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,827 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[mychecksdead's solution](#)

1043.

2106E

[Wolf](#) · [Tutorial](#)

Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[mychecksdead's solution](#)

1044.

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1800 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities

[mychecksdead's solution](#)

1045.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[mychecksdead's solution](#)

1046.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[mychecksdead's solution](#)

1047.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[mychecksdead's solution](#)

1048.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,718 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[mychecksdead's solution](#)

1049.

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[mychecksdead's solution](#)

1050.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,079 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[mychecksdead's solution](#)

1051.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,672 global accepts · Rating: 1800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math

[mychecksdead's solution](#)

1052.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[mychecksdead's solution](#)

1053.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[mychecksdead's solution](#)

1054.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[mychecksdead's solution](#)

1055.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[mychecksdead's solution](#)

1056.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,240 global accepts · Rating: 1800 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[mychecksdead's solution](#)

1057.

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[mychecksdead's solution](#)

1058.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[mychecksdead's solution](#)

1059.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[mychecksdead's solution](#)

1060.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[mychecksdead's solution](#)

1061.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[mychecksdead's solution](#)

1062.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[mychecksdead's solution](#)

1063.

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,002 global accepts · Rating: 1800 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[mychecksdead's solution](#)

1064.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,547 global accepts · Rating: 1800 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[mychecksdead's solution](#)

1065.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[mychecksdead's solution](#)

1066.

1780D

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

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[mychecksdead's solution](#)

1067.

1758D

[Range = " SumTutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[mychecksdead's solution](#)**1068.**

1759F

[All Possible Digits · Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[mychecksdead's solution](#)**1069.**

1740E

[Hanging Hearts · Tutorial](#)

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

[mychecksdead's solution](#)**1070.**

1732C1

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

Quality: 7,574 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[mychecksdead's solution](#)**1071.**

1734D

[Slime Escape · Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[mychecksdead's solution](#)**1072.**

1728D

[Letter Picking · Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[mychecksdead's solution](#)**1073.**

1675F

[Vlad and Unfinished Business · Tutorial](#)

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[mychecksdead's solution](#)**1074.**

1713D

[Tournament Countdown · Tutorial](#)

Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-08-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[mychecksdead's solution](#)**1075.**

1720D1

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

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[mychecksdead's solution](#)**1076.**

1666L

[Labyrinth · Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[mychecksdead's solution](#)

1077.

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[mychecksdead's solution](#)

1078.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[mychecksdead's solution](#)

1079.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[mychecksdead's solution](#)

1080.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2022-07-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[mychecksdead's solution](#)

1081.

1619D

[New Year's Problem](#) · [Tutorial](#)

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[mychecksdead's solution](#)

1082.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,274 global accepts · Rating: 1800 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[mychecksdead's solution](#)

1083.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[mychecksdead's solution](#)

1084.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[mychecksdead's solution](#)

1085.

1556C

[Compressed Bracket Sequence](#) · [Tutorial](#)

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

[mychecksdead's solution](#)

1086.

1556D

[Take a Guess](#) · [Tutorial](#)

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

[mychecksdead's solution](#)

1087.

1560E

[Polycarp and String Transformation](#) · [Tutorial](#)

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, sortings, strings

[mychecksdead's solution](#)

1088.

1549D

[Integers Have Friends](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

[mychecksdead's solution](#)

1089.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,561 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[mychecksdead's solution](#)

1090.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[mychecksdead's solution](#)

1091.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[mychecksdead's solution](#)

1092.

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[mychecksdead's solution](#)

1093.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[mychecksdead's solution](#)

1094.

1478D

[Nezzar and Board](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[mychecksdead's solution](#)

1095.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,254 global accepts · Rating: 1800 · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[mychecksdead's solution](#)

1096.

33B

[String Problem](#) · [Tutorial](#)

Quality: 5,723 global accepts · Rating: 1800 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: shortest paths

[mychecksdead's solution](#)

1097.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
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1098.

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
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1099.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, math, trees
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1100.

245H

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Quality: 9,060 global accepts · Rating: 1800 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, strings
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1101.

894B

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Quality: 4,699 global accepts · Rating: 1800 · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, number theory
[mychecksdead's solution](#)

1102.

652C

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Quality: 3,759 global accepts · Rating: 1800 · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, sortings, two pointers
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1103.

1225D

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Quality: 10,043 global accepts · Rating: 1800 · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory
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1104.

220B

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Quality: 12,885 global accepts · Rating: 1800 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures
[mychecksdead's solution](#)

1105.

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[mychecksdead's solution](#)

1106.

1249D2

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

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[mychecksdead's solution](#)

1107.

1249D1

[Too Many Segments \(easy version\)](#) · [Tutorial](#)

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[mychecksdead's solution](#)

1108.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees

[mychecksdead's solution](#)

1109.

1409E

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Quality: 8,457 global accepts · Rating: 1800 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[mychecksdead's solution](#)

1110.

1535D

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Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[mychecksdead's solution](#)

1111.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2021-06-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[mychecksdead's solution](#)

1112.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2021-06-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[mychecksdead's solution](#)

1113.

1295D

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Quality: 10,218 global accepts · Rating: 1800 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[mychecksdead's solution](#)

1114.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,012 global accepts · Rating: 1800 · first AC: 2021-05-26 · last AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[mychecksdead's solution](#)

1115.

1398D

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

Quality: 12,542 global accepts · Rating: 1800 · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[mychecksdead's solution](#)

1116.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy

[mychecksdead's solution](#)

1117.

1172A

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Quality: 5,176 global accepts · Rating: 1800 · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[mychecksdead's solution](#)

1118.

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
[mychecksdead's solution](#)

1119.

1501C

[Going Home](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[mychecksdead's solution](#)

1120.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,307 global accepts · Rating: 1800 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[mychecksdead's solution](#)

1121.

1505E

[Cakewalk](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, greedy, implementation, shortest paths
[mychecksdead's solution](#)

1122.

2190B2

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

Quality: 3,180 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings
[mychecksdead's solution](#)

1123.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings
[mychecksdead's solution](#)

1124.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings
[mychecksdead's solution](#)

1125.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers
[mychecksdead's solution](#)

1126.

2106F

[Goblin](#) · [Tutorial](#)

Quality: 4,422 global accepts · Rating: 1900 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, greedy, math
[mychecksdead's solution](#)

1127.

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers
[mychecksdead's solution](#)

1128.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[mychecksdead's solution](#)

1129.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[mychecksdead's solution](#)

1130.

228E

[The Road to Berland is Paved With Good Intentions](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1900 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[mychecksdead's solution](#)

1131.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[mychecksdead's solution](#)

1132.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[mychecksdead's solution](#)

1133.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[mychecksdead's solution](#)

1134.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[mychecksdead's solution](#)

1135.

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

[mychecksdead's solution](#)

1136.

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

[mychecksdead's solution](#)

1137.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[mychecksdead's solution](#)

1138.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[mychecksdead's solution](#)

1139.

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math

[mychecksdead's solution](#)

1140.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[mychecksdead's solution](#)

1141.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[mychecksdead's solution](#)

1142.

1899G

[Unusual Entertainment](#) · [Tutorial](#)

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[mychecksdead's solution](#)

1143.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation

[mychecksdead's solution](#)

1144.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths

[mychecksdead's solution](#)

1145.

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[mychecksdead's solution](#)

1146.

1854A2

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

Quality: 7,865 global accepts · Rating: 1900 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[mychecksdead's solution](#)

1147.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[mychecksdead's solution](#)

1148.

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[mychecksdead's solution](#)

1149.

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

[mychecksdead's solution](#)

1150.

1817B

[Fish Graph · Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[mychecksdead's solution](#)

1151.

1794D

[Counting Factorizations · Tutorial](#)

Quality: 4,485 global accepts · Rating: 1900 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[mychecksdead's solution](#)

1152.

1819B

[The Butcher · Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[mychecksdead's solution](#)

1153.

1821D

[Black Cells · Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[mychecksdead's solution](#)

1154.

1808C

[Unlucky Numbers · Tutorial](#)

Quality: 4,332 global accepts · Rating: 1900 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[mychecksdead's solution](#)

1155.

1797D

[Li Hua and Tree · Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[mychecksdead's solution](#)

1156.

1799D1

[Hot Start Up \(easy version\) · Tutorial](#)

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[mychecksdead's solution](#)

1157.

1787D

[Game on Axis · Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[mychecksdead's solution](#)

1158.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 1900 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[mychecksdead's solution](#)

1159.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[mychecksdead's solution](#)

1160.

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[mychecksdead's solution](#)

1161.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1900 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: dp

[mychecksdead's solution](#)

1162.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[mychecksdead's solution](#)

1163.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[mychecksdead's solution](#)

1164.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1900 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[mychecksdead's solution](#)

1165.

1673D

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

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-08-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[mychecksdead's solution](#)

1166.

1714F

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

Quality: 3,662 global accepts · Rating: 1900 · first AC: 2022-08-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[mychecksdead's solution](#)

1167.

1718A2

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

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[mychecksdead's solution](#)

1168.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,086 global accepts · Rating: 1900 · first AC: 2022-08-22 · last AC: 2022-08-22 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy
[mychecksdead's solution](#)

1169.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[mychecksdead's solution](#)

1170.

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs
[mychecksdead's solution](#)

1171.

1313C2

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

Quality: 7,289 global accepts · Rating: 1900 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[mychecksdead's solution](#)

1172.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math
[mychecksdead's solution](#)

1173.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2022-07-27 · last AC: 2022-07-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings
[mychecksdead's solution](#)

1174.

1708D

[Difference Array](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-07-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings
[mychecksdead's solution](#)

1175.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers
[mychecksdead's solution](#)

1176.

529B

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

Quality: 999 global accepts · Rating: 1900 · first AC: 2022-07-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[mychecksdead's solution](#)

1177.

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 1900 · first AC: 2022-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[mychecksdead's solution](#)

1178.

1689D

[Lena and Matrix](#) · Tutorial

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2022-06-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, shortest paths

[mychecksdead's solution](#)

1179.

1697D

[Guess The String](#) · Tutorial

Quality: 4,995 global accepts · Rating: 1900 · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[mychecksdead's solution](#)

1180.

1696D

[Permutation Graph](#) · Tutorial

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[mychecksdead's solution](#)

1181.

1700D

[River Locks](#) · Tutorial

Quality: 6,993 global accepts · Rating: 1900 · first AC: 2022-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, math

[mychecksdead's solution](#)

1182.

1651D

[Nearest Excluded Points](#) · Tutorial

Quality: 6,504 global accepts · Rating: 1900 · first AC: 2022-04-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[mychecksdead's solution](#)

1183.

1661D

[Progressions Covering](#) · Tutorial

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[mychecksdead's solution](#)

1184.

1620E

[Replace the Numbers](#) · Tutorial

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[mychecksdead's solution](#)

1185.

455B

[A Lot of Games](#) · Tutorial

Quality: 6,850 global accepts · Rating: 1900 · first AC: 2021-10-13 · last AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[mychecksdead's solution](#)

1186.

1495B

[Let's Go Hiking](#) · Tutorial

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[mychecksdead's solution](#)

1187.

1383B

[GameGame](#) · Tutorial

Quality: 5,443 global accepts · Rating: 1900 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[mychecksdead's solution](#)

1188.

1561D2

[Up the Strip](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[mychecksdead's solution](#)

1189.

1405D

[Tree Tag](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, games, strings, trees

[mychecksdead's solution](#)

1190.

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,932 global accepts · Rating: 1900 · first AC: 2021-07-22 · last AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[mychecksdead's solution](#)

1191.

1546D

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

Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[mychecksdead's solution](#)

1192.

1547F

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

Quality: 6,952 global accepts · Rating: 1900 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

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1193.

1543C

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1194.

25C

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1195.

377B

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1196.

1285D

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1197.

1041E

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Quality: 3,854 global accepts · Rating: 1900 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy
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1198.

847I

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Quality: 1,655 global accepts · Rating: 1900 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation, math
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1199.

1294E

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Quality: 5,179 global accepts · Rating: 1900 · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
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1200.

1095F

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1201.

25D

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Quality: 15,577 global accepts · Rating: 1900 · first AC: 2021-06-22 · last AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, trees
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1202.

1360G

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Quality: 8,349 global accepts · Rating: 1900 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
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1203.

1358D

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Quality: 8,724 global accepts · Rating: 1900 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers
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1204.

1353E

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Quality: 7,796 global accepts · Rating: 1900 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
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1205.

20C

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Quality: 46,882 global accepts · Rating: 1900 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths
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1206.

835D

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1207.

1494C

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Quality: 5,728 global accepts · Rating: 1900 · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers
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1208.

1512F

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1209.

1471D

[Strange Definition](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory
[mychecksdead's solution](#)

1210.

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math
[mychecksdead's solution](#)

1211.

1444B

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Quality: 6,773 global accepts · Rating: 1900 · first AC: 2021-04-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings
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1212.

2196C2

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

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive
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1213.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive
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1214.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,527 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math
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1215.

2138C2

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

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees
[mychecksdead's solution](#)

1216.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math
[mychecksdead's solution](#)

1217.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees
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1218.

2063D

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

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[mychecksdead's solution](#)

1219.

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

[mychecksdead's solution](#)

1220.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[mychecksdead's solution](#)

1221.

2057D

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Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

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1222.

2048E

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Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

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1223.

2028D

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Quality: 3,740 global accepts · Rating: 2000 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[mychecksdead's solution](#)

1224.

1994E

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Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[mychecksdead's solution](#)

1225.

1956D

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Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

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1226.

1923E

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Quality: 5,142 global accepts · Rating: 2000 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[mychecksdead's solution](#)

1227.

1893C

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Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[mychecksdead's solution](#)

1228.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[mychecksdead's solution](#)

1229.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

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1230.

1841D

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Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

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1231.

1851G

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Quality: 4,045 global accepts · Rating: 2000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[mychecksdead's solution](#)

1232.

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2023-06-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[mychecksdead's solution](#)

1233.

1830B

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Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

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1234.

1827B1

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1235.

1816D

[Sum Graph](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-04-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[mychecksdead's solution](#)

1236.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

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1237.

1493C

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Quality: 4,948 global accepts · Rating: 2000 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

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1238.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory
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1239.

1772F

[Copy of a Copy of a Copy](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2000 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings
[mychecksdead's solution](#)

1240.

1754E

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Rating: 2000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities
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1241.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees
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1242.

1716D

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Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math
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1243.

1718B

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Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory
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1244.

432D

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Quality: 11,990 global accepts · Rating: 2000 · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers
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1245.

1712D

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Quality: 5,103 global accepts · Rating: 2000 · first AC: 2022-08-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths
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1246.

1686D

[Linguistics](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings, two pointers
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1247.

1672F1

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1248.

1682D

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1249.

1616D

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1250.

1219G

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1251.

1088D

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1252.

1567D

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Quality: 4,853 global accepts · Rating: 2000 · first AC: 2022-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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1253.

1083B

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1254.

1624F

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Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-08-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

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1255.

1214E

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1256.

1359D

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Quality: 10,731 global accepts · Rating: 2000 · first AC: 2022-08-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

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1257.

1690G

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Quality: 4,129 global accepts · Rating: 2000 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

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1258.

1680E

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Quality: 4,347 global accepts · Rating: 2000 · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy
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1259.

611D

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Quality: 2,745 global accepts · Rating: 2000 · first AC: 2022-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, strings
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1260.

1696E

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Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
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1261.

1657D

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Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, sortings
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1262.

1665D

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Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory
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1263.

1619F

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Quality: 2,339 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
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1264.

1620D

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1265.

1582E

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Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math
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1266.

1574D

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Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation
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1267.

1561E

[Bottom-Tier Reversals](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[mychecksdead's solution](#)

1268.

466B

[Wonder Room](#) · [Tutorial](#)

Quality: 5,267 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
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1269.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math
[mychecksdead's solution](#)

1270.

1426F

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

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, strings
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1271.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings
[mychecksdead's solution](#)

1272.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 2000 · first AC: 2021-08-14 · last AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings
[mychecksdead's solution](#)

1273.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive
[mychecksdead's solution](#)

1274.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp
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1275.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings
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1276.

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[mychecksdead's solution](#)

1277.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,921 global accepts · Rating: 2000 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[mychecksdead's solution](#)

1278.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[mychecksdead's solution](#)

1279.

681D

[Gifts by the List](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2000 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[mychecksdead's solution](#)

1280.

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[mychecksdead's solution](#)

1281.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,628 global accepts · Rating: 2000 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[mychecksdead's solution](#)

1282.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,700 global accepts · Rating: 2000 · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[mychecksdead's solution](#)

1283.

1536D

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

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[mychecksdead's solution](#)

1284.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,619 global accepts · Rating: 2000 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[mychecksdead's solution](#)

1285.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[mychecksdead's solution](#)

1286.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

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1287.

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

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1288.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

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1289.

2135D1

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

Quality: 2,439 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[mychecksdead's solution](#)

1290.

2127E

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Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[mychecksdead's solution](#)

1291.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

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1292.

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

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1293.

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,670 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[mychecksdead's solution](#)

1294.

2029E

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Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[mychecksdead's solution](#)

1295.

2005E1

[Subtangle Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation

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1296.

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

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1297.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[mychecksdead's solution](#)

1298.

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[mychecksdead's solution](#)

1299.

1924B

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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

[mychecksdead's solution](#)

1300.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[mychecksdead's solution](#)

1301.

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

[mychecksdead's solution](#)

1302.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[mychecksdead's solution](#)

1303.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[mychecksdead's solution](#)

1304.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,644 global accepts · Rating: 2100 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[mychecksdead's solution](#)

1305.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation

[mychecksdead's solution](#)

1306.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2023-06-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[mychecksdead's solution](#)

1307.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[mychecksdead's solution](#)

1308.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[mychecksdead's solution](#)

1309.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,708 global accepts · Rating: 2100 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[mychecksdead's solution](#)

1310.

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[mychecksdead's solution](#)

1311.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[mychecksdead's solution](#)

1312.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

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1313.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[mychecksdead's solution](#)

1314.

1767C

[Count Binary Strings](#) · [Tutorial](#)

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

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1315.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory

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1316.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[mychecksdead's solution](#)

1317.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
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1318.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers
[mychecksdead's solution](#)

1319.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
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1320.

1734E

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1321.

519E

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1322.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,922 global accepts · Rating: 2100 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees
[mychecksdead's solution](#)

1323.

321C

[Ciel the Commander](#) · [Tutorial](#)

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[mychecksdead's solution](#)

1324.

1614D1

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

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory
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1325.

993C

[Careful Maneuvering](#) · [Tutorial](#)

Quality: 1,808 global accepts · Rating: 2100 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, geometry
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1326.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings
[mychecksdead's solution](#)

1327.

1668D

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

Rating: 2100 · first AC: 2022-09-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[mychecksdead's solution](#)

1328.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[mychecksdead's solution](#)

1329.

1650G

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Quality: 2,938 global accepts · Rating: 2100 · first AC: 2022-08-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[mychecksdead's solution](#)

1330.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,282 global accepts · Rating: 2100 · first AC: 2022-07-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[mychecksdead's solution](#)

1331.

920E

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Quality: 7,748 global accepts · Rating: 2100 · first AC: 2022-07-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[mychecksdead's solution](#)

1332.

190E

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Quality: 1,740 global accepts · Rating: 2100 · first AC: 2022-07-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, hashing, sortings

[mychecksdead's solution](#)

1333.

1684E

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Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[mychecksdead's solution](#)

1334.

1207F

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Quality: 6,749 global accepts · Rating: 2100 · first AC: 2022-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[mychecksdead's solution](#)

1335.

217B

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Quality: 1,093 global accepts · Rating: 2100 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

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1336.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

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1337.

1372D

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Quality: 5,719 global accepts · Rating: 2100 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, greedy
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1338.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 2100 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy
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1339.

1420C2

[Pokémon Army \(hard version\)](#) · [Tutorial](#)

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation
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1340.

1433G

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Quality: 5,116 global accepts · Rating: 2100 · first AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, shortest paths
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1341.

1516D

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1342.

1525E

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Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers
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1343.

754D

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Quality: 2,694 global accepts · Rating: 2100 · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings
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1344.

985D

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Quality: 2,753 global accepts · Rating: 2100 · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math
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1345.

609E

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Quality: 10,271 global accepts · Rating: 2100 · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees
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1346.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,527 global accepts · Rating: 2100 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, trees, two pointers
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1347.

734E

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Quality: 5,237 global accepts · Rating: 2100 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[mychecksdead's solution](#)

1348.

1553E

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Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math
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1349.

988F

[Rain and Umbrellas](#) · [Tutorial](#)

Quality: 2,777 global accepts · Rating: 2100 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp
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1350.

1185F

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Quality: 2,237 global accepts · Rating: 2100 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force
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1351.

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,198 global accepts · Rating: 2100 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp
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1352.

1530E

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Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
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1353.

900E

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Quality: 1,393 global accepts · Rating: 2100 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, strings
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1354.

1360H

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Quality: 4,861 global accepts · Rating: 2100 · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms
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1355.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation, matrices, strings
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1356.

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp
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1357.

1419E

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Quality: 3,505 global accepts · Rating: 2100 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

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1358.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,596 global accepts · Rating: 2100 · first AC: 2021-06-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[mychecksdead's solution](#)

1359.

988E

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Quality: 4,427 global accepts · Rating: 2100 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

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1360.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[mychecksdead's solution](#)

1361.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[mychecksdead's solution](#)

1362.

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[mychecksdead's solution](#)

1363.

2178F

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

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[mychecksdead's solution](#)

1364.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2022-09-16 · last AC: 2025-07-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[mychecksdead's solution](#)

1365.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[mychecksdead's solution](#)

1366.

2106G1

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

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

[mychecksdead's solution](#)

1367.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, math, probabilities
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1368.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math
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1369.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math
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1370.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings
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1371.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings
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1372.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[mychecksdead's solution](#)

1373.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,972 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory
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1374.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers
[mychecksdead's solution](#)

1375.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, two pointers
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1376.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers
[mychecksdead's solution](#)

1377.

588E

[Duff in the Army](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[mychecksdead's solution](#)

1378.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive

[mychecksdead's solution](#)

1379.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2200 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[mychecksdead's solution](#)

1380.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[mychecksdead's solution](#)

1381.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, ternary search

[mychecksdead's solution](#)

1382.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[mychecksdead's solution](#)

1383.

1785C

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

Rating: 2200 · first AC: 2023-07-02 · last AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[mychecksdead's solution](#)

1384.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,291 global accepts · Rating: 2200 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp

[mychecksdead's solution](#)

1385.

1840G1

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

Quality: 2,796 global accepts · Rating: 2200 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[mychecksdead's solution](#)

1386.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, trees

[mychecksdead's solution](#)

1387.

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, sortings

[mychecksdead's solution](#)

1388.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,600 global accepts · Rating: 2200 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, interactive, math
[mychecksdead's solution](#)

1389.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2023-06-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees
[mychecksdead's solution](#)

1390.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math
[mychecksdead's solution](#)

1391.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2023-06-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees
[mychecksdead's solution](#)

1392.

1822G2

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

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory
[mychecksdead's solution](#)

1393.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers
[mychecksdead's solution](#)

1394.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees
[mychecksdead's solution](#)

1395.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp
[mychecksdead's solution](#)

1396.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, number theory
[mychecksdead's solution](#)

1397.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees
[mychecksdead's solution](#)

1398.

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2200 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[mychecksdead's solution](#)

1399.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[mychecksdead's solution](#)

1400.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

[mychecksdead's solution](#)

1401.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2200 · first AC: 2022-09-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[mychecksdead's solution](#)

1402.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[mychecksdead's solution](#)

1403.

1721E

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

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[mychecksdead's solution](#)

1404.

1670E

[Hemose on the Tree](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-08-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[mychecksdead's solution](#)

1405.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[mychecksdead's solution](#)

1406.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 2200 · first AC: 2022-08-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs

[mychecksdead's solution](#)

1407.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[mychecksdead's solution](#)

1408.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2022-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[mychecksdead's solution](#)

1409.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[mychecksdead's solution](#)

1410.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,281 global accepts · Rating: 2200 · first AC: 2022-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[mychecksdead's solution](#)

1411.

1695D1

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

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-06-22 · last AC: 2022-06-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[mychecksdead's solution](#)

1412.

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2021-12-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[mychecksdead's solution](#)

1413.

282E

[Sausage Maximization](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 2200 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[mychecksdead's solution](#)

1414.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[mychecksdead's solution](#)

1415.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[mychecksdead's solution](#)

1416.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[mychecksdead's solution](#)

1417.

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2021-08-21 · last AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[mychecksdead's solution](#)

1418.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[mychecksdead's solution](#)

1419.

1437E

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

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[mychecksdead's solution](#)

1420.

903D

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

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[mychecksdead's solution](#)

1421.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[mychecksdead's solution](#)

1422.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings

[mychecksdead's solution](#)

1423.

1551F

[Equidistant Vertices](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[mychecksdead's solution](#)

1424.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[mychecksdead's solution](#)

1425.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[mychecksdead's solution](#)

1426.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,042 global accepts · Rating: 2200 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[mychecksdead's solution](#)

1427.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[mychecksdead's solution](#)

1428.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[mychecksdead's solution](#)

1429.

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[mychecksdead's solution](#)

1430.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 2200 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[mychecksdead's solution](#)

1431.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[mychecksdead's solution](#)

1432.

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[mychecksdead's solution](#)

1433.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[mychecksdead's solution](#)

1434.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,694 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math

[mychecksdead's solution](#)

1435.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · last AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[mychecksdead's solution](#)

1436.

2124F1

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

Quality: 1,563 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[mychecksdead's solution](#)

1437.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation

[mychecksdead's solution](#)

1438.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, greedy

[mychecksdead's solution](#)

1439.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[mychecksdead's solution](#)

1440.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[mychecksdead's solution](#)

1441.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[mychecksdead's solution](#)

1442.

2057E1

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[mychecksdead's solution](#)

1443.

2028E

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

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[mychecksdead's solution](#)

1444.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[mychecksdead's solution](#)

1445.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[mychecksdead's solution](#)

1446.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[mychecksdead's solution](#)

1447.

1929F

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

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[mychecksdead's solution](#)

1448.

1929E

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

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[mychecksdead's solution](#)

1449.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[mychecksdead's solution](#)

1450.

713C

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

Quality: 6,534 global accepts · Rating: 2300 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[mychecksdead's solution](#)

1451.

1916E

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

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · last AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[mychecksdead's solution](#)

1452.

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[mychecksdead's solution](#)

1453.

1870E

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

Quality: 2,962 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[mychecksdead's solution](#)

1454.

515E

[Drazil and Park](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2300 · first AC: 2023-09-08 · last AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[mychecksdead's solution](#)

1455.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[mychecksdead's solution](#)

1456.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[mychecksdead's solution](#)

1457.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[mychecksdead's solution](#)

1458.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[mychecksdead's solution](#)

1459.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[mychecksdead's solution](#)

1460.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[mychecksdead's solution](#)

1461.

1843F2

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

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[mychecksdead's solution](#)

1462.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices

[mychecksdead's solution](#)

1463.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[mychecksdead's solution](#)

1464.

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[mychecksdead's solution](#)

1465.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[mychecksdead's solution](#)

1466.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: dp

[mychecksdead's solution](#)

1467.

808G

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

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[mychecksdead's solution](#)

1468.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices

[mychecksdead's solution](#)

1469.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[mychecksdead's solution](#)

1470.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices, number theory

[mychecksdead's solution](#)

1471.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,859 global accepts · Rating: 2300 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[mychecksdead's solution](#)

1472.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, sortings

[mychecksdead's solution](#)

1473.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2022-08-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[mychecksdead's solution](#)

1474.

1190C

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

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2022-08-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy

[mychecksdead's solution](#)

1475.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2300 · first AC: 2022-07-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[mychecksdead's solution](#)

1476.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2022-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[mychecksdead's solution](#)

1477.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 2300 · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[mychecksdead's solution](#)

1478.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-07-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[mychecksdead's solution](#)

1479.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,515 global accepts · Rating: 2300 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[mychecksdead's solution](#)

1480.

1694E

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

Rating: 2300 · first AC: 2022-06-24 · C++17 (GCC 7-32) (first AC) · Tags: shortest paths

[mychecksdead's solution](#)

1481.

1695D2

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

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2022-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[mychecksdead's solution](#)

1482.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[mychecksdead's solution](#)

1483.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[mychecksdead's solution](#)

1484.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[mychecksdead's solution](#)

1485.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 2300 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[mychecksdead's solution](#)

1486.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[mychecksdead's solution](#)

1487.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[mychecksdead's solution](#)

1488.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2021-07-12 · last AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[mychecksdead's solution](#)

1489.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[mychecksdead's solution](#)

1490.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[mychecksdead's solution](#)

1491.

438D

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

Quality: 11,599 global accepts · Rating: 2300 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[mychecksdead's solution](#)

1492.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[mychecksdead's solution](#)

1493.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[mychecksdead's solution](#)

1494.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-24 · last AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[mychecksdead's solution](#)

1495.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[mychecksdead's solution](#)

1496.

2063F1

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

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[mychecksdead's solution](#)

1497.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[mychecksdead's solution](#)

1498.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[mychecksdead's solution](#)

1499.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[mychecksdead's solution](#)

1500.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[mychecksdead's solution](#)

1501.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[mychecksdead's solution](#)

1502.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[mychecksdead's solution](#)

1503.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[mychecksdead's solution](#)

1504.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[mychecksdead's solution](#)

1505.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[mychecksdead's solution](#)

1506.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[mychecksdead's solution](#)

1507.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[mychecksdead's solution](#)

1508.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[mychecksdead's solution](#)

1509.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[mychecksdead's solution](#)

1510.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[mychecksdead's solution](#)

1511.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[mychecksdead's solution](#)

1512.

1869E

[Travel Plan](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[mychecksdead's solution](#)

1513.

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

[mychecksdead's solution](#)

1514.

1794E

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

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[mychecksdead's solution](#)

1515.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[mychecksdead's solution](#)

1516.

1004E

[Sonya and Ice Cream](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees

[mychecksdead's solution](#)

1517.

506D

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

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[mychecksdead's solution](#)

1518.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[mychecksdead's solution](#)

1519.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[mychecksdead's solution](#)

1520.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2023-04-22 · last AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[mychecksdead's solution](#)

1521.

1083E

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

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[mychecksdead's solution](#)

1522.

1720D2

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

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[mychecksdead's solution](#)

1523.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[mychecksdead's solution](#)

1524.

1779E

[Any'a's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[mychecksdead's solution](#)

1525.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[mychecksdead's solution](#)

1526.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[mychecksdead's solution](#)

1527.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[mychecksdead's solution](#)

1528.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[mychecksdead's solution](#)

1529.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[mychecksdead's solution](#)

1530.

1792E

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

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[mychecksdead's solution](#)

1531.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, number theory

[mychecksdead's solution](#)

1532.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,519 global accepts · Rating: 2400 · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[mychecksdead's solution](#)

1533.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[mychecksdead's solution](#)

1534.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-06-26 · last AC: 2022-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[mychecksdead's solution](#)

1535.

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[mychecksdead's solution](#)

1536.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-08-21 · last AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[mychecksdead's solution](#)

1537.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[mychecksdead's solution](#)

1538.

2196D

[Double Bracket Sequence](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[mychecksdead's solution](#)

1539.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[mychecksdead's solution](#)

1540.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[mychecksdead's solution](#)

1541.

2135D2

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

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[mychecksdead's solution](#)

1542.

2101D

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

Quality: 1,023 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[mychecksdead's solution](#)

1543.

2106G2

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

Quality: 610 global accepts · Rating: 2500 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, divide and conquer, implementation, interactive, trees

[mychecksdead's solution](#)

1544.

2057E2

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

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[mychecksdead's solution](#)

1545.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide

and conquer, dp, implementation, math, trees

[mychecksdead's solution](#)

1546.

2034F1

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

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[mychecksdead's solution](#)

1547.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[mychecksdead's solution](#)

1548.

888F

[Connecting Vertices](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs

[mychecksdead's solution](#)

1549.

1990E1

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

Quality: 1,140 global accepts · Rating: 2500 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[mychecksdead's solution](#)

1550.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[mychecksdead's solution](#)

1551.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp

[mychecksdead's solution](#)

1552.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[mychecksdead's solution](#)

1553.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: games, geometry, greedy, interactive

[mychecksdead's solution](#)

1554.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[mychecksdead's solution](#)

1555.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[mychecksdead's solution](#)

1556.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[mychecksdead's solution](#)

1557.

295E

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

Quality: 818 global accepts · Rating: 2500 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[mychecksdead's solution](#)

1558.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, games, graphs, math

[mychecksdead's solution](#)

1559.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[mychecksdead's solution](#)

1560.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[mychecksdead's solution](#)

1561.

1814D

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

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[mychecksdead's solution](#)

1562.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[mychecksdead's solution](#)

1563.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2023-02-07 · last AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[mychecksdead's solution](#)

1564.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2023-02-01 · last AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[mychecksdead's solution](#)

1565.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 2500 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, two pointers

[mychecksdead's solution](#)

1566.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[mychecksdead's solution](#)

1567.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[mychecksdead's solution](#)

1568.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2500 · first AC: 2022-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[mychecksdead's solution](#)

1569.

2138D

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

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[mychecksdead's solution](#)

1570.

2129D

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

Quality: 947 global accepts · Rating: 2600 · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[mychecksdead's solution](#)

1571.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, matrices

[mychecksdead's solution](#)

1572.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[mychecksdead's solution](#)

1573.

2003E1

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

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[mychecksdead's solution](#)

1574.

1990E2

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

Quality: 1,110 global accepts · Rating: 2600 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[mychecksdead's solution](#)

1575.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[mychecksdead's solution](#)

1576.

1957F1

[Frequency Mismatch \(Easy Version\)](#) · [Tutorial](#)

Quality: 664 global accepts · Rating: 2600 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees

[mychecksdead's solution](#)

1577.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, probabilities, trees

[mychecksdead's solution](#)

1578.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[mychecksdead's solution](#)

1579.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[mychecksdead's solution](#)

1580.

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,386 global accepts · Rating: 2600 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[mychecksdead's solution](#)

1581.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[mychecksdead's solution](#)

1582.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,942 global accepts · Rating: 2600 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: math

[mychecksdead's solution](#)

1583.

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,465 global accepts · Rating: 2600 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[mychecksdead's solution](#)

1584.

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 2600 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[mychecksdead's solution](#)

1585.

2028F

[Alice's Adventures in Addition](#) · [Tutorial](#)

Quality: 541 global accepts · Rating: 2700 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation

[mychecksdead's solution](#)

1586.

2003E2

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

Quality: 641 global accepts · Rating: 2700 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[mychecksdead's solution](#)

1587.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[mychecksdead's solution](#)

1588.

1995E1

[Let Me Teach You a Lesson \(Easy Version\)](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2700 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers

[mychecksdead's solution](#)

1589.

1957F2

[Frequency Mismatch \(Hard Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2700 · first AC: 2024-04-25 · last AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, probabilities, trees

[mychecksdead's solution](#)

1590.

1789F

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

Quality: 999 global accepts · Rating: 2700 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[mychecksdead's solution](#)

1591.

1238G

[Adilbek and the Watering System](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 2700 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[mychecksdead's solution](#)

1592.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2023-07-05 · last AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[mychecksdead's solution](#)

1593.

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings, two pointers

[mychecksdead's solution](#)

1594.

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[mychecksdead's solution](#)

1595.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2022-11-15 · last AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities, trees

[mychecksdead's solution](#)

1596.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[mychecksdead's solution](#)

1597.

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2022-09-16 · last AC: 2022-09-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[mychecksdead's solution](#)

1598.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,951 global accepts · Rating: 2700 · first AC: 2022-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[mychecksdead's solution](#)

1599.

1553G

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

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[mychecksdead's solution](#)

1600.

2124F2

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

Quality: 569 global accepts · Rating: 2800 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[mychecksdead's solution](#)

1601.

2107F2

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

Quality: 507 global accepts · Rating: 2800 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[mychecksdead's solution](#)

1602.

2031F

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

Quality: 453 global accepts · Rating: 2800 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[mychecksdead's solution](#)

1603.

2003F

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

Quality: 803 global accepts · Rating: 2800 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[mychecksdead's solution](#)

1604.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[mychecksdead's solution](#)

1605.

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[mychecksdead's solution](#)

1606.

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees
[mychecksdead's solution](#)

1607.

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees
[mychecksdead's solution](#)

1608.

1845F

[Swimmers in the Pool](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2800 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, fft, math, number theory
[mychecksdead's solution](#)

1609.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities
[mychecksdead's solution](#)

1610.

2134F

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

Quality: 647 global accepts · Rating: 2900 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[mychecksdead's solution](#)

1611.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive
[mychecksdead's solution](#)

1612.

2020F

[Count Leaves](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 2900 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory
[mychecksdead's solution](#)

1613.

1806F2

[GCD Master \(hard version\)](#) · [Tutorial](#)

Quality: 468 global accepts · Rating: 2900 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[mychecksdead's solution](#)

1614.

1806F1

[GCD Master \(easy version\)](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2900 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory, sortings
[mychecksdead's solution](#)

1615.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar,

graphs, greedy

[mychecksdead's solution](#)

1616.

226E

[Noble Knight's Path](#) · [Tutorial](#)

Quality: 548 global accepts · Rating: 2900 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[mychecksdead's solution](#)

1617.

1920F2

[Smooth Sailing \(Hard Version\)](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 3000 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, geometry, graphs, trees

[mychecksdead's solution](#)

1618.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[mychecksdead's solution](#)

1619.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, trees

[mychecksdead's solution](#)

1620.

633H

[Fibonacci-ish II](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 3100 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[mychecksdead's solution](#)

1621.

1483E

[Vabank](#) · [Tutorial](#)

Rating: 3200 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, interactive

[mychecksdead's solution](#)

1622.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[mychecksdead's solution](#)

1623.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[mychecksdead's solution](#)

1624.

2222D

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

Quality: 3,183 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[mychecksdead's solution](#)

1625.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,770 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[mychecksdead's solution](#)

1626.

2222B

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

Quality: 7,270 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[mychecksdead's solution](#)

1627.

2222A

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

Quality: 9,984 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math
[mychecksdead's solution](#)

1628.

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[mychecksdead's solution](#)

1629.

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[mychecksdead's solution](#)

1630.

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[mychecksdead's solution](#)

1631.

104114I

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

Rating: — · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[mychecksdead's solution](#)

1632.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[mychecksdead's solution](#)

1633.

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[mychecksdead's solution](#)

1634.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[mychecksdead's solution](#)

1635.

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[mychecksdead's solution](#)

1636.

104178D

[World](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mychecksdead's solution](#)

1637.

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, binary search, brute force

[mychecksdead's solution](#)

1638.

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, geometry

[mychecksdead's solution](#)

1639.

2095E

[Pair Count](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, number theory

[mychecksdead's solution](#)

1640.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, games, interactive

[mychecksdead's solution](#)

1641.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, geometry

[mychecksdead's solution](#)

1642.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, string suffix structures

[mychecksdead's solution](#)

1643.

102538F

[Farm of Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[mychecksdead's solution](#)

1644.

104229D

[Tourists](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-17 · last AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[mychecksdead's solution](#)

1645.

398D

[Instant Messenger](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: — · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[mychecksdead's solution](#)

1646.

102644H

[String Mood Updates](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[mychecksdead's solution](#)

1647.

102644I

[Count Paths Queries](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-21 · last AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[mychecksdead's solution](#)

1648.

102644E

[Knight Paths](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[mychecksdead's solution](#)

1649.

102644G

[Recurrence With Square](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[mychecksdead's solution](#)

1650.

102644F

[Min Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[mychecksdead's solution](#)

1651.

102644D

[Count Paths](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[mychecksdead's solution](#)

1652.

102644B

[String Mood](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[mychecksdead's solution](#)

1653.

102644A

[Random Mood](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[mychecksdead's solution](#)

1654.

102644C

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-20 · last AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[mychecksdead's solution](#)

1655.

103148B

[Luna Likes Love](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[mychecksdead's solution](#)

1656.

103148A

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