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Unique solved — mzen

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

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

Filters: none

Count: 4,805

1.

202A

[LLPS](#) · [Tutorial](#)

Quality: 19,757 global accepts · Rating: 800 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [binary search](#), [bitmasks](#), [brute force](#), [greedy](#), [implementation](#), [strings](#)

[mzen's solution](#)

2.

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [brute force](#), [greedy](#), [implementation](#)

[mzen's solution](#)

3.

2197A

[Friendly Numbers](#) · [Tutorial](#)

Quality: 22,855 global accepts · Rating: 800 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [binary search](#), [brute force](#), [expression parsing](#), [math](#), [schedules](#)

[mzen's solution](#)

4.

1796A

[Typical Interview Problem](#) · [Tutorial](#)

Quality: 19,685 global accepts · Rating: 800 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [brute force](#), [implementation](#), [strings](#)

[mzen's solution](#)

5.

755A

[PolandBall and Hypothesis](#) · [Tutorial](#)

Quality: 19,785 global accepts · Rating: 800 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [brute force](#), [graphs](#), [math](#), [number theory](#)

[mzen's solution](#)

6.

1602A

[Two Subsequences](#) · [Tutorial](#)

Quality: 19,723 global accepts · Rating: 800 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [implementation](#)

[mzen's solution](#)

7.

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [math](#)

[mzen's solution](#)

8.

1805B

[The String Has a Target](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 800 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [greedy](#), [strings](#)

[mzen's solution](#)

9.

2120A

[Square of Rectangles](#) · [Tutorial](#)

Quality: 20,326 global accepts · Rating: 800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math
[mzen's solution](#)

10.

2143A

[All Lengths Subtraction](#) · [Tutorial](#)

Quality: 20,699 global accepts · Rating: 800 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, two pointers
[mzen's solution](#)

11.

1930A

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

Quality: 20,287 global accepts · Rating: 800 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[mzen's solution](#)

12.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,825 global accepts · Rating: 800 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings
[mzen's solution](#)

13.

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,509 global accepts · Rating: 800 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[mzen's solution](#)

14.

2139B

[Cake Collection](#) · [Tutorial](#)

Quality: 20,826 global accepts · Rating: 800 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[mzen's solution](#)

15.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[mzen's solution](#)

16.

1445A

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

Quality: 20,360 global accepts · Rating: 800 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[mzen's solution](#)

17.

1787A

[Exponential Equation](#) · [Tutorial](#)

Quality: 20,383 global accepts · Rating: 800 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[mzen's solution](#)

18.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,575 global accepts · Rating: 800 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[mzen's solution](#)

19.

1440A

[Buy the String](#) · [Tutorial](#)

Quality: 20,378 global accepts · Rating: 800 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[mzen's solution](#)

20.

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings
[mzen's solution](#)

21.

1775A1

[Gardener and the Capybaras \(easy version\)](#) · [Tutorial](#)

Quality: 20,415 global accepts · Rating: 800 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation
[mzen's solution](#)

22.

1891A

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

Quality: 20,542 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, sortings
[mzen's solution](#)

23.

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math
[mzen's solution](#)

24.

2192A

[String Rotation Game](#) · [Tutorial](#)

Quality: 17,903 global accepts · Rating: 800 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, strings
[mzen's solution](#)

25.

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,832 global accepts · Rating: 800 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[mzen's solution](#)

26.

2188A

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

Quality: 25,904 global accepts · Rating: 800 · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[mzen's solution](#)

27.

2195A

[Sieve of Erato67henes](#) · [Tutorial](#)

Quality: 35,445 global accepts · Rating: 800 · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[mzen's solution](#)

28.

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,679 global accepts · Rating: 800 · first AC: 2026-02-18 · last AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[mzen's solution](#)

29.

984A

[Game](#) · [Tutorial](#)

Quality: 20,744 global accepts · Rating: 800 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings
[mzen's solution](#)

30.

1975A

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

Quality: 20,714 global accepts · Rating: 800 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, sortings

[mzen's solution](#)

31.

2146A

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

Quality: 21,836 global accepts · Rating: 800 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[mzen's solution](#)

32.

2090A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 21,373 global accepts · Rating: 800 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[mzen's solution](#)

33.

1825A

[LuoTianyi and the Palindrome String](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 800 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[mzen's solution](#)

34.

1323A

[Even Subset Sum Problem](#) · [Tutorial](#)

Quality: 20,891 global accepts · Rating: 800 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, implementation

[mzen's solution](#)

35.

1842A

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

Quality: 20,796 global accepts · Rating: 800 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[mzen's solution](#)

36.

701A

[Cards](#) · [Tutorial](#)

Quality: 21,204 global accepts · Rating: 800 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[mzen's solution](#)

37.

2166A

[Same Difference](#) · [Tutorial](#)

Quality: 22,897 global accepts · Rating: 800 · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, strings

[mzen's solution](#)

38.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[mzen's solution](#)

39.

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,048 global accepts · Rating: 800 · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[mzen's solution](#)

40.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 800 · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[mzen's solution](#)

41.

92A

[Chips](#) · [Tutorial](#)

Quality: 21,530 global accepts · Rating: 800 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[mzen's solution](#)

42.

2152A

[Increase or Smash](#) · [Tutorial](#)

Quality: 22,303 global accepts · Rating: 800 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[mzen's solution](#)

43.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[mzen's solution](#)

44.

664A

[Complicated GCD](#) · [Tutorial](#)

Quality: 21,668 global accepts · Rating: 800 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[mzen's solution](#)

45.

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,260 global accepts · Rating: 800 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[mzen's solution](#)

46.

1686A

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

Quality: 21,243 global accepts · Rating: 800 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[mzen's solution](#)

47.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,260 global accepts · Rating: 800 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry, greedy, math
[mzen's solution](#)

48.

1482A

[Prison Break](#) · [Tutorial](#)

Quality: 21,295 global accepts · Rating: 800 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[mzen's solution](#)

49.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math
[mzen's solution](#)

50.

1864A

[Increasing and Decreasing](#) · [Tutorial](#)

Quality: 21,419 global accepts · Rating: 800 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[mzen's solution](#)

51.

1836A

[Destroyer](#) · [Tutorial](#)

Quality: 21,433 global accepts · Rating: 800 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings
[mzen's solution](#)

52.

2160A

[MEX Partition](#) · [Tutorial](#)

Quality: 22,455 global accepts · Rating: 800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[mzen's solution](#)

53.

2158A

[Suspension](#) · [Tutorial](#)

Quality: 23,391 global accepts · Rating: 800 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[mzen's solution](#)

54.

770A

[New Password](#) · [Tutorial](#)

Quality: 21,734 global accepts · Rating: 800 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, implementation
[mzen's solution](#)

55.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[mzen's solution](#)

56.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,811 global accepts · Rating: 800 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation
[mzen's solution](#)

57.

1300A

[Non-zero](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 800 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[mzen's solution](#)

58.

2191A

[Array Coloring](#) · [Tutorial](#)

Quality: 27,777 global accepts · Rating: 800 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[mzen's solution](#)

59.

2193B

[Reverse a Permutation](#) · [Tutorial](#)

Quality: 30,114 global accepts · Rating: 800 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[mzen's solution](#)

60.

2193A

[DBMB and the Array](#) · [Tutorial](#)

Quality: 42,647 global accepts · Rating: 800 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[mzen's solution](#)

61.

2108A

[Permutation Warm-Up](#) · [Tutorial](#)

Quality: 22,151 global accepts · Rating: 800 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy, math

[mzen's solution](#)

62.

2173A

[Sleeping Through Classes](#) · [Tutorial](#)

Quality: 23,780 global accepts · Rating: 800 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[mzen's solution](#)

63.

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 800 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory
[mzen's solution](#)

64.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,574 global accepts · Rating: 800 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[mzen's solution](#)

65.

2189A

[Table with Numbers](#) · [Tutorial](#)

Quality: 24,365 global accepts · Rating: 800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[mzen's solution](#)

66.

1411A

[In-game Chat](#) · [Tutorial](#)

Quality: 21,749 global accepts · Rating: 800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[mzen's solution](#)

67.

262A

[Roma and Lucky Numbers](#) · [Tutorial](#)

Quality: 22,449 global accepts · Rating: 800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[mzen's solution](#)

68.

2153B

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

Quality: 22,587 global accepts · Rating: 800 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy
[mzen's solution](#)

69.

1287A

[Angry Students](#) · [Tutorial](#)

Quality: 22,440 global accepts · Rating: 800 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[mzen's solution](#)

70.

1810A

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

Quality: 21,910 global accepts · Rating: 800 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
[mzen's solution](#)

71.

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[mzen's solution](#)

72.

2061A

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

Quality: 22,354 global accepts · Rating: 800 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[mzen's solution](#)

73.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[mzen's solution](#)

74.

1573A

[Countdown](#) · [Tutorial](#)

Quality: 21,953 global accepts · Rating: 800 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[mzen's solution](#)

75.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,873 global accepts · Rating: 800 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory

[mzen's solution](#)

76.

2185A

[Perfect Root](#) · [Tutorial](#)

Quality: 43,076 global accepts · Rating: 800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[mzen's solution](#)

77.

2185B

[Prefix Max](#) · [Tutorial](#)

Quality: 40,697 global accepts · Rating: 800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[mzen's solution](#)

78.

1708A

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

Quality: 22,573 global accepts · Rating: 800 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[mzen's solution](#)

79.

2184A

[Social Experiment](#) · [Tutorial](#)

Quality: 38,079 global accepts · Rating: 800 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[mzen's solution](#)

80.

1604A

[Era](#) · [Tutorial](#)

Quality: 22,638 global accepts · Rating: 800 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[mzen's solution](#)

81.

2048A

[Kevin and Combination Lock](#) · [Tutorial](#)

Quality: 22,853 global accepts · Rating: 800 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math, number theory

[mzen's solution](#)

82.

1780A

[Hayato and School](#) · [Tutorial](#)

Quality: 22,703 global accepts · Rating: 800 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[mzen's solution](#)

83.

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 800 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[mzen's solution](#)

84.

1504A

[Déjà Vu](#) · [Tutorial](#)

Quality: 22,802 global accepts · Rating: 800 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, strings
[mzen's solution](#)

85.

1230A

[Dawid and Bags of Candies](#) · [Tutorial](#)

Quality: 22,921 global accepts · Rating: 800 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation
[mzen's solution](#)

86.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games
[mzen's solution](#)

87.

1984A

[Strange Splitting](#) · [Tutorial](#)

Quality: 22,866 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[mzen's solution](#)

88.

1956B

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

Quality: 22,929 global accepts · Rating: 800 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy
[mzen's solution](#)

89.

2024A

[Profitable Interest Rate](#) · [Tutorial](#)

Quality: 23,016 global accepts · Rating: 800 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[mzen's solution](#)

90.

1847A

[The Man who became a God](#) · [Tutorial](#)

Quality: 22,905 global accepts · Rating: 800 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[mzen's solution](#)

91.

2078A

[Final Verdict](#) · [Tutorial](#)

Quality: 23,297 global accepts · Rating: 800 · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[mzen's solution](#)

92.

2176A

[Operations with Inversions](#) · [Tutorial](#)

Quality: 29,067 global accepts · Rating: 800 · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math
[mzen's solution](#)

93.

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,162 global accepts · Rating: 800 · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[mzen's solution](#)

94.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, geometry, math
[mzen's solution](#)

95.

2139A

[Maple and Multiplication](#) · [Tutorial](#)

Quality: 25,824 global accepts · Rating: 800 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[mzen's solution](#)

96.

2179B

[Blackslex and Showering](#) · [Tutorial](#)

Quality: 28,336 global accepts · Rating: 800 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation
[mzen's solution](#)

97.

2156A

[Pizza Time](#) · [Tutorial](#)

Quality: 26,871 global accepts · Rating: 800 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy
[mzen's solution](#)

98.

2179A

[Blackslex and Password](#) · [Tutorial](#)

Quality: 34,420 global accepts · Rating: 800 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, strings
[mzen's solution](#)

99.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,438 global accepts · Rating: 800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force
[mzen's solution](#)

100.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,328 global accepts · Rating: 800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[mzen's solution](#)

101.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,731 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[mzen's solution](#)

102.

46A

[Ball Game](#) · [Tutorial](#)

Quality: 9,934 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation
[mzen's solution](#)

103.

1688A

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

Quality: 23,490 global accepts · Rating: 800 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force
[mzen's solution](#)

104.

1774A

[Add Plus Minus Sign](#) · [Tutorial](#)

Quality: 23,530 global accepts · Rating: 800 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[mzen's solution](#)

105.

1269A

[Equation](#) · [Tutorial](#)

Quality: 24,103 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[mzen's solution](#)

106.

1466B

[Last minute enhancements](#) · [Tutorial](#)

Quality: 23,595 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[mzen's solution](#)

107.

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[mzen's solution](#)

108.

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 800 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[mzen's solution](#)

109.

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,105 global accepts · Rating: 800 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[mzen's solution](#)

110.

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,543 global accepts · Rating: 800 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[mzen's solution](#)

111.

1616A

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

Quality: 23,828 global accepts · Rating: 800 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[mzen's solution](#)

112.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings

[mzen's solution](#)

113.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,192 global accepts · Rating: 800 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, games, greedy

[mzen's solution](#)

114.

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,130 global accepts · Rating: 800 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[mzen's solution](#)

115.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,948 global accepts · Rating: 800 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy,

implementation, math

[mzen's solution](#)

116.

2136A

[In the Dream](#) · [Tutorial](#)

Quality: 26,117 global accepts · Rating: 800 · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[mzen's solution](#)

117.

2153A

[Circle of Apple Trees](#) · [Tutorial](#)

Quality: 26,368 global accepts · Rating: 800 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[mzen's solution](#)

118.

1991A

[Maximize the Last Element](#) · [Tutorial](#)

Quality: 24,425 global accepts · Rating: 800 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[mzen's solution](#)

119.

1928A

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

Quality: 24,422 global accepts · Rating: 800 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math

[mzen's solution](#)

120.

2040A

[Game of Division](#) · [Tutorial](#)

Quality: 24,433 global accepts · Rating: 800 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[mzen's solution](#)

121.

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[mzen's solution](#)

122.

2134A

[Painting With Two Colors](#) · [Tutorial](#)

Quality: 26,557 global accepts · Rating: 800 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[mzen's solution](#)

123.

248A

[Cupboards](#) · [Tutorial](#)

Quality: 25,060 global accepts · Rating: 800 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[mzen's solution](#)

124.

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,651 global accepts · Rating: 800 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, strings

[mzen's solution](#)

125.

1621A

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

Quality: 24,767 global accepts · Rating: 800 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[mzen's solution](#)

126.

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,306 global accepts · Rating: 800 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[mzen's solution](#)

127.

1629B

[GCD Arrays](#) · [Tutorial](#)

Quality: 25,283 global accepts · Rating: 800 · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[mzen's solution](#)

128.

1345A

[Puzzle Pieces](#) · [Tutorial](#)

Quality: 24,827 global accepts · Rating: 800 · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[mzen's solution](#)

129.

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings, strings

[mzen's solution](#)

130.

2067A

[Adjacent Digit Sums](#) · [Tutorial](#)

Quality: 25,692 global accepts · Rating: 800 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[mzen's solution](#)

131.

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,173 global accepts · Rating: 800 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[mzen's solution](#)

132.

1566A

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

Quality: 25,372 global accepts · Rating: 800 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[mzen's solution](#)

133.

1828A

[Divisible Array](#) · [Tutorial](#)

Quality: 25,342 global accepts · Rating: 800 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[mzen's solution](#)

134.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,675 global accepts · Rating: 800 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[mzen's solution](#)

135.

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,199 global accepts · Rating: 800 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[mzen's solution](#)

136.

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,913 global accepts · Rating: 800 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[mzen's solution](#)

137.

378A

[Playing with Dice](#) · [Tutorial](#)

Quality: 25,934 global accepts · Rating: 800 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[mzen's solution](#)

138.

2109A

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

Quality: 26,948 global accepts · Rating: 800 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[mzen's solution](#)

139.

2145A

[Candies for Nephews](#) · [Tutorial](#)

Quality: 30,751 global accepts · Rating: 800 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[mzen's solution](#)

140.

2167C

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

Quality: 36,057 global accepts · Rating: 800 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[mzen's solution](#)

141.

2167B

[Your Name](#) · [Tutorial](#)

Quality: 51,812 global accepts · Rating: 800 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings, strings

[mzen's solution](#)

142.

2167A

[Square?](#) · [Tutorial](#)

Quality: 58,452 global accepts · Rating: 800 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings

[mzen's solution](#)

143.

2171A

[Shizuku Hoshikawa and Farm Legs](#) · [Tutorial](#)

Quality: 37,246 global accepts · Rating: 800 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[mzen's solution](#)

144.

2116A

[Gellyfish and Tricolor Pansy](#) · [Tutorial](#)

Quality: 26,973 global accepts · Rating: 800 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[mzen's solution](#)

145.

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,750 global accepts · Rating: 800 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[mzen's solution](#)

146.

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,492 global accepts · Rating: 800 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[mzen's solution](#)

147.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,953 global accepts · Rating: 800 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

games

[mzen's solution](#)

148.

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,487 global accepts · Rating: 800 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[mzen's solution](#)

149.

2069A

[Was there an Array?](#) · [Tutorial](#)

Quality: 26,549 global accepts · Rating: 800 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[mzen's solution](#)

150.

2130A

[Submission is All You Need](#) · [Tutorial](#)

Quality: 28,530 global accepts · Rating: 800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[mzen's solution](#)

151.

2064A

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

Quality: 27,099 global accepts · Rating: 800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[mzen's solution](#)

152.

2125A

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

Quality: 27,977 global accepts · Rating: 800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

[mzen's solution](#)

153.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,166 global accepts · Rating: 800 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, two pointers

[mzen's solution](#)

154.

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,044 global accepts · Rating: 800 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[mzen's solution](#)

155.

2149B

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

Quality: 33,038 global accepts · Rating: 800 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[mzen's solution](#)

156.

2162A

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

Quality: 41,588 global accepts · Rating: 800 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[mzen's solution](#)

157.

2149A

[Be Positive](#) · [Tutorial](#)

Quality: 40,903 global accepts · Rating: 800 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[mzen's solution](#)

158.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,968 global accepts · Rating: 800 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, math

[mzen's solution](#)

159.

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,414 global accepts · Rating: 800 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, hashing, math

[mzen's solution](#)

160.

1789A

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

Quality: 32,962 global accepts · Rating: 800 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[mzen's solution](#)

161.

2112A

[Race](#) · [Tutorial](#)

Quality: 29,261 global accepts · Rating: 800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[mzen's solution](#)

162.

2118A

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

Quality: 29,116 global accepts · Rating: 800 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[mzen's solution](#)

163.

2110A

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

Quality: 29,830 global accepts · Rating: 800 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[mzen's solution](#)

164.

2131B

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

Quality: 30,951 global accepts · Rating: 800 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[mzen's solution](#)

165.

2117B

[Shrink](#) · [Tutorial](#)

Quality: 32,166 global accepts · Rating: 800 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[mzen's solution](#)

166.

2121B

[Above the Clouds](#) · [Tutorial](#)

Quality: 32,495 global accepts · Rating: 800 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[mzen's solution](#)

167.

2123B

[Tournament](#) · [Tutorial](#)

Quality: 34,910 global accepts · Rating: 800 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[mzen's solution](#)

168.

2126B

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

Quality: 37,691 global accepts · Rating: 800 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[mzen's solution](#)

169.

2131A

[Lever](#) · [Tutorial](#)

Quality: 38,865 global accepts · Rating: 800 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[mzen's solution](#)

170.

2132A

[Homework](#) · [Tutorial](#)

Quality: 43,340 global accepts · Rating: 800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, strings

[mzen's solution](#)

171.

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,687 global accepts · Rating: 800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[mzen's solution](#)

172.

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,082 global accepts · Rating: 800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[mzen's solution](#)

173.

2137A

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

Quality: 35,311 global accepts · Rating: 800 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[mzen's solution](#)

174.

2043A

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

Quality: 26,987 global accepts · Rating: 800 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[mzen's solution](#)

175.

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,908 global accepts · Rating: 800 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[mzen's solution](#)

176.

2071A

[The Play Never Ends](#) · [Tutorial](#)

Quality: 27,840 global accepts · Rating: 800 · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[mzen's solution](#)

177.

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,990 global accepts · Rating: 800 · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games

[mzen's solution](#)

178.

1549B

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

Quality: 26,824 global accepts · Rating: 800 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation

[mzen's solution](#)

179.

2092A

[Kamilka and the Sheep](#) · [Tutorial](#)

Quality: 28,315 global accepts · Rating: 800 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory, sortings

[mzen's solution](#)

180.

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,136 global accepts · Rating: 800 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy

[mzen's solution](#)

181.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,595 global accepts · Rating: 800 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[mzen's solution](#)

182.

294A

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

Quality: 28,390 global accepts · Rating: 800 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[mzen's solution](#)

183.

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[mzen's solution](#)

184.

1944A

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

Quality: 28,735 global accepts · Rating: 800 · first AC: 2025-08-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, math

[mzen's solution](#)

185.

1929B

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

Quality: 26,730 global accepts · Rating: 800 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[mzen's solution](#)

186.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[mzen's solution](#)

187.

1719A

[Chip Game](#) · [Tutorial](#)

Quality: 26,821 global accepts · Rating: 800 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[mzen's solution](#)

188.

1180A

[Alex and a Rhombus](#) · [Tutorial](#)

Quality: 27,426 global accepts · Rating: 800 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, math

[mzen's solution](#)

189.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[mzen's solution](#)

190.

1480A

[Yet Another String Game](#) · [Tutorial](#)

Quality: 27,147 global accepts · Rating: 800 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, strings

[mzen's solution](#)

191.

1509A

[Average Height](#) · [Tutorial](#)

Quality: 27,201 global accepts · Rating: 800 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[mzen's solution](#)

192.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[mzen's solution](#)

193.

2094B

[Bobritto Bandito](#) · [Tutorial](#)

Quality: 33,149 global accepts · Rating: 800 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[mzen's solution](#)

194.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,970 global accepts · Rating: 800 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[mzen's solution](#)

195.

1478A

[Nezzar and Colorful Balls](#) · [Tutorial](#)

Quality: 28,012 global accepts · Rating: 800 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[mzen's solution](#)

196.

2121A

[Letter Home](#) · [Tutorial](#)

Quality: 39,280 global accepts · Rating: 800 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[mzen's solution](#)

197.

1916A

[2023](#) · [Tutorial](#)

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198.

1856A

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199.

1987A

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200.

119A

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201.

2117A

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Quality: 38,044 global accepts · Rating: 800 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
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202.

1920A

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Quality: 29,555 global accepts · Rating: 800 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math
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203.

2091B

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Quality: 32,704 global accepts · Rating: 800 · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings
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204.

1855A

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205.

1285A

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206.

1397A

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207.

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208.

1935A

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209.

1792A

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255A

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211.

330A

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212.

1768A

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1629A

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214.

1805A

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1993A

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216.

1859A

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217.

1853A

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218.

1858A

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219.

1541A

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220.

2106A

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221.

1925A

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222.

1529A

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223.

1631A

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Quality: 31,305 global accepts · Rating: 800 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

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224.

1806A

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225.

2074B

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226.

2114A

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227.

1777A

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Quality: 44,006 global accepts · Rating: 800 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[mzen's solution](#)

228.

1918A

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229.

1866A

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230.

1877A

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Quality: 52,312 global accepts · Rating: 800 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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231.

1553A

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232.

1831A

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

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233.

2093A

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234.

1929A

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Quality: 34,942 global accepts · Rating: 800 · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings
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235.

1896A

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236.

2091A

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Quality: 39,023 global accepts · Rating: 800 · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
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237.

540A

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238.

1549A

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239.

1890A

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240.

1814A

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241.

2094A

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242.

2072A

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243.

2074A

[Draw a Square](#) · [Tutorial](#)

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244.

1788A

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245.

1837A

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246.

265A

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247.

686A

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Quality: 43,414 global accepts · Rating: 800 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
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248.

1337A

[Ichihime and Triangle](#) · [Tutorial](#)

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249.

1901A

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250.

214A

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Quality: 42,916 global accepts · Rating: 800 · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force
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251.

1903A

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Quality: 79,611 global accepts · Rating: 800 · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, sortings
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252.

1368A

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Quality: 46,252 global accepts · Rating: 800 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math
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253.

233A

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254.

492A

[Vanya and Cubes](#) · [Tutorial](#)

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255.

490A

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256.

432A

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Quality: 69,503 global accepts · Rating: 800 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings
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257.

472A

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258.

381A

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259.

630A

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260.

151A

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261.

155A

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262.

427A

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263.

723A

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Quality: 100,708 global accepts · Rating: 800 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, sortings
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264.

141A

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265.

510A

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266.

268A

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267.

443A

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268.

148A

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269.

144A

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270.

469A

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271.

520A

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[mzen's solution](#)

272.

228A

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273.

136A

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274.

486A

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275.

467A

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276.

266B

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277.

271A

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Quality: 177,723 global accepts · Rating: 800 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force
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278.

116A

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279.

110A

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Quality: 199,485 global accepts · Rating: 800 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
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280.

546A

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281.

266A

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Quality: 244,537 global accepts · Rating: 800 · first AC: 2025-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
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282.

281A

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[mzen's solution](#)

283.

236A

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Quality: 279,000 global accepts · Rating: 800 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, strings
[mzen's solution](#)

284.

339A

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Quality: 275,323 global accepts · Rating: 800 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings, strings
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285.

112A

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Quality: 287,230 global accepts · Rating: 800 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings
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286.

158A

[Next Round](#) · [Tutorial](#)

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287.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,250 global accepts · Rating: 800 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
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288.

231A

[Team](#) · [Tutorial](#)

Quality: 430,224 global accepts · Rating: 800 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
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289.

34A

[Reconnaissance 2](#) · [Tutorial](#)

Quality: 34,682 global accepts · Rating: 800 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
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290.

61A

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Quality: 136,205 global accepts · Rating: 800 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[mzen's solution](#)

291.

38A

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Quality: 26,486 global accepts · Rating: 800 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[mzen's solution](#)

292.

2065B

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

Quality: 42,073 global accepts · Rating: 800 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings
[mzen's solution](#)

293.

2065A

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

Quality: 55,629 global accepts · Rating: 800 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings
[mzen's solution](#)

294.

32A

[Reconnaissance](#) · [Tutorial](#)

Quality: 14,894 global accepts · Rating: 800 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force
[mzen's solution](#)

295.

47A

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

Quality: 18,172 global accepts · Rating: 800 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[mzen's solution](#)

296.

2059A

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

Quality: 29,191 global accepts · Rating: 800 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[mzen's solution](#)

297.

2062A

[String](#) · [Tutorial](#)

Quality: 28,280 global accepts · Rating: 800 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[mzen's solution](#)

298.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[mzen's solution](#)

299.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,651 global accepts · Rating: 800 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[mzen's solution](#)

300.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[mzen's solution](#)

301.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,759 global accepts · Rating: 800 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[mzen's solution](#)

302.

2060A

[Fibonacciess](#) · [Tutorial](#)

Quality: 41,098 global accepts · Rating: 800 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

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303.

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[mzen's solution](#)

304.

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,639 global accepts · Rating: 800 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy, math

[mzen's solution](#)

305.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,510 global accepts · Rating: 800 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[mzen's solution](#)

306.

1941A

[Rudolf and the Ticket](#) · [Tutorial](#)

Quality: 47,694 global accepts · Rating: 800 · first AC: 2024-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[mzen's solution](#)

307.

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,210 global accepts · Rating: 800 · first AC: 2024-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[mzen's solution](#)

308.

2044B

[Normal Problem](#) · [Tutorial](#)

Quality: 51,973 global accepts · Rating: 800 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings
[mzen's solution](#)

309.

2044C

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Quality: 45,267 global accepts · Rating: 800 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[mzen's solution](#)

310.

2051A

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

Quality: 35,177 global accepts · Rating: 800 · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[mzen's solution](#)

311.

2051B

[Journey](#) · [Tutorial](#)

Quality: 39,756 global accepts · Rating: 800 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math
[mzen's solution](#)

312.

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,367 global accepts · Rating: 800 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[mzen's solution](#)

313.

1985B

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

Quality: 56,769 global accepts · Rating: 800 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[mzen's solution](#)

314.

2050A

[Line Breaks](#) · [Tutorial](#)

Quality: 36,457 global accepts · Rating: 800 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[mzen's solution](#)

315.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,855 global accepts · Rating: 800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[mzen's solution](#)

316.

1933A

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

Quality: 42,105 global accepts · Rating: 800 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[mzen's solution](#)

317.

1933B

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

Quality: 36,272 global accepts · Rating: 800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory
[mzen's solution](#)

318.

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,901 global accepts · Rating: 800 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[mzen's solution](#)

319.

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,211 global accepts · Rating: 800 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[mzen's solution](#)

320.

1950A

[Stair, Peak, or Neither?](#) · [Tutorial](#)

Quality: 69,443 global accepts · Rating: 800 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[mzen's solution](#)

321.

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,450 global accepts · Rating: 800 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation
[mzen's solution](#)

322.

1926A

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

Quality: 62,192 global accepts · Rating: 800 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[mzen's solution](#)

323.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,197 global accepts · Rating: 800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: math
[mzen's solution](#)

324.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,687 global accepts · Rating: 800 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, math
[mzen's solution](#)

325.

2030A

[A Gift From Orangutan](#) · [Tutorial](#)

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[mzen's solution](#)

326.

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,318 global accepts · Rating: 800 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[mzen's solution](#)

327.

1783A

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

Quality: 48,710 global accepts · Rating: 800 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math,

sortings

[mzen's solution](#)

328.

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,892 global accepts · Rating: 800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[mzen's solution](#)

329.

2037B

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

Quality: 25,539 global accepts · Rating: 800 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[mzen's solution](#)

330.

2037A

[Twice](#) · [Tutorial](#)

Quality: 35,695 global accepts · Rating: 800 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[mzen's solution](#)

331.

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,365 global accepts · Rating: 800 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[mzen's solution](#)

332.

1931A

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

Quality: 39,961 global accepts · Rating: 800 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings

[mzen's solution](#)

333.

2031A

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

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

[mzen's solution](#)

334.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,436 global accepts · Rating: 800 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[mzen's solution](#)

335.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,182 global accepts · Rating: 800 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation

[mzen's solution](#)

336.

1915B

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

Quality: 50,351 global accepts · Rating: 800 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, implementation

[mzen's solution](#)

337.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,796 global accepts · Rating: 800 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, implementation

[mzen's solution](#)

338.

1914B

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

Quality: 33,225 global accepts · Rating: 800 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[mzen's solution](#)

339.

1914A

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

Quality: 35,153 global accepts · Rating: 800 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[mzen's solution](#)

340.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,755 global accepts · Rating: 800 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[mzen's solution](#)

341.

1899A

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

Quality: 92,736 global accepts · Rating: 800 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: games, math, number theory
[mzen's solution](#)

342.

1881A

[Don't Try to Count](#) · [Tutorial](#)

Quality: 59,306 global accepts · Rating: 800 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings
[mzen's solution](#)

343.

2036B

[Startup](#) · [Tutorial](#)

Quality: 29,743 global accepts · Rating: 800 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[mzen's solution](#)

344.

2036A

[Quintomania](#) · [Tutorial](#)

Quality: 40,691 global accepts · Rating: 800 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[mzen's solution](#)

345.

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,176 global accepts · Rating: 800 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
[mzen's solution](#)

346.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,699 global accepts · Rating: 800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory
[mzen's solution](#)

347.

1883A

[Morning](#) · [Tutorial](#)

Quality: 29,254 global accepts · Rating: 800 · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: math
[mzen's solution](#)

348.

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 54,979 global accepts · Rating: 800 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[mzen's solution](#)

349.

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,264 global accepts · Rating: 800 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings
[mzen's solution](#)

350.

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,009 global accepts · Rating: 800 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers
[mzen's solution](#)

351.

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 69,986 global accepts · Rating: 800 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[mzen's solution](#)

352.

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,691 global accepts · Rating: 800 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
[mzen's solution](#)

353.

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,392 global accepts · Rating: 800 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[mzen's solution](#)

354.

2010B

[Three Brothers](#) · [Tutorial](#)

Quality: 24,717 global accepts · Rating: 800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[mzen's solution](#)

355.

2010A

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

Quality: 21,268 global accepts · Rating: 800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[mzen's solution](#)

356.

2027A

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Quality: 22,025 global accepts · Rating: 800 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation, math
[mzen's solution](#)

357.

2033A

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

Quality: 41,159 global accepts · Rating: 800 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[mzen's solution](#)

358.

1857A

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Quality: 78,915 global accepts · Rating: 800 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[mzen's solution](#)

359.

1840A

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Quality: 38,051 global accepts · Rating: 800 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings, two pointers
[mzen's solution](#)

360.

1833C

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

Quality: 27,892 global accepts · Rating: 800 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[mzen's solution](#)

361.

1833A

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

[mzen's solution](#)

362.

1829C

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Quality: 32,459 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, implementation

[mzen's solution](#)

363.

1829B

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Quality: 78,020 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[mzen's solution](#)

364.

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,691 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[mzen's solution](#)

365.

1981A

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

Quality: 24,250 global accepts · Rating: 800 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[mzen's solution](#)

366.

1979A

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Quality: 31,791 global accepts · Rating: 800 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[mzen's solution](#)

367.

2025A

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Quality: 28,571 global accepts · Rating: 800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[mzen's solution](#)

368.

1822C

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

[mzen's solution](#)

369.

1822B

[Karina and Array](#) · [Tutorial](#)

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

[mzen's solution](#)

370.

1822A

[TubeTube Feed](#) · [Tutorial](#)

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

[mzen's solution](#)

371.

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,331 global accepts · Rating: 800 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings
[mzen's solution](#)

372.

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,349 global accepts · Rating: 800 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[mzen's solution](#)

373.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,710 global accepts · Rating: 800 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[mzen's solution](#)

374.

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,625 global accepts · Rating: 800 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, strings
[mzen's solution](#)

375.

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,578 global accepts · Rating: 800 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[mzen's solution](#)

376.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,506 global accepts · Rating: 800 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings
[mzen's solution](#)

377.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,501 global accepts · Rating: 800 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings
[mzen's solution](#)

378.

1791C

[Prepend and Append](#) · [Tutorial](#)

Quality: 74,153 global accepts · Rating: 800 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, two pointers
[mzen's solution](#)

379.

1791B

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

Quality: 52,662 global accepts · Rating: 800 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation
[mzen's solution](#)

380.

1791A

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

Quality: 80,608 global accepts · Rating: 800 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[mzen's solution](#)

381.

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,995 global accepts · Rating: 800 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[mzen's solution](#)

382.

1790A

[Polycarp and the Day of Pi](#) · [Tutorial](#)

Quality: 41,045 global accepts · Rating: 800 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, strings
[mzen's solution](#)

383.

1194A

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

Quality: 17,374 global accepts · Rating: 800 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: math
[mzen's solution](#)

384.

2020A

[Find Minimum Operations](#) · [Tutorial](#)

Quality: 25,941 global accepts · Rating: 800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory
[mzen's solution](#)

385.

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,727 global accepts · Rating: 800 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: math
[mzen's solution](#)

386.

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,639 global accepts · Rating: 800 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[mzen's solution](#)

387.

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,924 global accepts · Rating: 800 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[mzen's solution](#)

388.

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[mzen's solution](#)

389.

1983A

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

Quality: 28,115 global accepts · Rating: 800 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[mzen's solution](#)

390.

2014B

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

Quality: 33,190 global accepts · Rating: 800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: math
[mzen's solution](#)

391.

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,707 global accepts · Rating: 800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[mzen's solution](#)

392.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,230 global accepts · Rating: 800 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[mzen's solution](#)

393.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[mzen's solution](#)

394.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,850 global accepts · Rating: 800 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, strings
[mzen's solution](#)

395.

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,705 global accepts · Rating: 800 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[mzen's solution](#)

396.

1971A

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

Quality: 59,478 global accepts · Rating: 800 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[mzen's solution](#)

397.

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,501 global accepts · Rating: 800 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: sortings
[mzen's solution](#)

398.

1980A

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

Quality: 47,596 global accepts · Rating: 800 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: math
[mzen's solution](#)

399.

1946A

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

Quality: 28,570 global accepts · Rating: 800 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
[mzen's solution](#)

400.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,644 global accepts · Rating: 800 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings
[mzen's solution](#)

401.

1974B

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

Quality: 34,486 global accepts · Rating: 800 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings
[mzen's solution](#)

402.

1974A

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Quality: 37,913 global accepts · Rating: 800 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[mzen's solution](#)

403.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,333 global accepts · Rating: 800 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search

[mzen's solution](#)

404.

1978A

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Quality: 28,622 global accepts · Rating: 800 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[mzen's solution](#)

405.

1989A

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Quality: 29,352 global accepts · Rating: 800 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[mzen's solution](#)

406.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[mzen's solution](#)

407.

1986A

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Quality: 47,985 global accepts · Rating: 800 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math, sortings

[mzen's solution](#)

408.

1966A

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Quality: 19,570 global accepts · Rating: 800 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

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409.

1972A

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Quality: 25,904 global accepts · Rating: 800 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers

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410.

2007A

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Quality: 25,252 global accepts · Rating: 800 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[mzen's solution](#)

411.

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,575 global accepts · Rating: 800 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[mzen's solution](#)

412.

1921A

[Square](#) · [Tutorial](#)

Quality: 49,593 global accepts · Rating: 800 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[mzen's solution](#)

413.

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,224 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[mzen's solution](#)

414.

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,957 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[mzen's solution](#)

415.

2008C

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

Quality: 36,477 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[mzen's solution](#)

416.

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,955 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, strings

[mzen's solution](#)

417.

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,789 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[mzen's solution](#)

418.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,176 global accepts · Rating: 800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[mzen's solution](#)

419.

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,943 global accepts · Rating: 800 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[mzen's solution](#)

420.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,233 global accepts · Rating: 800 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[mzen's solution](#)

421.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,424 global accepts · Rating: 800 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[mzen's solution](#)

422.

1998A

[Find K Distinct Points with Fixed Center](#) · [Tutorial](#)

Quality: 26,135 global accepts · Rating: 800 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[mzen's solution](#)

423.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,710 global accepts · Rating: 800 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[mzen's solution](#)

424.

2003B

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

Quality: 27,528 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[mzen's solution](#)

425.

2003A

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

Quality: 32,664 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[mzen's solution](#)

426.

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[mzen's solution](#)

427.

2001A

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Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[mzen's solution](#)

428.

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,613 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: two pointers

[mzen's solution](#)

429.

2000A

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Quality: 44,102 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, strings

[mzen's solution](#)

430.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,431 global accepts · Rating: 800 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[mzen's solution](#)

431.

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,912 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[mzen's solution](#)

432.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,375 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[mzen's solution](#)

433.

1968B

[Prefiguence](#) · [Tutorial](#)

Quality: 31,435 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[mzen's solution](#)

434.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,454 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[mzen's solution](#)

435.

1948A

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

Quality: 30,994 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[mzen's solution](#)

436.

1917A

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Quality: 27,244 global accepts · Rating: 800 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[mzen's solution](#)

437.

1913A

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Quality: 27,262 global accepts · Rating: 800 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[mzen's solution](#)

438.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,085 global accepts · Rating: 800 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[mzen's solution](#)

439.

1895B

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Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[mzen's solution](#)

440.

1895A

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Quality: 25,920 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: math
[mzen's solution](#)

441.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math
[mzen's solution](#)

442.

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,217 global accepts · Rating: 800 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[mzen's solution](#)

443.

1878A

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Quality: 78,657 global accepts · Rating: 800 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[mzen's solution](#)

444.

1879A

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Quality: 24,518 global accepts · Rating: 800 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[mzen's solution](#)

445.

1867A

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Quality: 21,143 global accepts · Rating: 800 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
[mzen's solution](#)

446.

1861A

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Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[mzen's solution](#)

447.

1849A

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Quality: 32,112 global accepts · Rating: 800 · first AC: 2023-07-27 · Go (first AC) · Tags: implementation, math
[mzen's solution](#)

448.

1851B

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Quality: 32,455 global accepts · Rating: 800 · first AC: 2023-07-25 · Go (first AC) · Tags: greedy, sortings, two pointers
[mzen's solution](#)

449.

1851A

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Quality: 31,505 global accepts · Rating: 800 · first AC: 2023-07-25 · Go (first AC) · Tags: brute force, constructive algorithms, math
[mzen's solution](#)

450.

1850C

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Quality: 53,541 global accepts · Rating: 800 · first AC: 2023-07-21 · Python 3 (first AC) · Tags: implementation, strings
[mzen's solution](#)

451.

1850B

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Quality: 50,377 global accepts · Rating: 800 · first AC: 2023-07-21 · Python 3 (first AC) · Tags: implementation, sortings
[mzen's solution](#)

452.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,199 global accepts · Rating: 800 · first AC: 2023-07-21 · Python 3 (first AC) · Tags: implementation, sortings
[mzen's solution](#)

453.

1846B

[Rudolph and Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 28,917 global accepts · Rating: 800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[mzen's solution](#)

454.

1846A

[Rudolph and Cut the Rope](#) · [Tutorial](#)

Quality: 34,781 global accepts · Rating: 800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[mzen's solution](#)

455.

1845A

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

Quality: 47,341 global accepts · Rating: 800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory
[mzen's solution](#)

456.

1843C

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

Quality: 39,497 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, trees
[mzen's solution](#)

457.

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,101 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, two pointers
[mzen's solution](#)

458.

1843A

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

Quality: 37,309 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers
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459.

1834A

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Quality: 45,653 global accepts · Rating: 800 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[mzen's solution](#)

460.

1763A

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

Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[mzen's solution](#)

461.

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,099 global accepts · Rating: 800 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[mzen's solution](#)

462.

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,423 global accepts · Rating: 800 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[mzen's solution](#)

463.

1767B

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Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[mzen's solution](#)

464.

1767A

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Quality: 21,557 global accepts · Rating: 800 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[mzen's solution](#)

465.

1762A

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Quality: 20,588 global accepts · Rating: 800 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[mzen's solution](#)

466.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,000 global accepts · Rating: 800 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[mzen's solution](#)

467.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,453 global accepts · Rating: 800 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[mzen's solution](#)

468.

1758A

[SSeeeeeinnngg DDoouubbllee](#) · [Tutorial](#)

Quality: 27,047 global accepts · Rating: 800 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
[mzen's solution](#)

469.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,817 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[mzen's solution](#)

470.

1760B

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

Quality: 53,339 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[mzen's solution](#)

471.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,930 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[mzen's solution](#)

472.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,636 global accepts · Rating: 800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: math

[mzen's solution](#)

473.

1759A

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Quality: 32,664 global accepts · Rating: 800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[mzen's solution](#)

474.

22A

[Second Order Statistics](#) · [Tutorial](#)

Quality: 27,084 global accepts · Rating: 800 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[mzen's solution](#)

475.

1748A

[The Ultimate Square](#) · [Tutorial](#)

Quality: 25,312 global accepts · Rating: 800 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: math

[mzen's solution](#)

476.

16A

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[mzen's solution](#)

477.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,484 global accepts · Rating: 800 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[mzen's solution](#)

478.

14A

[Letter](#) · [Tutorial](#)

Quality: 12,396 global accepts · Rating: 800 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[mzen's solution](#)

479.

12A

[Super Agent](#) · [Tutorial](#)

Quality: 15,425 global accepts · Rating: 800 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[mzen's solution](#)

480.

1303A

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Quality: 36,702 global accepts · Rating: 800 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[mzen's solution](#)

481.

1754A

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Quality: 24,868 global accepts · Rating: 800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[mzen's solution](#)

482.

1740B

[Jumbo Extra Cheese 2](#) · [Tutorial](#)

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, sortings

[mzen's solution](#)

483.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,155 global accepts · Rating: 800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[mzen's solution](#)

484.

1413A

[Finding Sasuke](#) · [Tutorial](#)

Quality: 15,292 global accepts · Rating: 800 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[mzen's solution](#)

485.

1415A

[Prison Break](#) · [Tutorial](#)

Quality: 15,869 global accepts · Rating: 800 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[mzen's solution](#)

486.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,302 global accepts · Rating: 800 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[mzen's solution](#)

487.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[mzen's solution](#)

488.

1743B

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

Quality: 23,193 global accepts · Rating: 800 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[mzen's solution](#)

489.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,540 global accepts · Rating: 800 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, math

[mzen's solution](#)

490.

1744B

[Even-Odd Increments](#) · [Tutorial](#)

Quality: 24,898 global accepts · Rating: 800 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[mzen's solution](#)

491.

1744A

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

Quality: 28,777 global accepts · Rating: 800 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[mzen's solution](#)

492.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers
[mzen's solution](#)

493.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[mzen's solution](#)

494.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,093 global accepts · Rating: 800 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[mzen's solution](#)

495.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,291 global accepts · Rating: 800 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[mzen's solution](#)

496.

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[mzen's solution](#)

497.

1741A

[Compare T-Shirt Sizes](#) · [Tutorial](#)

Quality: 33,801 global accepts · Rating: 800 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[mzen's solution](#)

498.

1736A

[Make A Equal to B](#) · [Tutorial](#)

Quality: 24,153 global accepts · Rating: 800 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[mzen's solution](#)

499.

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,056 global accepts · Rating: 800 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[mzen's solution](#)

500.

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,111 global accepts · Rating: 800 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[mzen's solution](#)

501.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,792 global accepts · Rating: 800 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: math

[mzen's solution](#)

502.

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[mzen's solution](#)

503.

1316A

[Grade Allocation](#) · [Tutorial](#)

Quality: 19,646 global accepts · Rating: 800 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[mzen's solution](#)

504.

1730A

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Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[mzen's solution](#)

505.

1312A

[Two Regular Polygons](#) · [Tutorial](#)

Quality: 27,543 global accepts · Rating: 800 · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math, number theory

[mzen's solution](#)

506.

1734B

[Bright, Nice, Brilliant](#) · [Tutorial](#)

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[mzen's solution](#)

507.

1734A

[Select Three Sticks](#) · [Tutorial](#)

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[mzen's solution](#)

508.

1325B

[CopyCopyCopyCopyCopy](#) · [Tutorial](#)

Quality: 38,823 global accepts · Rating: 800 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[mzen's solution](#)

509.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,202 global accepts · Rating: 800 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[mzen's solution](#)

510.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,465 global accepts · Rating: 800 · first AC: 2022-09-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[mzen's solution](#)

511.

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,855 global accepts · Rating: 800 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[mzen's solution](#)

512.

1243A

[Maximum Square](#) · [Tutorial](#)

Quality: 16,378 global accepts · Rating: 800 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[mzen's solution](#)

513.

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,476 global accepts · Rating: 800 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[mzen's solution](#)

514.

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,898 global accepts · Rating: 800 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: math

[mzen's solution](#)

515.

1369A

[FashionabLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[mzen's solution](#)

516.

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,734 global accepts · Rating: 800 · first AC: 2022-04-27 · last AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[mzen's solution](#)

517.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[mzen's solution](#)

518.

1728A

[Colored Balls: Revisited](#) · [Tutorial](#)

Quality: 25,451 global accepts · Rating: 800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[mzen's solution](#)

519.

910A

[The Way to Home](#) · [Tutorial](#)

Quality: 13,994 global accepts · Rating: 800 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, implementation

[mzen's solution](#)

520.

1351A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Quality: 26,941 global accepts · Rating: 800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[mzen's solution](#)

521.

1717A

[Madoka and Strange Thoughts](#) · [Tutorial](#)

Quality: 20,956 global accepts · Rating: 800 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[mzen's solution](#)

522.

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,175 global accepts · Rating: 800 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
[mzen's solution](#)

523.

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,454 global accepts · Rating: 800 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[mzen's solution](#)

524.

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,624 global accepts · Rating: 800 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[mzen's solution](#)

525.

1721A

[Image](#) · [Tutorial](#)

Quality: 28,310 global accepts · Rating: 800 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[mzen's solution](#)

526.

1348A

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

Quality: 42,848 global accepts · Rating: 800 · first AC: 2022-08-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[mzen's solution](#)

527.

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,188 global accepts · Rating: 800 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[mzen's solution](#)

528.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[mzen's solution](#)

529.

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, sortings
[mzen's solution](#)

530.

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,263 global accepts · Rating: 800 · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[mzen's solution](#)

531.

1196A

[Three Piles of Candies](#) · [Tutorial](#)

Quality: 29,127 global accepts · Rating: 800 · first AC: 2019-12-04 · last AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
[mzen's solution](#)

532.

1712B

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

Quality: 22,398 global accepts · Rating: 800 · first AC: 2022-08-13 · GNU C11 (first AC) · Tags: constructive algorithms, greedy, number theory

[mzen's solution](#)

533.

1712A

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

Quality: 25,056 global accepts · Rating: 800 · first AC: 2022-08-13 · GNU C11 (first AC) · Tags: greedy, implementation

[mzen's solution](#)

534.

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2022-08-12 · GNU C11 (first AC) · Tags: strings

[mzen's solution](#)

535.

1003A

[Polycarp's Pockets](#) · [Tutorial](#)

Quality: 29,983 global accepts · Rating: 800 · first AC: 2019-12-04 · last AC: 2022-08-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[mzen's solution](#)

536.

1006A

[Adjacent Replacements](#) · [Tutorial](#)

Quality: 22,873 global accepts · Rating: 800 · first AC: 2019-12-04 · last AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[mzen's solution](#)

537.

1005A

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

Quality: 27,488 global accepts · Rating: 800 · first AC: 2019-12-04 · last AC: 2022-08-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[mzen's solution](#)

538.

1713A

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

Quality: 22,812 global accepts · Rating: 800 · first AC: 2022-08-06 · GNU C11 (first AC) · Tags: geometry, greedy, implementation

[mzen's solution](#)

539.

977A

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

Quality: 217,471 global accepts · Rating: 800 · first AC: 2019-10-16 · last AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[mzen's solution](#)

540.

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · GNU C11 (first AC) · Tags: constructive algorithms, math

[mzen's solution](#)

541.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,845 global accepts · Rating: 800 · first AC: 2022-08-04 · GNU C11 (first AC) · Tags: greedy, math

[mzen's solution](#)

542.

978B

[File Name](#) · [Tutorial](#)

Quality: 40,909 global accepts · Rating: 800 · first AC: 2019-12-04 · last AC: 2022-08-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[mzen's solution](#)

543.

978A

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

Quality: 30,731 global accepts · Rating: 800 · first AC: 2022-08-03 · GNU C11 (first AC) · Tags: implementation

[mzen's solution](#)

544.

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,497 global accepts · Rating: 800 · first AC: 2022-08-02 · GNU C11 (first AC) · Tags: brute force, implementation

[mzen's solution](#)

545.

1714C

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

Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-08-01 · GNU C11 (first AC) · Tags: greedy

[mzen's solution](#)

546.

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,775 global accepts · Rating: 800 · first AC: 2022-08-01 · GNU C11 (first AC) · Tags: data structures, greedy, implementation

[mzen's solution](#)

547.

999A

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

Quality: 25,327 global accepts · Rating: 800 · first AC: 2022-07-31 · GNU C11 (first AC) · Tags: brute force, implementation

[mzen's solution](#)

548.

1283A

[Minutes Before the New Year](#) · [Tutorial](#)

Quality: 61,296 global accepts · Rating: 800 · first AC: 2022-07-28 · GNU C11 (first AC) · Tags: math

[mzen's solution](#)

549.

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,430 global accepts · Rating: 800 · first AC: 2022-07-27 · GNU C11 (first AC) · Tags: math

[mzen's solution](#)

550.

1296A

[Array with Odd Sum](#) · [Tutorial](#)

Quality: 48,343 global accepts · Rating: 800 · first AC: 2022-07-26 · GNU C11 (first AC) · Tags: math

[mzen's solution](#)

551.

1311A

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

Quality: 46,270 global accepts · Rating: 800 · first AC: 2022-07-25 · GNU C11 (first AC) · Tags: greedy, implementation, math

[mzen's solution](#)

552.

1328A

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

Quality: 131,897 global accepts · Rating: 800 · first AC: 2022-07-23 · last AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: math

[mzen's solution](#)

553.

1335A

[Candies and Two Sisters](#) · [Tutorial](#)

Quality: 104,788 global accepts · Rating: 800 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: math

[mzen's solution](#)

554.

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,594 global accepts · Rating: 800 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[mzen's solution](#)

555.

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,130 global accepts · Rating: 800 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[mzen's solution](#)

556.

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings
[mzen's solution](#)

557.

1352A

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

Quality: 104,103 global accepts · Rating: 800 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[mzen's solution](#)

558.

1353B

[Two Arrays And Swaps](#) · [Tutorial](#)

Quality: 58,120 global accepts · Rating: 800 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[mzen's solution](#)

559.

1353A

[Most Unstable Array](#) · [Tutorial](#)

Quality: 44,585 global accepts · Rating: 800 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[mzen's solution](#)

560.

1705A

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

Quality: 26,582 global accepts · Rating: 800 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[mzen's solution](#)

561.

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,721 global accepts · Rating: 800 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[mzen's solution](#)

562.

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,087 global accepts · Rating: 800 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[mzen's solution](#)

563.

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,839 global accepts · Rating: 800 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[mzen's solution](#)

564.

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,167 global accepts · Rating: 800 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
[mzen's solution](#)

565.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,232 global accepts · Rating: 800 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[mzen's solution](#)

566.

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: strings

[mzen's solution](#)

567.

1654A

[Maximum Cake Tastiness](#) · [Tutorial](#)

Quality: 19,390 global accepts · Rating: 800 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[mzen's solution](#)

568.

1702B

[Polycarp Writes a String from Memory](#) · [Tutorial](#)

Quality: 29,305 global accepts · Rating: 800 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[mzen's solution](#)

569.

1702A

[Round Down the Price](#) · [Tutorial](#)

Quality: 38,178 global accepts · Rating: 800 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[mzen's solution](#)

570.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[mzen's solution](#)

571.

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[mzen's solution](#)

572.

1701A

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Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[mzen's solution](#)

573.

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[mzen's solution](#)

574.

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,817 global accepts · Rating: 800 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: games, implementation, math

[mzen's solution](#)

575.

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[mzen's solution](#)

576.

1684A

[Digit Minimization](#) · [Tutorial](#)

Quality: 24,936 global accepts · Rating: 800 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, math, strings

[mzen's solution](#)

577.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[mzen's solution](#)

578.

1699A

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

Quality: 24,779 global accepts · Rating: 800 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[mzen's solution](#)

579.

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,940 global accepts · Rating: 800 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[mzen's solution](#)

580.

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,705 global accepts · Rating: 800 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[mzen's solution](#)

581.

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,464 global accepts · Rating: 800 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[mzen's solution](#)

582.

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

[mzen's solution](#)

583.

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,258 global accepts · Rating: 800 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: math

[mzen's solution](#)

584.

1372A

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

Quality: 33,481 global accepts · Rating: 800 · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[mzen's solution](#)

585.

1374A

[Required Remainder](#) · [Tutorial](#)

Quality: 64,178 global accepts · Rating: 800 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: math

[mzen's solution](#)

586.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,874 global accepts · Rating: 800 · first AC: 2022-06-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[mzen's solution](#)

587.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 800 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[mzen's solution](#)

588.

1695A

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

Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: games
[mzen's solution](#)

589.

1382A

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

Quality: 27,360 global accepts · Rating: 800 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force
[mzen's solution](#)

590.

1388A

[Captain Flint and Crew Recruitment](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 800 · first AC: 2022-06-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory
[mzen's solution](#)

591.

1385B

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

Quality: 39,581 global accepts · Rating: 800 · first AC: 2022-06-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[mzen's solution](#)

592.

1385A

[Three Pairwise Maximums](#) · [Tutorial](#)

Quality: 43,337 global accepts · Rating: 800 · first AC: 2022-06-15 · C++20 (GCC 11-64) (first AC) · Tags: math
[mzen's solution](#)

593.

1692C

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

Quality: 38,917 global accepts · Rating: 800 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[mzen's solution](#)

594.

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,438 global accepts · Rating: 800 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[mzen's solution](#)

595.

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,737 global accepts · Rating: 800 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[mzen's solution](#)

596.

1393A

[Rainbow Dash, Fluttershy and Chess Coloring](#) · [Tutorial](#)

Quality: 20,832 global accepts · Rating: 800 · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[mzen's solution](#)

597.

1697A

[Parkway Walk](#) · [Tutorial](#)

Quality: 26,741 global accepts · Rating: 800 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[mzen's solution](#)

598.

1405A

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

Quality: 21,907 global accepts · Rating: 800 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[mzen's solution](#)

599.

1417A

[Copy-paste](#) · [Tutorial](#)

Quality: 18,722 global accepts · Rating: 800 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[mzen's solution](#)

600.

1689A

[Lex String](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 800 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings, two pointers
[mzen's solution](#)

601.

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,783 global accepts · Rating: 800 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
[mzen's solution](#)

602.

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,062 global accepts · Rating: 800 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[mzen's solution](#)

603.

1398B

[Substring Removal Game](#) · [Tutorial](#)

Quality: 25,902 global accepts · Rating: 800 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings
[mzen's solution](#)

604.

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,788 global accepts · Rating: 800 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math
[mzen's solution](#)

605.

1690C

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

Quality: 28,093 global accepts · Rating: 800 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation
[mzen's solution](#)

606.

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,932 global accepts · Rating: 800 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[mzen's solution](#)

607.

1690A

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

Quality: 35,628 global accepts · Rating: 800 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[mzen's solution](#)

608.

1400A

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

Quality: 27,967 global accepts · Rating: 800 · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[mzen's solution](#)

609.

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,809 global accepts · Rating: 800 · first AC: 2022-06-03 · GNU C11 (first AC) · Tags: greedy

[mzen's solution](#)

610.

1399A

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1622A

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719.

1624A

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720.

1623A

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721.

1625A

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722.

1627A

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723.

1632A

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724.

1634A

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725.

1644B

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726.

1644A

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727.

1635B

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728.

1635A

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729.

1638A

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730.

1626A

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731.

1633A

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732.

1605A

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733.

1607A

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734.

1582A

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735.

1594A

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736.

1592A

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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

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737.

1579A

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738.

1574A

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739.

1569A

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740.

1567A

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741.

1562A

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742.

1560C

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[mzen's solution](#)

743.

1560B

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[mzen's solution](#)

744.

1560A

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745.

1557A

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746.

1554A

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747.

1551B1

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748.

1551A

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[mzen's solution](#)

749.

1550A

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Quality: 29,460 global accepts · Rating: 800 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[mzen's solution](#)

750.

1408A

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Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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751.

1409A

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752.

1392B

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Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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753.

1392A

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754.

1159A

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755.

1206A

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756.

1047A

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757.

200B

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758.

658A

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759.

677A

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760.

835A

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761.

431A

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762.

177A1

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763.

1031A

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764.

344A

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765.

595A

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766.

263A

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767.

509A

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768.

1093A

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769.

703A

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770.

581A

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771.

1017A

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772.

855A

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773.

617A

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774.

1244A

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775.

897A

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776.

1191A

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777.

1207A

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778.

721A

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779.

1173A

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780.

1064A

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781.

1257A

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782.

1139A

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783.

987A

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784.

994A

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785.

705A

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786.

785A

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787.

1223A

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788.

867A

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789.

791A

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790.

959A

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791.

1146A

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792.

1080A

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793.

615A

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794.

599A

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795.

794A

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796.

1250F

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797.

1249A

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798.

996A

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799.

1097A

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800.

1030A

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801.

1234A

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802.

1096A

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[mzen's solution](#)

803.

1228A

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804.

1220A

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805.

1209A

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806.

1178A

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807.

1186A

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808.

1183A

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809.

1185A

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810.

1176A

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[mzen's solution](#)

811.

1015A

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[mzen's solution](#)

812.

1108A

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[mzen's solution](#)

813.

1118A

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[mzen's solution](#)

814.

1143A

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815.

1167A

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[mzen's solution](#)

816.

1148A

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[mzen's solution](#)

817.

1136A

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[mzen's solution](#)

818.

1077A

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819.

1092B

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[mzen's solution](#)

820.

1092A

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821.

1152A

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822.

1095A

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823.

1102A

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824.

1144A

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825.

1154A

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826.

1088A

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[mzen's solution](#)

827.

1065A

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

Quality: 15,264 global accepts · Rating: 800 · first AC: 2018-10-15 · GNU C++11 (first AC) · Tags: implementation, math

[mzen's solution](#)

828.

609A

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Quality: 19,423 global accepts · Rating: 800 · first AC: 2018-10-11 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[mzen's solution](#)

829.

678A

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Quality: 15,164 global accepts · Rating: 800 · first AC: 2018-10-07 · GNU C++11 (first AC) · Tags: implementation, math

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830.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,015 global accepts · Rating: 800 · first AC: 2018-10-06 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

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831.

710A

[King Moves](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 800 · first AC: 2018-10-06 · GNU C++11 (first AC) · Tags: implementation

[mzen's solution](#)

832.

818A

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Quality: 7,788 global accepts · Rating: 800 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: implementation, math

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833.

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 800 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: brute force

[mzen's solution](#)

834.

946A

[Partition](#) · [Tutorial](#)

Quality: 18,158 global accepts · Rating: 800 · first AC: 2018-09-28 · GNU C++11 (first AC) · Tags: greedy

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835.

976A

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Quality: 10,974 global accepts · Rating: 800 · first AC: 2018-09-26 · GNU C++11 (first AC) · Tags: implementation

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836.

1009A

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837.

1041A

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838.

1038A

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[mzen's solution](#)

839.

954A

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840.

513A

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841.

821A

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842.

939A

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843.

935A

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844.

938A

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[mzen's solution](#)

845.

912A

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846.

908A

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847.

899A

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Quality: 11,096 global accepts · Rating: 800 · first AC: 2017-12-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

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848.

898A

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[mzen's solution](#)

849.

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,378 global accepts · Rating: 800 · first AC: 2017-11-19 · GNU C++11 (first AC) · Tags: brute force, dp

[mzen's solution](#)

850.

888A

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Quality: 11,974 global accepts · Rating: 800 · first AC: 2017-11-09 · GNU C++11 (first AC) · Tags: brute force, implementation

[mzen's solution](#)

851.

884A

[Book Reading](#) · [Tutorial](#)

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852.

873A

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[mzen's solution](#)

853.

859A

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854.

837A

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[mzen's solution](#)

855.

832A

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[mzen's solution](#)

856.

822A

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Quality: 36,807 global accepts · Rating: 800 · first AC: 2017-07-23 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[mzen's solution](#)

857.

707A

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Quality: 55,788 global accepts · Rating: 800 · first AC: 2017-05-29 · GNU C++11 (first AC) · Tags: implementation

[mzen's solution](#)

858.

711A

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[mzen's solution](#)

859.

782A

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[mzen's solution](#)

860.

764A

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Quality: 17,100 global accepts · Rating: 800 · first AC: 2017-02-02 · GNU C++ (first AC) · Tags: brute force, implementation, math
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861.

758A

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Quality: 75,302 global accepts · Rating: 800 · first AC: 2017-01-19 · GNU C++ (first AC) · Tags: implementation, math
[mzen's solution](#)

862.

750A

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Quality: 92,556 global accepts · Rating: 800 · first AC: 2016-12-30 · GNU C++ (first AC) · Tags: binary search, brute force, implementation, math
[mzen's solution](#)

863.

752A

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Rating: 800 · first AC: 2016-12-25 · GNU C++ (first AC) · Tags: constructive algorithms, math
[mzen's solution](#)

864.

749A

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Quality: 57,083 global accepts · Rating: 800 · first AC: 2016-12-19 · GNU C++ (first AC) · Tags: greedy, implementation, math, number theory
[mzen's solution](#)

865.

747A

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866.

746A

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867.

735A

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[mzen's solution](#)

868.

734B

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869.

734A

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870.

732A

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871.

731A

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[mzen's solution](#)

872.

716A

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873.

1330A

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874.

1806B

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875.

519A

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876.

2136B

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877.

2035B

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878.

1775A2

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879.

2048B

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880.

1808A

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Quality: 20,614 global accepts · Rating: 900 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[mzen's solution](#)

881.

1291A

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Quality: 20,683 global accepts · Rating: 900 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, strings
[mzen's solution](#)

882.

2195B

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Quality: 24,853 global accepts · Rating: 900 · first AC: 2026-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings
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883.

2102A

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Quality: 21,462 global accepts · Rating: 900 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[mzen's solution](#)

884.

2140B

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Quality: 22,131 global accepts · Rating: 900 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory
[mzen's solution](#)

885.

1501B

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Quality: 21,076 global accepts · Rating: 900 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, sortings
[mzen's solution](#)

886.

1138A

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Quality: 22,070 global accepts · Rating: 900 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation
[mzen's solution](#)

887.

2185C

[Shifted MEX](#) · [Tutorial](#)

Quality: 28,978 global accepts · Rating: 900 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings
[mzen's solution](#)

888.

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,242 global accepts · Rating: 900 · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, strings
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889.

1951A

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Quality: 22,571 global accepts · Rating: 900 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
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890.

621A

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Quality: 22,676 global accepts · Rating: 900 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
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891.

2085A

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Quality: 23,548 global accepts · Rating: 900 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[mzen's solution](#)

892.

807A

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893.

2148C

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894.

2178B

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Quality: 21,583 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

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895.

45A

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896.

1795B

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Quality: 24,093 global accepts · Rating: 900 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, geometry, greedy

[mzen's solution](#)

897.

588A

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898.

501A

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Quality: 24,287 global accepts · Rating: 900 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

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899.

205A

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

Quality: 25,224 global accepts · Rating: 900 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

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900.

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,138 global accepts · Rating: 900 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

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901.

129A

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Quality: 25,210 global accepts · Rating: 900 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

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902.

1771A

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[mzen's solution](#)

903.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[mzen's solution](#)

904.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[mzen's solution](#)

905.

2110B

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Quality: 27,342 global accepts · Rating: 900 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

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906.

2125B

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Quality: 27,364 global accepts · Rating: 900 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[mzen's solution](#)

907.

1440B

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Quality: 30,327 global accepts · Rating: 900 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

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908.

2171B

[Yuu Koito and Minimum Absolute Sum](#) · [Tutorial](#)

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909.

44A

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Quality: 17,488 global accepts · Rating: 900 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

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910.

2106B

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Quality: 28,382 global accepts · Rating: 900 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[mzen's solution](#)

911.

2132B

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Quality: 33,547 global accepts · Rating: 900 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[mzen's solution](#)

912.

2094C

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Quality: 30,489 global accepts · Rating: 900 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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913.

2114B

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Quality: 30,499 global accepts · Rating: 900 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

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914.

2137B

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Quality: 26,461 global accepts · Rating: 900 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[mzen's solution](#)

915.

1918B

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Quality: 27,023 global accepts · Rating: 900 · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[mzen's solution](#)

916.

1856B

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Quality: 27,451 global accepts · Rating: 900 · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

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917.

439A

[Devu, the Singer and Churu, the Joker](#) · [Tutorial](#)

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918.

2093B

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919.

1350A

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Quality: 27,380 global accepts · Rating: 900 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[mzen's solution](#)

920.

1973A

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Quality: 28,534 global accepts · Rating: 900 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math

[mzen's solution](#)

921.

1726A

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Quality: 36,541 global accepts · Rating: 900 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

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922.

1904A

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Quality: 40,374 global accepts · Rating: 900 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[mzen's solution](#)

923.

2072B

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

Quality: 30,935 global accepts · Rating: 900 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, strings

[mzen's solution](#)

924.

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,053 global accepts · Rating: 900 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[mzen's solution](#)

925.

199A

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Quality: 30,288 global accepts · Rating: 900 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[mzen's solution](#)

926.

276A

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Quality: 30,063 global accepts · Rating: 900 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[mzen's solution](#)

927.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,863 global accepts · Rating: 900 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[mzen's solution](#)

928.

1828B

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Quality: 39,300 global accepts · Rating: 900 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[mzen's solution](#)

929.

1341A

[Nastya and Rice](#) · [Tutorial](#)

Quality: 30,429 global accepts · Rating: 900 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[mzen's solution](#)

930.

1471A

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Quality: 38,204 global accepts · Rating: 900 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

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931.

1875A

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Quality: 46,991 global accepts · Rating: 900 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[mzen's solution](#)

932.

1855B

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933.

275A

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934.

1339A

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Quality: 34,208 global accepts · Rating: 900 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math
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935.

567A

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Quality: 35,975 global accepts · Rating: 900 · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
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936.

709A

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Quality: 37,960 global accepts · Rating: 900 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
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937.

1837B

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Quality: 50,096 global accepts · Rating: 900 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
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938.

1337B

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Quality: 36,863 global accepts · Rating: 900 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math
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939.

115A

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940.

149A

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941.

556A

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942.

460A

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943.

474A

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944.

313A

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945.

451A

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Quality: 75,690 global accepts · Rating: 900 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

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946.

337A

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Quality: 94,897 global accepts · Rating: 900 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

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947.

580A

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Quality: 104,681 global accepts · Rating: 900 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation

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948.

208A

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949.

405A

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950.

133A

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951.

318A

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952.

160A

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953.

96A

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954.

34B

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Quality: 66,021 global accepts · Rating: 900 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
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955.

2062B

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956.

1779B

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957.

2060C

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958.

1985D

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959.

1941C

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960.

2042B

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961.

1945B

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962.

2031B

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963.

1927B

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964.

1915D

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965.

2028A

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966.

1881B

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967.

1872B

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968.

1888A

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969.

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970.

1279A

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971.

2033B

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973.

1807D

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974.

1197A

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975.

1132B

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976.

2013B

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977.

1954A

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978.

1971C

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979.

2005A

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Quality: 26,244 global accepts · Rating: 900 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

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980.

1972B

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981.

2007B

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982.

1921C

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983.

1988B

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Quality: 26,449 global accepts · Rating: 900 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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984.

1988A

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985.

1990A

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986.

1992C

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987.

1900B

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988.

1878C

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989.

1879B

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990.

1860A

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Quality: 23,574 global accepts · Rating: 900 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
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991.

1850D

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992.

1845B

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993.

1764B

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1758B

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995.

26A

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996.

16B

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997.

320A

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998.

1747B

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999.

11A

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1000.

10A

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1001.

1732B

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1002.

1749B

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1003.

1742C

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[mzen's solution](#)

1004.

6A

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1005.

1295A

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1006.

1735B

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1007.

1313A

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[mzen's solution](#)

1008.

1733B

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1009.

1351B

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1010.

1354A

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1011.

1720A

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1012.

1216B

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[mzen's solution](#)

1013.

1213A

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1014.

1005B

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1015.

977B

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1016.

1714A

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1017.

999B

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[mzen's solution](#)

1018.

1272A

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[mzen's solution](#)

1019.

1283B

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1020.

1296B

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1021.

1324A

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1022.

1335B

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1023.

1709B

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1024.

1343A

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1025.

1705B

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[mzen's solution](#)

1026.

1247A

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1027.

1696B

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Quality: 36,319 global accepts · Rating: 900 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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1028.

1699B

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1029.

1373B

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1030.

1380A

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1031.

1374B

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[mzen's solution](#)

1032.

1467A

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Quality: 25,317 global accepts · Rating: 900 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[mzen's solution](#)

1033.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,904 global accepts · Rating: 900 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[mzen's solution](#)

1034.

1606A

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Quality: 37,480 global accepts · Rating: 900 · first AC: 2022-06-11 · Python 3 (first AC) · Tags: strings

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1035.

1689B

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[mzen's solution](#)

1036.

1401A

[Distance and Axis](#) · [Tutorial](#)

Quality: 28,635 global accepts · Rating: 900 · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[mzen's solution](#)

1037.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,983 global accepts · Rating: 900 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[mzen's solution](#)

1038.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, implementation

[mzen's solution](#)

1039.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,204 global accepts · Rating: 900 · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[mzen's solution](#)

1040.

1430A

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

Quality: 21,754 global accepts · Rating: 900 · first AC: 2022-05-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms,

math

[mzen's solution](#)

1041.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,724 global accepts · Rating: 900 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[mzen's solution](#)

1042.

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,801 global accepts · Rating: 900 · first AC: 2022-05-25 · GNU C11 (first AC) · Tags: implementation

[mzen's solution](#)

1043.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 900 · first AC: 2022-05-18 · GNU C11 (first AC) · Tags: constructive algorithms, greedy

[mzen's solution](#)

1044.

1451B

[Non-Substring Subsequence](#) · [Tutorial](#)

Quality: 20,213 global accepts · Rating: 900 · first AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, strings

[mzen's solution](#)

1045.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,166 global accepts · Rating: 900 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[mzen's solution](#)

1046.

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,449 global accepts · Rating: 900 · first AC: 2022-05-09 · GNU C11 (first AC) · Tags: brute force, greedy, math

[mzen's solution](#)

1047.

1675B

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

Quality: 43,283 global accepts · Rating: 900 · first AC: 2022-05-05 · GNU C11 (first AC) · Tags: greedy, implementation

[mzen's solution](#)

1048.

1475B

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

Quality: 57,244 global accepts · Rating: 900 · first AC: 2022-04-29 · GNU C11 (first AC) · Tags: brute force, dp, math

[mzen's solution](#)

1049.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,808 global accepts · Rating: 900 · first AC: 2022-04-29 · GNU C11 (first AC) · Tags: math, number theory

[mzen's solution](#)

1050.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[mzen's solution](#)

1051.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 900 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation
[mzen's solution](#)

1052.

1665B

[Array Cloning Technique](#) · [Tutorial](#)

Quality: 32,892 global accepts · Rating: 900 · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[mzen's solution](#)

1053.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,659 global accepts · Rating: 900 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[mzen's solution](#)

1054.

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,199 global accepts · Rating: 900 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory, sortings

[mzen's solution](#)

1055.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,301 global accepts · Rating: 900 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[mzen's solution](#)

1056.

1543B

[Customising the Track](#) · [Tutorial](#)

Quality: 24,477 global accepts · Rating: 900 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math

[mzen's solution](#)

1057.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,948 global accepts · Rating: 900 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[mzen's solution](#)

1058.

1593B

[Make it Divisible by 25](#) · [Tutorial](#)

Quality: 40,644 global accepts · Rating: 900 · first AC: 2022-03-15 · GNU C11 (first AC) · Tags: dfs and similar, dp, greedy, math

[mzen's solution](#)

1059.

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[mzen's solution](#)

1060.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,627 global accepts · Rating: 900 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[mzen's solution](#)

1061.

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,993 global accepts · Rating: 900 · first AC: 2022-03-08 · GNU C11 (first AC) · Tags: math

[mzen's solution](#)

1062.

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[mzen's solution](#)

1063.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,829 global accepts · Rating: 900 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[mzen's solution](#)

1064.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,936 global accepts · Rating: 900 · first AC: 2022-02-28 · GNU C11 (first AC) · Tags: implementation, math

[mzen's solution](#)

1065.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,441 global accepts · Rating: 900 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: math

[mzen's solution](#)

1066.

1582B

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

Quality: 33,362 global accepts · Rating: 900 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[mzen's solution](#)

1067.

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[mzen's solution](#)

1068.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,581 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[mzen's solution](#)

1069.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[mzen's solution](#)

1070.

834A

[The Useless Toy](#) · [Tutorial](#)

Quality: 9,100 global accepts · Rating: 900 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[mzen's solution](#)

1071.

1206B

[Make Product Equal One](#) · [Tutorial](#)

Quality: 29,510 global accepts · Rating: 900 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[mzen's solution](#)

1072.

1238A

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

Quality: 28,059 global accepts · Rating: 900 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[mzen's solution](#)

1073.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: math
[mzen's solution](#)

1074.

1187A

[Stickers and Toys](#) · [Tutorial](#)

Quality: 15,543 global accepts · Rating: 900 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: math
[mzen's solution](#)

1075.

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,696 global accepts · Rating: 900 · first AC: 2019-06-26 · GNU C++11 (first AC) · Tags: math
[mzen's solution](#)

1076.

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,764 global accepts · Rating: 900 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: implementation, math
[mzen's solution](#)

1077.

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 900 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: combinatorics, greedy
[mzen's solution](#)

1078.

1169A

[Circle Metro](#) · [Tutorial](#)

Quality: 12,693 global accepts · Rating: 900 · first AC: 2019-05-26 · GNU C++11 (first AC) · Tags: implementation, math
[mzen's solution](#)

1079.

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,862 global accepts · Rating: 900 · first AC: 2019-05-09 · GNU C++11 (first AC) · Tags: greedy, math
[mzen's solution](#)

1080.

1095B

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

Quality: 24,339 global accepts · Rating: 900 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: implementation
[mzen's solution](#)

1081.

1141B

[Maximal Continuous Rest](#) · [Tutorial](#)

Quality: 23,080 global accepts · Rating: 900 · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: implementation
[mzen's solution](#)

1082.

1144B

[Parity Alternated Deletions](#) · [Tutorial](#)

Quality: 18,336 global accepts · Rating: 900 · first AC: 2019-04-21 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[mzen's solution](#)

1083.

1107A

[Digits Sequence Dividing](#) · [Tutorial](#)

Quality: 12,773 global accepts · Rating: 900 · first AC: 2019-02-05 · GNU C++11 (first AC) · Tags: greedy, strings
[mzen's solution](#)

1084.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 900 · first AC: 2018-10-17 · GNU C++11 (first AC) · Tags: implementation

[mzen's solution](#)

1085.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,214 global accepts · Rating: 900 · first AC: 2018-10-13 · GNU C++11 (first AC) · Tags: math

[mzen's solution](#)

1086.

616A

[Comparing Two Long Integers](#) · [Tutorial](#)

Quality: 10,830 global accepts · Rating: 900 · first AC: 2018-10-11 · GNU C++11 (first AC) · Tags: implementation, strings

[mzen's solution](#)

1087.

622B

[The Time](#) · [Tutorial](#)

Quality: 10,959 global accepts · Rating: 900 · first AC: 2018-10-10 · GNU C++11 (first AC) · Tags: implementation

[mzen's solution](#)

1088.

808A

[Lucky Year](#) · [Tutorial](#)

Quality: 11,003 global accepts · Rating: 900 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: implementation

[mzen's solution](#)

1089.

903A

[Hungry Student Problem](#) · [Tutorial](#)

Quality: 15,517 global accepts · Rating: 900 · first AC: 2018-10-02 · GNU C++11 (first AC) · Tags: greedy, implementation

[mzen's solution](#)

1090.

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2018-10-02 · GNU C++11 (first AC) · Tags: implementation

[mzen's solution](#)

1091.

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,852 global accepts · Rating: 900 · first AC: 2018-09-27 · GNU C++11 (first AC) · Tags: implementation

[mzen's solution](#)

1092.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,974 global accepts · Rating: 900 · first AC: 2018-09-19 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[mzen's solution](#)

1093.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,526 global accepts · Rating: 900 · first AC: 2018-08-19 · GNU C++11 (first AC) · Tags: implementation, sortings

[mzen's solution](#)

1094.

935B

[Fafa and the Gates](#) · [Tutorial](#)

Quality: 12,418 global accepts · Rating: 900 · first AC: 2018-02-20 · GNU C++11 (first AC) · Tags: implementation

[mzen's solution](#)

1095.

913A

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

Quality: 24,178 global accepts · Rating: 900 · first AC: 2018-02-11 · GNU C++11 (first AC) · Tags: implementation, math
[mzen's solution](#)

1096.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 900 · first AC: 2018-01-22 · GNU C++11 (first AC) · Tags: brute force, implementation, math
[mzen's solution](#)

1097.

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,054 global accepts · Rating: 900 · first AC: 2017-11-24 · GNU C++11 (first AC) · Tags: implementation
[mzen's solution](#)

1098.

863A

[Quasi-palindrome](#) · [Tutorial](#)

Quality: 10,931 global accepts · Rating: 900 · first AC: 2017-09-21 · GNU C++11 (first AC) · Tags: brute force, implementation
[mzen's solution](#)

1099.

847G

[University Classes](#) · [Tutorial](#)

Quality: 7,647 global accepts · Rating: 900 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: implementation
[mzen's solution](#)

1100.

814A

[An abandoned sentiment from past](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 900 · first AC: 2017-06-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[mzen's solution](#)

1101.

706A

[Beru-taxi](#) · [Tutorial](#)

Quality: 15,341 global accepts · Rating: 900 · first AC: 2017-05-30 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation
[mzen's solution](#)

1102.

810A

[Straight <<A>>](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 900 · first AC: 2017-05-24 · last AC: 2017-05-24 · GNU C++11 (first AC) · Tags: implementation, math
[mzen's solution](#)

1103.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[mzen's solution](#)

1104.

768A

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

Quality: 30,842 global accepts · Rating: 900 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings
[mzen's solution](#)

1105.

764B

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

Quality: 12,677 global accepts · Rating: 900 · first AC: 2017-02-02 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[mzen's solution](#)

1106.

747B

[Mammoth's Genome Decoding](#) · [Tutorial](#)

Quality: 9,641 global accepts · Rating: 900 · first AC: 2016-12-19 · GNU C++ (first AC) · Tags: implementation, strings
[mzen's solution](#)

1107.

746B

[Decoding](#) · [Tutorial](#)

Quality: 31,885 global accepts · Rating: 900 · first AC: 2016-12-18 · GNU C++ (first AC) · Tags: implementation, strings
[mzen's solution](#)

1108.

745A

[Hongcow Learns the Cyclic Shift](#) · [Tutorial](#)

Quality: 10,988 global accepts · Rating: 900 · first AC: 2016-12-17 · GNU C++ (first AC) · Tags: implementation, strings
[mzen's solution](#)

1109.

738A

[Interview with Oleg](#) · [Tutorial](#)

Rating: 900 · first AC: 2016-11-20 · GNU C++ (first AC) · Tags: implementation, strings
[mzen's solution](#)

1110.

1230B

[Ania and Minimizing](#) · [Tutorial](#)

Quality: 19,632 global accepts · Rating: 1000 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[mzen's solution](#)

1111.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,912 global accepts · Rating: 1000 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers
[mzen's solution](#)

1112.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,270 global accepts · Rating: 1000 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[mzen's solution](#)

1113.

109A

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

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation
[mzen's solution](#)

1114.

334A

[Candy Bags](#) · [Tutorial](#)

Quality: 20,022 global accepts · Rating: 1000 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[mzen's solution](#)

1115.

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,762 global accepts · Rating: 1000 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation
[mzen's solution](#)

1116.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[mzen's solution](#)

1117.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[mzen's solution](#)

1118.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,547 global accepts · Rating: 1000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[mzen's solution](#)

1119.

2192B

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

Quality: 14,546 global accepts · Rating: 1000 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, strings

[mzen's solution](#)

1120.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[mzen's solution](#)

1121.

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,901 global accepts · Rating: 1000 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, strings

[mzen's solution](#)

1122.

1975B

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

Quality: 21,070 global accepts · Rating: 1000 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, sortings

[mzen's solution](#)

1123.

447B

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

Quality: 21,023 global accepts · Rating: 1000 · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[mzen's solution](#)

1124.

507A

[Amr and Music](#) · [Tutorial](#)

Quality: 21,742 global accepts · Rating: 1000 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[mzen's solution](#)

1125.

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,712 global accepts · Rating: 1000 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[mzen's solution](#)

1126.

515A

[Brazil and Date](#) · [Tutorial](#)

Quality: 21,977 global accepts · Rating: 1000 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[mzen's solution](#)

1127.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, two pointers

[mzen's solution](#)

1128.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,346 global accepts · Rating: 1000 · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[mzen's solution](#)

1129.

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,295 global accepts · Rating: 1000 · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy, math

[mzen's solution](#)

1130.

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,394 global accepts · Rating: 1000 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math

[mzen's solution](#)

1131.

1204A

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

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[mzen's solution](#)

1132.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games

[mzen's solution](#)

1133.

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,446 global accepts · Rating: 1000 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[mzen's solution](#)

1134.

1725B

[Basketball Together](#) · [Tutorial](#)

Quality: 28,266 global accepts · Rating: 1000 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings

[mzen's solution](#)

1135.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,102 global accepts · Rating: 1000 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[mzen's solution](#)

1136.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,912 global accepts · Rating: 1000 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[mzen's solution](#)

1137.

2148D

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

Quality: 26,737 global accepts · Rating: 1000 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[mzen's solution](#)

1138.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,818 global accepts · Rating: 1000 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[mzen's solution](#)

1139.

2167D

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

Quality: 30,204 global accepts · Rating: 1000 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory

[mzen's solution](#)

1140.

1841B

[Keep it Beautiful](#) · [Tutorial](#)

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[mzen's solution](#)

1141.

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,124 global accepts · Rating: 1000 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs

[mzen's solution](#)

1142.

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,608 global accepts · Rating: 1000 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[mzen's solution](#)

1143.

1837C

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

Quality: 24,576 global accepts · Rating: 1000 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[mzen's solution](#)

1144.

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[mzen's solution](#)

1145.

2132C1

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

Quality: 27,735 global accepts · Rating: 1000 · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[mzen's solution](#)

1146.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[mzen's solution](#)

1147.

1300B

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

Quality: 25,913 global accepts · Rating: 1000 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[mzen's solution](#)

1148.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,913 global accepts · Rating: 1000 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[mzen's solution](#)

1149.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,882 global accepts · Rating: 1000 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[mzen's solution](#)

1150.

165A

[Supercentral Point](#) · [Tutorial](#)

Quality: 26,274 global accepts · Rating: 1000 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[mzen's solution](#)

1151.

404A

[Valera and X](#) · [Tutorial](#)

Quality: 26,206 global accepts · Rating: 1000 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[mzen's solution](#)

1152.

1411B

[Fair Numbers](#) · [Tutorial](#)

Quality: 30,335 global accepts · Rating: 1000 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory

[mzen's solution](#)

1153.

35A

[Shell Game](#) · [Tutorial](#)

Quality: 7,582 global accepts · Rating: 1000 · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[mzen's solution](#)

1154.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[mzen's solution](#)

1155.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,906 global accepts · Rating: 1000 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[mzen's solution](#)

1156.

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,833 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[mzen's solution](#)

1157.

1876A

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

Quality: 34,913 global accepts · Rating: 1000 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[mzen's solution](#)

1158.

2123C

[Prefix Min and Suffix Max](#) · [Tutorial](#)

Quality: 30,878 global accepts · Rating: 1000 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures
[mzen's solution](#)

1159.

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,891 global accepts · Rating: 1000 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[mzen's solution](#)

1160.

680B

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

Quality: 26,242 global accepts · Rating: 1000 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation
[mzen's solution](#)

1161.

2093C

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

Quality: 30,843 global accepts · Rating: 1000 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[mzen's solution](#)

1162.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,053 global accepts · Rating: 1000 · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[mzen's solution](#)

1163.

1515B

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

Quality: 27,063 global accepts · Rating: 1000 · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, geometry, math, number theory
[mzen's solution](#)

1164.

272A

[Dima and Friends](#) · [Tutorial](#)

Quality: 27,678 global accepts · Rating: 1000 · first AC: 2025-08-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[mzen's solution](#)

1165.

352A

[Jeff and Digits](#) · [Tutorial](#)

Quality: 28,531 global accepts · Rating: 1000 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math
[mzen's solution](#)

1166.

1362A

[Johnny and Ancient Computer](#) · [Tutorial](#)

Quality: 34,079 global accepts · Rating: 1000 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[mzen's solution](#)

1167.

75A

[Life Without Zeros](#) · [Tutorial](#)

Quality: 29,721 global accepts · Rating: 1000 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[mzen's solution](#)

1168.

237A

[Free Cash](#) · [Tutorial](#)

Quality: 29,523 global accepts · Rating: 1000 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[mzen's solution](#)

1169.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,906 global accepts · Rating: 1000 · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory
[mzen's solution](#)

1170.

102B

[Sum of Digits](#) · [Tutorial](#)

Quality: 31,941 global accepts · Rating: 1000 · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[mzen's solution](#)

1171.

219A

[k-String](#) · [Tutorial](#)

Quality: 32,315 global accepts · Rating: 1000 · first AC: 2025-06-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings
[mzen's solution](#)

1172.

29A

[Spit Problem](#) · [Tutorial](#)

Quality: 8,275 global accepts · Rating: 1000 · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force
[mzen's solution](#)

1173.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,678 global accepts · Rating: 1000 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory
[mzen's solution](#)

1174.

118B

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

Quality: 34,581 global accepts · Rating: 1000 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation
[mzen's solution](#)

1175.

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,897 global accepts · Rating: 1000 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[mzen's solution](#)

1176.

139A

[Petr and Book](#) · [Tutorial](#)

Quality: 37,504 global accepts · Rating: 1000 · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[mzen's solution](#)

1177.

688B

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

Quality: 36,023 global accepts · Rating: 1000 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[mzen's solution](#)

1178.

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,783 global accepts · Rating: 1000 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[mzen's solution](#)

1179.

450A

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

Quality: 44,392 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[mzen's solution](#)

1180.

124A

[The number of positions](#) · [Tutorial](#)

Quality: 44,205 global accepts · Rating: 1000 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: math

[mzen's solution](#)

1181.

499B

[Lecture](#) · [Tutorial](#)

Quality: 44,829 global accepts · Rating: 1000 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[mzen's solution](#)

1182.

577A

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

Quality: 45,282 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, number theory

[mzen's solution](#)

1183.

476A

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

Quality: 51,608 global accepts · Rating: 1000 · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[mzen's solution](#)

1184.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,263 global accepts · Rating: 1000 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[mzen's solution](#)

1185.

500A

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

Quality: 62,687 global accepts · Rating: 1000 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation

[mzen's solution](#)

1186.

43A

[Football](#) · [Tutorial](#)

Quality: 69,160 global accepts · Rating: 1000 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[mzen's solution](#)

1187.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,918 global accepts · Rating: 1000 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks

[mzen's solution](#)

1188.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,481 global accepts · Rating: 1000 · first AC: 2025-03-06 · last AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[mzen's solution](#)

1189.

131A

[cAPS LOCK](#) · [Tutorial](#)

Quality: 100,973 global accepts · Rating: 1000 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[mzen's solution](#)

1190.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,272 global accepts · Rating: 1000 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[mzen's solution](#)

1191.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,792 global accepts · Rating: 1000 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory

[mzen's solution](#)

1192.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,353 global accepts · Rating: 1000 · first AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[mzen's solution](#)

1193.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,412 global accepts · Rating: 1000 · first AC: 2025-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[mzen's solution](#)

1194.

339B

[Xenia and Ringroad](#) · [Tutorial](#)

Quality: 81,371 global accepts · Rating: 1000 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[mzen's solution](#)

1195.

56A

[Bar](#) · [Tutorial](#)

Quality: 9,638 global accepts · Rating: 1000 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[mzen's solution](#)

1196.

37A

[Towers](#) · [Tutorial](#)

Quality: 27,687 global accepts · Rating: 1000 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings

[mzen's solution](#)

1197.

2060B

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

Quality: 28,588 global accepts · Rating: 1000 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[mzen's solution](#)

1198.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,281 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings
[mzen's solution](#)

1199.

2057B

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

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

1200.

2051C

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

Quality: 28,010 global accepts · Rating: 1000 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation
[mzen's solution](#)

1201.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,106 global accepts · Rating: 1000 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[mzen's solution](#)

1202.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 1000 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math
[mzen's solution](#)

1203.

2037C

[Superultra's Favorite Permutation](#) · [Tutorial](#)

Quality: 25,530 global accepts · Rating: 1000 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[mzen's solution](#)

1204.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,884 global accepts · Rating: 1000 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
[mzen's solution](#)

1205.

1927C

[Choose the Different Ones!](#) · [Tutorial](#)

Quality: 31,566 global accepts · Rating: 1000 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
[mzen's solution](#)

1206.

1907B

[YetnotherrokenKeoard](#) · [Tutorial](#)

Quality: 30,382 global accepts · Rating: 1000 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, strings
[mzen's solution](#)

1207.

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[mzen's solution](#)

1208.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,292 global accepts · Rating: 1000 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings
[mzen's solution](#)

1209.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,568 global accepts · Rating: 1000 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, two pointers
[mzen's solution](#)

1210.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,165 global accepts · Rating: 1000 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation
[mzen's solution](#)

1211.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,816 global accepts · Rating: 1000 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: math
[mzen's solution](#)

1212.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,432 global accepts · Rating: 1000 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy
[mzen's solution](#)

1213.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,331 global accepts · Rating: 1000 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[mzen's solution](#)

1214.

1800C1

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

Quality: 26,954 global accepts · Rating: 1000 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[mzen's solution](#)

1215.

1800B

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

Quality: 28,411 global accepts · Rating: 1000 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[mzen's solution](#)

1216.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[mzen's solution](#)

1217.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,263 global accepts · Rating: 1000 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings
[mzen's solution](#)

1218.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,844 global accepts · Rating: 1000 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[mzen's solution](#)

1219.

1955B

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

Quality: 32,264 global accepts · Rating: 1000 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[mzen's solution](#)

1220.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,744 global accepts · Rating: 1000 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[mzen's solution](#)

1221.

2005B1

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

Quality: 24,745 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[mzen's solution](#)

1222.

1986B

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

Quality: 30,132 global accepts · Rating: 1000 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[mzen's solution](#)

1223.

1969B

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

Quality: 22,329 global accepts · Rating: 1000 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[mzen's solution](#)

1224.

1998B

[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 1000 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[mzen's solution](#)

1225.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,520 global accepts · Rating: 1000 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[mzen's solution](#)

1226.

2000C

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

Quality: 31,426 global accepts · Rating: 1000 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[mzen's solution](#)

1227.

1968C

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

Quality: 29,262 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[mzen's solution](#)

1228.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,242 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: strings

[mzen's solution](#)

1229.

1861B

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

Quality: 24,005 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[mzen's solution](#)

1230.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,367 global accepts · Rating: 1000 · first AC: 2023-07-27 · Go (first AC) · Tags: greedy, math, sortings

[mzen's solution](#)**1231.**

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,877 global accepts · Rating: 1000 · first AC: 2023-07-25 · Go (first AC) · Tags: greedy

[mzen's solution](#)**1232.**

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[mzen's solution](#)**1233.**

1772C

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

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[mzen's solution](#)**1234.**

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,777 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[mzen's solution](#)**1235.**

1760D

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

Quality: 27,014 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[mzen's solution](#)**1236.**

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1000 · first AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[mzen's solution](#)**1237.**

14B

[Young Photographer](#) · [Tutorial](#)

Quality: 8,304 global accepts · Rating: 1000 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[mzen's solution](#)**1238.**

13A

[Numbers](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1000 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[mzen's solution](#)**1239.**

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,539 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

[mzen's solution](#)**1240.**

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,093 global accepts · Rating: 1000 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two

pointers

[mzen's solution](#)

1241.

5A

[Chat Servers Outgoing Traffic](#) · [Tutorial](#)

Quality: 11,124 global accepts · Rating: 1000 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[mzen's solution](#)

1242.

3A

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

Quality: 22,142 global accepts · Rating: 1000 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, shortest paths

[mzen's solution](#)

1243.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,049 global accepts · Rating: 1000 · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[mzen's solution](#)

1244.

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,183 global accepts · Rating: 1000 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[mzen's solution](#)

1245.

1241B

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

Rating: 1000 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

[mzen's solution](#)

1246.

322A

[Ciel and Dancing](#) · [Tutorial](#)

Quality: 8,943 global accepts · Rating: 1000 · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[mzen's solution](#)

1247.

1244B

[Rooms and Staircases](#) · [Tutorial](#)

Quality: 17,543 global accepts · Rating: 1000 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[mzen's solution](#)

1248.

753A

[Santa Claus and Candies](#) · [Tutorial](#)

Quality: 9,924 global accepts · Rating: 1000 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[mzen's solution](#)

1249.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[mzen's solution](#)

1250.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[mzen's solution](#)

1251.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[mzen's solution](#)

1252.

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[mzen's solution](#)

1253.

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[mzen's solution](#)

1254.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[mzen's solution](#)

1255.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,603 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[mzen's solution](#)

1256.

1256A

[Payment Without Change](#) · [Tutorial](#)

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2022-08-11 · GNU C11 (first AC) · Tags: math

[mzen's solution](#)

1257.

1713B

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

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-06 · GNU C11 (first AC) · Tags: constructive algorithms, sortings

[mzen's solution](#)

1258.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,822 global accepts · Rating: 1000 · first AC: 2022-08-03 · GNU C11 (first AC) · Tags: binary search, implementation, two pointers

[mzen's solution](#)

1259.

1203A

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

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2022-07-30 · GNU C11 (first AC) · Tags: implementation

[mzen's solution](#)

1260.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,845 global accepts · Rating: 1000 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: math

[mzen's solution](#)

1261.

1247B1

[TV Subscriptions \(Easy Version\)](#) · [Tutorial](#)

Rating: 1000 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[mzen's solution](#)

1262.

1702D

[Not a Cheap String](#) · [Tutorial](#)

Quality: 25,935 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[mzen's solution](#)

1263.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: math

[mzen's solution](#)

1264.

1243B1

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

Quality: 15,359 global accepts · Rating: 1000 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: strings

[mzen's solution](#)

1265.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[mzen's solution](#)

1266.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,915 global accepts · Rating: 1000 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[mzen's solution](#)

1267.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[mzen's solution](#)

1268.

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,950 global accepts · Rating: 1000 · first AC: 2022-06-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[mzen's solution](#)

1269.

1277A

[Happy Birthday, Polycarp!](#) · [Tutorial](#)

Quality: 14,487 global accepts · Rating: 1000 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[mzen's solution](#)

1270.

1388B

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

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2022-06-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[mzen's solution](#)

1271.

1395A

[Boboniu Likes to Color Balls](#) · [Tutorial](#)

Quality: 25,495 global accepts · Rating: 1000 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[mzen's solution](#)

1272.

1405B

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

Quality: 23,029 global accepts · Rating: 1000 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[mzen's solution](#)

1273.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,845 global accepts · Rating: 1000 · first AC: 2022-06-10 · Python 3 (first AC) · Tags: math

[mzen's solution](#)

1274.

1690D

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

Quality: 47,025 global accepts · Rating: 1000 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[mzen's solution](#)

1275.

1419D1

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

Quality: 26,386 global accepts · Rating: 1000 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[mzen's solution](#)

1276.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,309 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[mzen's solution](#)

1277.

1430C

[Numbers on Whiteboard](#) · [Tutorial](#)

Quality: 28,233 global accepts · Rating: 1000 · first AC: 2022-05-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[mzen's solution](#)

1278.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,184 global accepts · Rating: 1000 · first AC: 2022-05-21 · Python 3 (first AC) · Tags: math

[mzen's solution](#)

1279.

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,986 global accepts · Rating: 1000 · first AC: 2022-05-21 · Python 3 (first AC) · Tags: greedy, strings

[mzen's solution](#)

1280.

1438B

[Valerii Against Everyone](#) · [Tutorial](#)

Quality: 29,068 global accepts · Rating: 1000 · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[mzen's solution](#)

1281.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-10 · GNU C11 (first AC) · Tags: brute force, greedy, implementation

[mzen's solution](#)

1282.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,058 global accepts · Rating: 1000 · first AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[mzen's solution](#)

1283.

1469A

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

Quality: 30,033 global accepts · Rating: 1000 · first AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[mzen's solution](#)

1284.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,092 global accepts · Rating: 1000 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory, strings

[mzen's solution](#)

1285.

1674C

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

Quality: 26,354 global accepts · Rating: 1000 · first AC: 2022-05-02 · GNU C11 (first AC) · Tags: combinatorics, implementation, strings

[mzen's solution](#)

1286.

1474B

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

Quality: 40,324 global accepts · Rating: 1000 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[mzen's solution](#)

1287.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,884 global accepts · Rating: 1000 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[mzen's solution](#)

1288.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,141 global accepts · Rating: 1000 · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[mzen's solution](#)

1289.

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2022-04-23 · GNU C11 (first AC) · Tags: brute force, constructive algorithms, math

[mzen's solution](#)

1290.

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[mzen's solution](#)

1291.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,951 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[mzen's solution](#)

1292.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[mzen's solution](#)

1293.

1506C

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

Quality: 35,622 global accepts · Rating: 1000 · first AC: 2022-04-14 · GNU C11 (first AC) · Tags: brute force, implementation, strings

[mzen's solution](#)

1294.

1520C

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

Quality: 34,539 global accepts · Rating: 1000 · first AC: 2022-04-03 · GNU C11 (first AC) · Tags: constructive algorithms

[mzen's solution](#)

1295.

1521A

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

Quality: 42,040 global accepts · Rating: 1000 · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[mzen's solution](#)

1296.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,526 global accepts · Rating: 1000 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, geometry, greedy, math

[mzen's solution](#)

1297.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,937 global accepts · Rating: 1000 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[mzen's solution](#)

1298.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2022-03-15 · GNU C11 (first AC) · Tags: binary search, greedy

[mzen's solution](#)

1299.

1611C

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

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2022-03-13 · GNU C11 (first AC) · Tags: constructive algorithms

[mzen's solution](#)

1300.

1614B

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

Quality: 29,027 global accepts · Rating: 1000 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[mzen's solution](#)

1301.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,312 global accepts · Rating: 1000 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[mzen's solution](#)

1302.

1620B

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

Quality: 31,473 global accepts · Rating: 1000 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[mzen's solution](#)

1303.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[mzen's solution](#)

1304.

1632B

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

Quality: 31,536 global accepts · Rating: 1000 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[mzen's solution](#)

1305.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[mzen's solution](#)

1306.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,333 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[mzen's solution](#)

1307.

1607C

[Minimum Extraction](#) · [Tutorial](#)

Quality: 26,836 global accepts · Rating: 1000 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings

[mzen's solution](#)

1308.

1579E1

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

Quality: 25,200 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[mzen's solution](#)

1309.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,862 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[mzen's solution](#)

1310.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,933 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[mzen's solution](#)

1311.

1562B

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

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[mzen's solution](#)

1312.

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

[mzen's solution](#)

1313.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[mzen's solution](#)

1314.

1266A

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

Quality: 17,511 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math

[mzen's solution](#)

1315.

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,554 global accepts · Rating: 1000 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[mzen's solution](#)

1316.

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[mzen's solution](#)

1317.

604A

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Quality: 9,374 global accepts · Rating: 1000 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[mzen's solution](#)

1318.

608A

[Saitama Destroys Hotel](#) · [Tutorial](#)

Quality: 9,915 global accepts · Rating: 1000 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[mzen's solution](#)

1319.

805C

[Find Amir](#) · [Tutorial](#)

Rating: 1000 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[mzen's solution](#)

1320.

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,759 global accepts · Rating: 1000 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[mzen's solution](#)

1321.

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[mzen's solution](#)

1322.

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,893 global accepts · Rating: 1000 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[mzen's solution](#)

1323.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[mzen's solution](#)

1324.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[mzen's solution](#)

1325.

1249B1

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

Quality: 22,292 global accepts · Rating: 1000 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dsu, math

[mzen's solution](#)

1326.

1237A

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

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

1327.

1234B1

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

Quality: 19,767 global accepts · Rating: 1000 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[mzen's solution](#)

1328.

724A

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

Quality: 7,555 global accepts · Rating: 1000 · first AC: 2016-10-08 · last AC: 2019-09-28 · GNU C++ (first AC) · Tags: implementation
[mzen's solution](#)

1329.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: greedy, math
[mzen's solution](#)

1330.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1000 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: binary search, brute force, math
[mzen's solution](#)

1331.

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,793 global accepts · Rating: 1000 · first AC: 2019-06-16 · GNU C++11 (first AC) · Tags: greedy, math
[mzen's solution](#)

1332.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,575 global accepts · Rating: 1000 · first AC: 2019-06-11 · GNU C++11 (first AC) · Tags: dp, math
[mzen's solution](#)

1333.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-06-09 · GNU C++11 (first AC) · Tags: implementation
[mzen's solution](#)

1334.

1165B

[Polycarp Training](#) · [Tutorial](#)

Quality: 24,282 global accepts · Rating: 1000 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings
[mzen's solution](#)

1335.

1177A

[Digits Sequence \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1000 · first AC: 2019-06-04 · GNU C++11 (first AC) · Tags: implementation
[mzen's solution](#)

1336.

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 19,211 global accepts · Rating: 1000 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings
[mzen's solution](#)

1337.

1111A

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

Quality: 18,096 global accepts · Rating: 1000 · first AC: 2019-04-28 · GNU C++11 (first AC) · Tags: implementation, strings

[mzen's solution](#)

1338.

1136B

[Nastya Is Playing Computer Games](#) · [Tutorial](#)

Quality: 12,273 global accepts · Rating: 1000 · first AC: 2019-04-26 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[mzen's solution](#)

1339.

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,436 global accepts · Rating: 1000 · first AC: 2019-04-25 · GNU C++11 (first AC) · Tags: greedy

[mzen's solution](#)

1340.

1151A

[Maxim and Biology](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 1000 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: brute force, strings

[mzen's solution](#)

1341.

1155A

[Reverse a Substring](#) · [Tutorial](#)

Quality: 25,969 global accepts · Rating: 1000 · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: implementation, sortings, strings

[mzen's solution](#)

1342.

1133A

[Middle of the Contest](#) · [Tutorial](#)

Quality: 19,699 global accepts · Rating: 1000 · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: implementation

[mzen's solution](#)

1343.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,470 global accepts · Rating: 1000 · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: implementation, math

[mzen's solution](#)

1344.

1144C

[Two Shuffled Sequences](#) · [Tutorial](#)

Quality: 16,362 global accepts · Rating: 1000 · first AC: 2019-04-21 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[mzen's solution](#)

1345.

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2019-04-17 · GNU C++11 (first AC) · Tags: brute force, math

[mzen's solution](#)

1346.

1088B

[Ehab and subtraction](#) · [Tutorial](#)

Quality: 13,586 global accepts · Rating: 1000 · first AC: 2018-12-04 · GNU C++11 (first AC) · Tags: implementation, sortings

[mzen's solution](#)

1347.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1000 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: implementation

[mzen's solution](#)

1348.

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2018-10-11 · GNU C++11 (first AC) · Tags: games, greedy

[mzen's solution](#)

1349.

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2018-10-10 · GNU C++11 (first AC) · Tags: implementation, math

[mzen's solution](#)

1350.

628A

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

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2018-10-10 · GNU C++11 (first AC) · Tags: implementation, math

[mzen's solution](#)

1351.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,808 global accepts · Rating: 1000 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: sortings

[mzen's solution](#)

1352.

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,882 global accepts · Rating: 1000 · first AC: 2018-10-08 · GNU C++11 (first AC) · Tags: implementation

[mzen's solution](#)

1353.

691A

[Fashion in Berland](#) · [Tutorial](#)

Quality: 11,122 global accepts · Rating: 1000 · first AC: 2018-10-07 · GNU C++11 (first AC) · Tags: implementation

[mzen's solution](#)

1354.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-09-25 · GNU C++11 (first AC) · Tags: implementation, math

[mzen's solution](#)

1355.

1051B

[Relatively Prime Pairs](#) · [Tutorial](#)

Quality: 18,810 global accepts · Rating: 1000 · first AC: 2018-09-24 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[mzen's solution](#)

1356.

1027A

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

Quality: 18,801 global accepts · Rating: 1000 · first AC: 2018-09-19 · GNU C++11 (first AC) · Tags: implementation, strings

[mzen's solution](#)

1357.

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2018-09-18 · GNU C++11 (first AC) · Tags: math

[mzen's solution](#)

1358.

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2018-09-17 · GNU C++11 (first AC) · Tags: math

[mzen's solution](#)

1359.

958B1

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

Quality: 3,927 global accepts · Rating: 1000 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: implementation

[mzen's solution](#)

1360.

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,272 global accepts · Rating: 1000 · first AC: 2018-02-21 · GNU C++11 (first AC) · Tags: implementation

[mzen's solution](#)

1361.

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,195 global accepts · Rating: 1000 · first AC: 2018-02-05 · GNU C++11 (first AC) · Tags: implementation

[mzen's solution](#)

1362.

893B

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

Quality: 12,664 global accepts · Rating: 1000 · first AC: 2017-11-24 · GNU C++11 (first AC) · Tags: brute force, implementation

[mzen's solution](#)

1363.

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,723 global accepts · Rating: 1000 · first AC: 2017-11-09 · GNU C++11 (first AC) · Tags: greedy

[mzen's solution](#)

1364.

864B

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

Quality: 9,983 global accepts · Rating: 1000 · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[mzen's solution](#)

1365.

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: implementation, sortings

[mzen's solution](#)

1366.

862A

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

Quality: 10,705 global accepts · Rating: 1000 · first AC: 2017-09-19 · GNU C++11 (first AC) · Tags: greedy, implementation

[mzen's solution](#)

1367.

847M

[Weather Tomorrow](#) · [Tutorial](#)

Quality: 6,808 global accepts · Rating: 1000 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: implementation, math

[mzen's solution](#)

1368.

859B

[Lazy Security Guard](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1000 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[mzen's solution](#)

1369.

822B

[Crossword solving](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2017-07-23 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[mzen's solution](#)

1370.

584A

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

Quality: 52,608 global accepts · Rating: 1000 · first AC: 2017-06-21 · GNU C++11 (first AC) · Tags: math

[mzen's solution](#)

1371.

798A

[Mike and palindrome](#) · [Tutorial](#)

Quality: 23,851 global accepts · Rating: 1000 · first AC: 2017-05-25 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, strings
[mzen's solution](#)

1372.

779A

[Pupils Redistribution](#) · [Tutorial](#)

Quality: 9,703 global accepts · Rating: 1000 · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[mzen's solution](#)

1373.

766B

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

Quality: 38,355 global accepts · Rating: 1000 · first AC: 2017-02-10 · GNU C++ (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings
[mzen's solution](#)

1374.

766A

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

Quality: 34,547 global accepts · Rating: 1000 · first AC: 2017-02-10 · GNU C++ (first AC) · Tags: constructive algorithms, strings
[mzen's solution](#)

1375.

761A

[Dasha and Stairs](#) · [Tutorial](#)

Quality: 15,138 global accepts · Rating: 1000 · first AC: 2017-02-05 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation, math
[mzen's solution](#)

1376.

757A

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

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2017-01-12 · GNU C++ (first AC) · Tags: implementation
[mzen's solution](#)

1377.

742A

[Arpa's hard exam and Mehrdad's naive cheat](#) · [Tutorial](#)

Quality: 51,980 global accepts · Rating: 1000 · first AC: 2016-12-07 · GNU C++ (first AC) · Tags: implementation, math, number theory
[mzen's solution](#)

1378.

733A

[Grasshopper And the String](#) · [Tutorial](#)

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2016-10-31 · GNU C++ (first AC) · Tags: implementation
[mzen's solution](#)

1379.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2016-10-22 · GNU C++ (first AC) · Tags: implementation
[mzen's solution](#)

1380.

732B

[Cormen --- The Best Friend Of a Man](#) · [Tutorial](#)

Quality: 25,768 global accepts · Rating: 1000 · first AC: 2016-10-17 · GNU C++ (first AC) · Tags: dp, greedy
[mzen's solution](#)

1381.

727A

[Transformation: from A to B](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 1000 · first AC: 2016-10-15 · GNU C++ (first AC) · Tags: brute force, dfs and similar, math

[mzen's solution](#)

1382.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2026-03-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[mzen's solution](#)

1383.

2064B

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

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[mzen's solution](#)

1384.

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,932 global accepts · Rating: 1100 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[mzen's solution](#)

1385.

1957B

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

Quality: 20,408 global accepts · Rating: 1100 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[mzen's solution](#)

1386.

166A

[Rank List](#) · [Tutorial](#)

Quality: 21,002 global accepts · Rating: 1100 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, sortings

[mzen's solution](#)

1387.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,886 global accepts · Rating: 1100 · first AC: 2026-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[mzen's solution](#)

1388.

2130B

[Pathless](#) · [Tutorial](#)

Quality: 21,395 global accepts · Rating: 1100 · first AC: 2026-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[mzen's solution](#)

1389.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,418 global accepts · Rating: 1100 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[mzen's solution](#)

1390.

2179C

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

Quality: 22,297 global accepts · Rating: 1100 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, number theory, sortings

[mzen's solution](#)

1391.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,116 global accepts · Rating: 1100 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
[mzen's solution](#)

1392.

1616B

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

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[mzen's solution](#)

1393.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation
[mzen's solution](#)

1394.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,953 global accepts · Rating: 1100 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[mzen's solution](#)

1395.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,618 global accepts · Rating: 1100 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[mzen's solution](#)

1396.

1529B

[Sifid and Strange Subsequences](#) · [Tutorial](#)

Quality: 21,220 global accepts · Rating: 1100 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings
[mzen's solution](#)

1397.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,732 global accepts · Rating: 1100 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[mzen's solution](#)

1398.

1820B

[JoJo's Incredible Adventures](#) · [Tutorial](#)

Quality: 23,008 global accepts · Rating: 1100 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, strings, two pointers
[mzen's solution](#)

1399.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,972 global accepts · Rating: 1100 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities
[mzen's solution](#)

1400.

365A

[Good Number](#) · [Tutorial](#)

Quality: 22,976 global accepts · Rating: 1100 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[mzen's solution](#)

1401.

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,572 global accepts · Rating: 1100 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers
[mzen's solution](#)

1402.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,383 global accepts · Rating: 1100 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, two pointers
[mzen's solution](#)

1403.

287A

[IQ Test](#) · [Tutorial](#)

Quality: 21,984 global accepts · Rating: 1100 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation
[mzen's solution](#)

1404.

2125C

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

Quality: 22,750 global accepts · Rating: 1100 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, number theory
[mzen's solution](#)

1405.

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,679 global accepts · Rating: 1100 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, two pointers
[mzen's solution](#)

1406.

1788B

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

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities
[mzen's solution](#)

1407.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, strings
[mzen's solution](#)

1408.

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,853 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, math
[mzen's solution](#)

1409.

2184B

[Hourglass](#) · [Tutorial](#)

Quality: 24,102 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[mzen's solution](#)

1410.

1797B

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

Quality: 24,613 global accepts · Rating: 1100 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[mzen's solution](#)

1411.

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,860 global accepts · Rating: 1100 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers
[mzen's solution](#)

1412.

2183B

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

Quality: 16,172 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[mzen's solution](#)

1413.

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,055 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[mzen's solution](#)

1414.

66B

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

Quality: 23,108 global accepts · Rating: 1100 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[mzen's solution](#)

1415.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math, sortings

[mzen's solution](#)

1416.

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,719 global accepts · Rating: 1100 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math, shortest paths, sortings

[mzen's solution](#)

1417.

1842B

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

Quality: 25,537 global accepts · Rating: 1100 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[mzen's solution](#)

1418.

46B

[T-shirts from Sponsor](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 1100 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[mzen's solution](#)

1419.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,975 global accepts · Rating: 1100 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[mzen's solution](#)

1420.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,916 global accepts · Rating: 1100 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[mzen's solution](#)

1421.

682A

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

Quality: 23,993 global accepts · Rating: 1100 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[mzen's solution](#)

1422.

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,139 global accepts · Rating: 1100 · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, math

[mzen's solution](#)

1423.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,796 global accepts · Rating: 1100 · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[mzen's solution](#)

1424.

1631B

[Fun with Even Subarrays](#) · [Tutorial](#)

Quality: 26,891 global accepts · Rating: 1100 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[mzen's solution](#)

1425.

2126C

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

Quality: 26,276 global accepts · Rating: 1100 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[mzen's solution](#)

1426.

483A

[Counterexample](#) · [Tutorial](#)

Quality: 24,885 global accepts · Rating: 1100 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory

[mzen's solution](#)

1427.

1826B

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

Quality: 28,162 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[mzen's solution](#)

1428.

535B

[Tavas and SaDDas](#) · [Tutorial](#)

Quality: 26,661 global accepts · Rating: 1100 · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, implementation

[mzen's solution](#)

1429.

1821B

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

Quality: 28,329 global accepts · Rating: 1100 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[mzen's solution](#)

1430.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,013 global accepts · Rating: 1100 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, sortings

[mzen's solution](#)

1431.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,805 global accepts · Rating: 1100 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, sortings, two pointers

[mzen's solution](#)

1432.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,916 global accepts · Rating: 1100 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math
[mzen's solution](#)

1433.

296A

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

Quality: 26,038 global accepts · Rating: 1100 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[mzen's solution](#)

1434.

258A

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

Quality: 26,506 global accepts · Rating: 1100 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[mzen's solution](#)

1435.

1708B

[Difference of GCDs](#) · [Tutorial](#)

Quality: 28,410 global accepts · Rating: 1100 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[mzen's solution](#)

1436.

2171C1

[Renako Amaori and XOR Game \(easy version\)](#) · [Tutorial](#)

Quality: 19,239 global accepts · Rating: 1100 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy
[mzen's solution](#)

1437.

43B

[Letter](#) · [Tutorial](#)

Quality: 20,487 global accepts · Rating: 1100 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings
[mzen's solution](#)

1438.

300A

[Array](#) · [Tutorial](#)

Quality: 27,211 global accepts · Rating: 1100 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation
[mzen's solution](#)

1439.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,447 global accepts · Rating: 1100 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[mzen's solution](#)

1440.

39D

[Cubical Planet](#) · [Tutorial](#)

Quality: 4,664 global accepts · Rating: 1100 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[mzen's solution](#)

1441.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,324 global accepts · Rating: 1100 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[mzen's solution](#)

1442.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,921 global accepts · Rating: 1100 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[mzen's solution](#)

1443.

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,910 global accepts · Rating: 1100 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math
[mzen's solution](#)

1444.

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,186 global accepts · Rating: 1100 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[mzen's solution](#)

1445.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,489 global accepts · Rating: 1100 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings, two pointers
[mzen's solution](#)

1446.

1345B

[Card Constructions](#) · [Tutorial](#)

Quality: 28,241 global accepts · Rating: 1100 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, math
[mzen's solution](#)

1447.

224A

[Parallelepiped](#) · [Tutorial](#)

Quality: 30,288 global accepts · Rating: 1100 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, geometry, math
[mzen's solution](#)

1448.

463B

[Caisa and Pylons](#) · [Tutorial](#)

Quality: 29,965 global accepts · Rating: 1100 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math
[mzen's solution](#)

1449.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,607 global accepts · Rating: 1100 · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, implementation, number theory
[mzen's solution](#)

1450.

227B

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

Quality: 32,438 global accepts · Rating: 1100 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[mzen's solution](#)

1451.

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,234 global accepts · Rating: 1100 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[mzen's solution](#)

1452.

349A

[Cinema Line](#) · [Tutorial](#)

Quality: 33,727 global accepts · Rating: 1100 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[mzen's solution](#)

1453.

467B

[Fedor and New Game](#) · [Tutorial](#)

Quality: 42,849 global accepts · Rating: 1100 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation
[mzen's solution](#)

1454.

519B

[A and B and Compilation Errors](#) · [Tutorial](#)

Quality: 43,709 global accepts · Rating: 1100 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings
[mzen's solution](#)

1455.

368B

[Sereja and Suffixes](#) · [Tutorial](#)

Quality: 49,898 global accepts · Rating: 1100 · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[mzen's solution](#)

1456.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,500 global accepts · Rating: 1100 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation
[mzen's solution](#)

1457.

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,824 global accepts · Rating: 1100 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, implementation, math
[mzen's solution](#)

1458.

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,780 global accepts · Rating: 1100 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings
[mzen's solution](#)

1459.

363B

[Fence](#) · [Tutorial](#)

Quality: 67,066 global accepts · Rating: 1100 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp
[mzen's solution](#)

1460.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,810 global accepts · Rating: 1100 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, greedy, implementation
[mzen's solution](#)

1461.

2065C1

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

Quality: 27,760 global accepts · Rating: 1100 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy
[mzen's solution](#)

1462.

2063B

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

Quality: 23,193 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[mzen's solution](#)

1463.

2060D

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

Quality: 26,196 global accepts · Rating: 1100 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[mzen's solution](#)

1464.

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,100 global accepts · Rating: 1100 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[mzen's solution](#)

1465.

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,059 global accepts · Rating: 1100 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[mzen's solution](#)

1466.

1933C

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

Quality: 25,372 global accepts · Rating: 1100 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[mzen's solution](#)

1467.

1950D

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

Quality: 26,495 global accepts · Rating: 1100 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, number theory

[mzen's solution](#)

1468.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,896 global accepts · Rating: 1100 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[mzen's solution](#)

1469.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy

[mzen's solution](#)

1470.

1783B

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

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[mzen's solution](#)

1471.

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 1100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[mzen's solution](#)

1472.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,530 global accepts · Rating: 1100 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[mzen's solution](#)

1473.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,859 global accepts · Rating: 1100 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers
[mzen's solution](#)

1474.

1899B

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

Quality: 33,353 global accepts · Rating: 1100 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, number theory
[mzen's solution](#)

1475.

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,199 global accepts · Rating: 1100 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[mzen's solution](#)

1476.

1872C

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

Quality: 26,382 global accepts · Rating: 1100 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[mzen's solution](#)

1477.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,592 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[mzen's solution](#)

1478.

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,083 global accepts · Rating: 1100 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, sortings
[mzen's solution](#)

1479.

1873E

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

Quality: 43,455 global accepts · Rating: 1100 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings
[mzen's solution](#)

1480.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[mzen's solution](#)

1481.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,713 global accepts · Rating: 1100 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[mzen's solution](#)

1482.

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,722 global accepts · Rating: 1100 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math
[mzen's solution](#)

1483.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation
[mzen's solution](#)

1484.

1202A

[You Are Given Two Binary Strings...](#) · [Tutorial](#)

Quality: 10,722 global accepts · Rating: 1100 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy
[mzen's solution](#)

1485.

2025B

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

Quality: 19,615 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[mzen's solution](#)

1486.

1807G1

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

Quality: 22,250 global accepts · Rating: 1100 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings
[mzen's solution](#)

1487.

1807G2

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

Quality: 27,843 global accepts · Rating: 1100 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings
[mzen's solution](#)

1488.

1811C

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

Quality: 22,227 global accepts · Rating: 1100 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[mzen's solution](#)

1489.

1800C2

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

Quality: 27,086 global accepts · Rating: 1100 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[mzen's solution](#)

1490.

1791G1

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

Quality: 33,917 global accepts · Rating: 1100 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[mzen's solution](#)

1491.

1791E

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

Quality: 41,282 global accepts · Rating: 1100 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings
[mzen's solution](#)

1492.

1132A

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

Quality: 10,178 global accepts · Rating: 1100 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[mzen's solution](#)

1493.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,671 global accepts · Rating: 1100 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings
[mzen's solution](#)

1494.

2014C

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

Quality: 27,457 global accepts · Rating: 1100 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[mzen's solution](#)

1495.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy
[mzen's solution](#)

1496.

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,554 global accepts · Rating: 1100 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, sortings, strings
[mzen's solution](#)

1497.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[mzen's solution](#)

1498.

1976B

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

Quality: 25,080 global accepts · Rating: 1100 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[mzen's solution](#)

1499.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: 1100 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[mzen's solution](#)

1500.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,020 global accepts · Rating: 1100 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings
[mzen's solution](#)

1501.

1966B

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

Quality: 17,210 global accepts · Rating: 1100 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[mzen's solution](#)

1502.

1921D

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

Quality: 24,277 global accepts · Rating: 1100 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings, two pointers
[mzen's solution](#)

1503.

2009C

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

Quality: 33,010 global accepts · Rating: 1100 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[mzen's solution](#)

1504.

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,447 global accepts · Rating: 1100 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, dsu, graphs, math
[mzen's solution](#)

1505.

1995B1

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

Quality: 20,984 global accepts · Rating: 1100 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers
[mzen's solution](#)

1506.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[mzen's solution](#)

1507.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,432 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[mzen's solution](#)

1508.

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,469 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers
[mzen's solution](#)

1509.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,272 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[mzen's solution](#)

1510.

1917B

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

Quality: 36,351 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings
[mzen's solution](#)

1511.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,630 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, strings
[mzen's solution](#)

1512.

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 34,997 global accepts · Rating: 1100 · first AC: 2023-07-21 · Python 3 (first AC) · Tags: binary search, geometry, implementation, math
[mzen's solution](#)

1513.

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

[mzen's solution](#)

1514.

1760E

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

Quality: 23,006 global accepts · Rating: 1100 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[mzen's solution](#)

1515.

25B

[Phone numbers](#) · [Tutorial](#)

Quality: 11,255 global accepts · Rating: 1100 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[mzen's solution](#)

1516.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,394 global accepts · Rating: 1100 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, shortest paths

[mzen's solution](#)

1517.

12B

[Correct Solution?](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1100 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[mzen's solution](#)

1518.

12C

[Fruits](#) · [Tutorial](#)

Quality: 7,353 global accepts · Rating: 1100 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[mzen's solution](#)

1519.

1288B

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

Quality: 17,779 global accepts · Rating: 1100 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: math

[mzen's solution](#)

1520.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, ternary search

[mzen's solution](#)

1521.

1413B

[A New Technique](#) · [Tutorial](#)

Quality: 12,013 global accepts · Rating: 1100 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[mzen's solution](#)

1522.

1415B

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

Quality: 12,533 global accepts · Rating: 1100 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[mzen's solution](#)

1523.

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[mzen's solution](#)

1524.

7A

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

Quality: 8,023 global accepts · Rating: 1100 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms
[mzen's solution](#)

1525.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,102 global accepts · Rating: 1100 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, number theory
[mzen's solution](#)

1526.

6B

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

Quality: 14,826 global accepts · Rating: 1100 · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[mzen's solution](#)

1527.

1741C

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

Quality: 19,361 global accepts · Rating: 1100 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, two pointers
[mzen's solution](#)

1528.

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[mzen's solution](#)

1529.

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings
[mzen's solution](#)

1530.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[mzen's solution](#)

1531.

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,015 global accepts · Rating: 1100 · first AC: 2022-09-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[mzen's solution](#)

1532.

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,525 global accepts · Rating: 1100 · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[mzen's solution](#)

1533.

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,641 global accepts · Rating: 1100 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
[mzen's solution](#)

1534.

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,732 global accepts · Rating: 1100 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: math
[mzen's solution](#)

1535.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[mzen's solution](#)

1536.

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[mzen's solution](#)

1537.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,228 global accepts · Rating: 1100 · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[mzen's solution](#)

1538.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,554 global accepts · Rating: 1100 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[mzen's solution](#)

1539.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[mzen's solution](#)

1540.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
[mzen's solution](#)

1541.

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, implementation
[mzen's solution](#)

1542.

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 32,997 global accepts · Rating: 1100 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math
[mzen's solution](#)

1543.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-13 · GNU C11 (first AC) · Tags: greedy, sortings
[mzen's solution](#)

1544.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,555 global accepts · Rating: 1100 · first AC: 2022-08-10 · GNU C11 (first AC) · Tags: data structures, implementation
[mzen's solution](#)

1545.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,285 global accepts · Rating: 1100 · first AC: 2022-08-02 · GNU C11 (first AC) · Tags: sortings, strings
[mzen's solution](#)

1546.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,513 global accepts · Rating: 1100 · first AC: 2022-07-24 · GNU C11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[mzen's solution](#)

1547.

1324B

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

Quality: 30,794 global accepts · Rating: 1100 · first AC: 2022-07-24 · GNU C11 (first AC) · Tags: brute force, strings

[mzen's solution](#)

1548.

1335C

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1700B

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1676E

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1670B

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1673B

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1669F

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1575.

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1576.

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1625B

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1638B

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1176B

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1060B

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884B

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869A

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842B

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825A

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813A

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706B

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779B

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767A

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758B

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733B

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731B

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719A

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1634.

1553C

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1635.

2118B

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1636.

1853B

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1637.

1384A

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1638.

2128C

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1639.

1916C

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353A

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1641.

2134B

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[mzen's solution](#)

1642.

1928B

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Quality: 20,752 global accepts · Rating: 1200 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings, two pointers

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2117C

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239A

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1645.

1987C

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Quality: 20,763 global accepts · Rating: 1200 · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

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1646.

1694B

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1647.

1437B

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1649.

1362B

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1650.

2121C

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1651.

2123D

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1652.

2117D

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1653.

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,843 global accepts · Rating: 1200 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, binary search, constructive algorithms, data structures, sortings

[mzen's solution](#)

1654.

327B

[Hungry Sequence](#) · [Tutorial](#)

Quality: 21,636 global accepts · Rating: 1200 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[mzen's solution](#)

1655.

1934B

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

Quality: 22,014 global accepts · Rating: 1200 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math

[mzen's solution](#)

1656.

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,309 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[mzen's solution](#)

1657.

2092C

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

Quality: 22,580 global accepts · Rating: 1200 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[mzen's solution](#)

1658.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,134 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[mzen's solution](#)

1659.

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,402 global accepts · Rating: 1200 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[mzen's solution](#)

1660.

2091D

[Place of the Olympiad](#) · [Tutorial](#)

Quality: 23,489 global accepts · Rating: 1200 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[mzen's solution](#)

1661.

1925B

[A Balanced Problemset?](#) · [Tutorial](#)

Quality: 23,129 global accepts · Rating: 1200 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[mzen's solution](#)

1662.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,790 global accepts · Rating: 1200 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[mzen's solution](#)

1663.

2126D

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

Quality: 24,012 global accepts · Rating: 1200 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[mzen's solution](#)

1664.

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,709 global accepts · Rating: 1200 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[mzen's solution](#)

1665.

2182C

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

Quality: 15,515 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[mzen's solution](#)

1666.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[mzen's solution](#)

1667.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,332 global accepts · Rating: 1200 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[mzen's solution](#)

1668.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,141 global accepts · Rating: 1200 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[mzen's solution](#)

1669.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,668 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings

[mzen's solution](#)

1670.

1909B

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

Quality: 30,957 global accepts · Rating: 1200 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[mzen's solution](#)

1671.

285C

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

Quality: 26,331 global accepts · Rating: 1200 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[mzen's solution](#)

1672.

33A

[What is for dinner?](#) · [Tutorial](#)

Quality: 4,852 global accepts · Rating: 1200 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[mzen's solution](#)

1673.

31A

[Worms Evolution](#) · [Tutorial](#)

Quality: 12,652 global accepts · Rating: 1200 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[mzen's solution](#)

1674.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,097 global accepts · Rating: 1200 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, two pointers

[mzen's solution](#)

1675.

2137D

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

Quality: 19,545 global accepts · Rating: 1200 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[mzen's solution](#)

1676.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,392 global accepts · Rating: 1200 · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[mzen's solution](#)

1677.

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,342 global accepts · Rating: 1200 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, sortings

[mzen's solution](#)

1678.

445A

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

Quality: 33,665 global accepts · Rating: 1200 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, implementation

[mzen's solution](#)

1679.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,478 global accepts · Rating: 1200 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory

[mzen's solution](#)

1680.

1097B

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

Quality: 35,950 global accepts · Rating: 1200 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp

[mzen's solution](#)

1681.

459A

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

Quality: 36,405 global accepts · Rating: 1200 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[mzen's solution](#)

1682.

433B

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

Quality: 53,861 global accepts · Rating: 1200 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, sortings
[mzen's solution](#)

1683.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,900 global accepts · Rating: 1200 · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation
[mzen's solution](#)

1684.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,735 global accepts · Rating: 1200 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers
[mzen's solution](#)

1685.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,532 global accepts · Rating: 1200 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation
[mzen's solution](#)

1686.

514A

[ChewbaD 6 æB çVÖ&W](#)[Tutorial](#)

Quality: 71,314 global accepts · Rating: 1200 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[mzen's solution](#)

1687.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,020 global accepts · Rating: 1200 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[mzen's solution](#)

1688.

492B

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

Quality: 90,185 global accepts · Rating: 1200 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, sortings
[mzen's solution](#)

1689.

38B

[Chess](#) · [Tutorial](#)

Quality: 4,031 global accepts · Rating: 1200 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math
[mzen's solution](#)

1690.

59B

[Fortune Telling](#) · [Tutorial](#)

Quality: 7,952 global accepts · Rating: 1200 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, number theory
[mzen's solution](#)

1691.

2065D

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

Quality: 20,629 global accepts · Rating: 1200 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[mzen's solution](#)

1692.

47B

[Coins](#) · [Tutorial](#)

Quality: 16,078 global accepts · Rating: 1200 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[mzen's solution](#)

1693.

2062C

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

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

1694.

2056C

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

Quality: 19,433 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math
[mzen's solution](#)

1695.

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,917 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers
[mzen's solution](#)

1696.

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,005 global accepts · Rating: 1200 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[mzen's solution](#)

1697.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math
[mzen's solution](#)

1698.

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,937 global accepts · Rating: 1200 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, implementation
[mzen's solution](#)

1699.

2050C

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

Quality: 25,000 global accepts · Rating: 1200 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math
[mzen's solution](#)

1700.

1933D

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

Quality: 23,528 global accepts · Rating: 1200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings
[mzen's solution](#)

1701.

1926C

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

Quality: 32,745 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[mzen's solution](#)

1702.

1945C

[Left and Right Houses](#) · [Tutorial](#)

Quality: 17,394 global accepts · Rating: 1200 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[mzen's solution](#)

1703.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,086 global accepts · Rating: 1200 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[mzen's solution](#)

1704.

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,136 global accepts · Rating: 1200 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[mzen's solution](#)

1705.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,255 global accepts · Rating: 1200 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[mzen's solution](#)

1706.

1872D

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

Quality: 38,821 global accepts · Rating: 1200 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: math

[mzen's solution](#)

1707.

1857C

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

Quality: 41,750 global accepts · Rating: 1200 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[mzen's solution](#)

1708.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[mzen's solution](#)

1709.

1822D

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

Quality: 19,020 global accepts · Rating: 1200 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[mzen's solution](#)

1710.

1800D

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

Quality: 29,346 global accepts · Rating: 1200 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, hashing, strings

[mzen's solution](#)

1711.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,898 global accepts · Rating: 1200 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[mzen's solution](#)

1712.

1982B

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

Quality: 19,753 global accepts · Rating: 1200 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[mzen's solution](#)

1713.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,818 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[mzen's solution](#)

1714.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,559 global accepts · Rating: 1200 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[mzen's solution](#)

1715.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[mzen's solution](#)

1716.

2020B

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

Quality: 21,665 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[mzen's solution](#)

1717.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,411 global accepts · Rating: 1200 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[mzen's solution](#)

1718.

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[mzen's solution](#)

1719.

1954C

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

Quality: 22,744 global accepts · Rating: 1200 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[mzen's solution](#)

1720.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,512 global accepts · Rating: 1200 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[mzen's solution](#)

1721.

2005B2

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

Quality: 21,682 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[mzen's solution](#)

1722.

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1200 · first AC: 2024-09-09 · last AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[mzen's solution](#)

1723.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1200 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[mzen's solution](#)

1724.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,004 global accepts · Rating: 1200 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[mzen's solution](#)

1725.

2003C

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

Quality: 21,662 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[mzen's solution](#)

1726.

2000D

[Right Left Wrong](#) · [Tutorial](#)

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

[mzen's solution](#)

1727.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,028 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings

[mzen's solution](#)

1728.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[mzen's solution](#)

1729.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[mzen's solution](#)

1730.

1846D

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

Quality: 22,448 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, math

[mzen's solution](#)

1731.

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,475 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[mzen's solution](#)

1732.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,690 global accepts · Rating: 1200 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[mzen's solution](#)**1733.**

1834C

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

Quality: 15,040 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, strings

[mzen's solution](#)**1734.**

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[mzen's solution](#)**1735.**

23A

[You're Given a String...](#) · [Tutorial](#)

Quality: 6,303 global accepts · Rating: 1200 · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[mzen's solution](#)**1736.**

18C

[Stripe](#) · [Tutorial](#)

Quality: 15,418 global accepts · Rating: 1200 · first AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[mzen's solution](#)**1737.**

15A

[Cottage Village](#) · [Tutorial](#)

Quality: 4,496 global accepts · Rating: 1200 · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[mzen's solution](#)**1738.**

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: games

[mzen's solution](#)**1739.**

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math, sortings

[mzen's solution](#)**1740.**

9B

[Running Student](#) · [Tutorial](#)

Quality: 6,188 global accepts · Rating: 1200 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation

[mzen's solution](#)**1741.**

9C

[Hexadecimal's Numbers](#) · [Tutorial](#)

Quality: 14,346 global accepts · Rating: 1200 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[mzen's solution](#)**1742.**

8A

[Train and Peter](#) · [Tutorial](#)

Quality: 6,727 global accepts · Rating: 1200 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: strings

[mzen's solution](#)

1743.

1738B

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

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[mzen's solution](#)

1744.

1744D

[Divisibility by \$2^n\$](#) · [Tutorial](#)

Quality: 24,522 global accepts · Rating: 1200 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[mzen's solution](#)

1745.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,619 global accepts · Rating: 1200 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[mzen's solution](#)

1746.

6C

[Alice, Bob and Chocolate](#) · [Tutorial](#)

Quality: 17,476 global accepts · Rating: 1200 · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

[mzen's solution](#)

1747.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,255 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[mzen's solution](#)

1748.

5B

[Center Alignment](#) · [Tutorial](#)

Quality: 6,763 global accepts · Rating: 1200 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[mzen's solution](#)

1749.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[mzen's solution](#)

1750.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,937 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[mzen's solution](#)

1751.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,630 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[mzen's solution](#)

1752.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,673 global accepts · Rating: 1200 · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

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1753.

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,748 global accepts · Rating: 1200 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers
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1754.

1369B

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Quality: 25,571 global accepts · Rating: 1200 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings
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1755.

1327B

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Quality: 19,492 global accepts · Rating: 1200 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy
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1756.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[mzen's solution](#)

1757.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,372 global accepts · Rating: 1200 · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings
[mzen's solution](#)

1758.

1355A

[Sequence with Digits](#) · [Tutorial](#)

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[mzen's solution](#)

1759.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,287 global accepts · Rating: 1200 · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, two pointers
[mzen's solution](#)

1760.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[mzen's solution](#)

1761.

1720C

[Corners](#) · [Tutorial](#)

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

1762.

1364A

[XXXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory, two pointers
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1763.

1608B

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Quality: 12,486 global accepts · Rating: 1200 · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[mzen's solution](#)

1764.

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2022-08-14 · GNU C11 (first AC) · Tags: constructive algorithms, math
[mzen's solution](#)

1765.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,623 global accepts · Rating: 1200 · first AC: 2022-08-10 · GNU C11 (first AC) · Tags: math
[mzen's solution](#)

1766.

1006C

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Quality: 25,361 global accepts · Rating: 1200 · first AC: 2022-08-08 · GNU C11 (first AC) · Tags: binary search, data structures, two pointers
[mzen's solution](#)

1767.

1006B

[Polycarp's Practice](#) · [Tutorial](#)

Quality: 14,655 global accepts · Rating: 1200 · first AC: 2022-08-08 · GNU C11 (first AC) · Tags: greedy, implementation, sortings
[mzen's solution](#)

1768.

1713C

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

Quality: 18,873 global accepts · Rating: 1200 · first AC: 2022-08-06 · GNU C11 (first AC) · Tags: constructive algorithms, dp, math
[mzen's solution](#)

1769.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2022-08-05 · GNU C11 (first AC) · Tags: sortings
[mzen's solution](#)

1770.

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,987 global accepts · Rating: 1200 · first AC: 2022-07-31 · GNU C11 (first AC) · Tags: implementation
[mzen's solution](#)

1771.

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,944 global accepts · Rating: 1200 · first AC: 2022-07-30 · GNU C11 (first AC) · Tags: greedy, math
[mzen's solution](#)

1772.

1272C

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

Quality: 30,739 global accepts · Rating: 1200 · first AC: 2022-07-29 · GNU C11 (first AC) · Tags: combinatorics, dp, implementation
[mzen's solution](#)

1773.

1272B

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

Quality: 14,682 global accepts · Rating: 1200 · first AC: 2022-07-29 · GNU C11 (first AC) · Tags: constructive algorithms, greedy, implementation
[mzen's solution](#)

1774.

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,921 global accepts · Rating: 1200 · first AC: 2022-07-27 · GNU C11 (first AC) · Tags: implementation, sortings

[mzen's solution](#)

1775.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,035 global accepts · Rating: 1200 · first AC: 2022-07-25 · GNU C11 (first AC) · Tags: dfs and similar, sortings

[mzen's solution](#)

1776.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,082 global accepts · Rating: 1200 · first AC: 2022-07-23 · GNU C11 (first AC) · Tags: greedy, implementation

[mzen's solution](#)

1777.

1343C

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

Quality: 44,066 global accepts · Rating: 1200 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

[mzen's solution](#)

1778.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,472 global accepts · Rating: 1200 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[mzen's solution](#)

1779.

1352C

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

Quality: 69,763 global accepts · Rating: 1200 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[mzen's solution](#)

1780.

1352B

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

Quality: 44,819 global accepts · Rating: 1200 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[mzen's solution](#)

1781.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,584 global accepts · Rating: 1200 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[mzen's solution](#)

1782.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[mzen's solution](#)

1783.

1257C

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

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[mzen's solution](#)

1784.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: math

[mzen's solution](#)

1785.

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,044 global accepts · Rating: 1200 · first AC: 2022-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[mzen's solution](#)

1786.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2022-06-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[mzen's solution](#)

1787.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,277 global accepts · Rating: 1200 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[mzen's solution](#)

1788.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,461 global accepts · Rating: 1200 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[mzen's solution](#)

1789.

1399C

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

Quality: 32,650 global accepts · Rating: 1200 · first AC: 2022-06-03 · GNU C11 (first AC) · Tags: brute force, greedy, two pointers

[mzen's solution](#)

1790.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[mzen's solution](#)

1791.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,809 global accepts · Rating: 1200 · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[mzen's solution](#)

1792.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,731 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[mzen's solution](#)

1793.

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,576 global accepts · Rating: 1200 · first AC: 2022-05-18 · GNU C11 (first AC) · Tags: constructive algorithms, dfs and similar

[mzen's solution](#)

1794.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2022-05-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[mzen's solution](#)

1795.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2022-05-15 · GNU C11 (first AC) · Tags: greedy, implementation

[mzen's solution](#)

1796.

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,430 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
[mzen's solution](#)

1797.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2022-05-03 · GNU C11 (first AC) · Tags: dp, games, greedy, sortings
[mzen's solution](#)

1798.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,791 global accepts · Rating: 1200 · first AC: 2022-05-02 · GNU C11 (first AC) · Tags: constructive algorithms, implementation, sortings
[mzen's solution](#)

1799.

1485B

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

Quality: 17,921 global accepts · Rating: 1200 · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math
[mzen's solution](#)

1800.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,683 global accepts · Rating: 1200 · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[mzen's solution](#)

1801.

1490D

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

Quality: 21,674 global accepts · Rating: 1200 · first AC: 2022-04-23 · GNU C11 (first AC) · Tags: dfs and similar, divide and conquer, implementation
[mzen's solution](#)

1802.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,386 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math
[mzen's solution](#)

1803.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2022-04-21 · GNU C11 (first AC) · Tags: dfs and similar, implementation
[mzen's solution](#)

1804.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,254 global accepts · Rating: 1200 · first AC: 2022-04-21 · GNU C11 (first AC) · Tags: data structures, math, strings
[mzen's solution](#)

1805.

1497C1

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

Quality: 29,226 global accepts · Rating: 1200 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[mzen's solution](#)

1806.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,352 global accepts · Rating: 1200 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[mzen's solution](#)

1807.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,532 global accepts · Rating: 1200 · first AC: 2022-04-12 · GNU C11 (first AC) · Tags: constructive algorithms, data structures, greedy

[mzen's solution](#)

1808.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,708 global accepts · Rating: 1200 · first AC: 2022-04-12 · GNU C11 (first AC) · Tags: constructive algorithms, implementation, strings

[mzen's solution](#)

1809.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,930 global accepts · Rating: 1200 · first AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math

[mzen's solution](#)

1810.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,472 global accepts · Rating: 1200 · first AC: 2022-04-03 · GNU C11 (first AC) · Tags: data structures, hashing, math

[mzen's solution](#)

1811.

1527B1

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

Quality: 34,397 global accepts · Rating: 1200 · first AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

[mzen's solution](#)

1812.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,027 global accepts · Rating: 1200 · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, strings

[mzen's solution](#)

1813.

1537C

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

Quality: 30,281 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[mzen's solution](#)

1814.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,461 global accepts · Rating: 1200 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[mzen's solution](#)

1815.

1657C

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

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[mzen's solution](#)

1816.

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,653 global accepts · Rating: 1200 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[mzen's solution](#)

1817.

1647B

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Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[mzen's solution](#)

1818.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,709 global accepts · Rating: 1200 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search

[mzen's solution](#)

1819.

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,513 global accepts · Rating: 1200 · first AC: 2022-03-08 · GNU C11 (first AC) · Tags: greedy, hashing, implementation, sortings

[mzen's solution](#)

1820.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,662 global accepts · Rating: 1200 · first AC: 2022-03-02 · GNU C11 (first AC) · Tags: implementation

[mzen's solution](#)

1821.

1635C

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

Quality: 25,129 global accepts · Rating: 1200 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[mzen's solution](#)

1822.

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,649 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[mzen's solution](#)

1823.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,335 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, strings

[mzen's solution](#)

1824.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[mzen's solution](#)

1825.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,810 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[mzen's solution](#)

1826.

1409C

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

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[mzen's solution](#)

1827.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[mzen's solution](#)

1828.

606A

[Magic Spheres](#) · [Tutorial](#)

Quality: 8,239 global accepts · Rating: 1200 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[mzen's solution](#)

1829.

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: 1200 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[mzen's solution](#)

1830.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[mzen's solution](#)

1831.

344B

[Simple Molecules](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 1200 · first AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math

[mzen's solution](#)

1832.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: data structures, greedy

[mzen's solution](#)

1833.

1184A1

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

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[mzen's solution](#)

1834.

1185C1

[Exam in BerSU \(easy version\)](#) · [Tutorial](#)

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2019-06-19 · GNU C++11 (first AC) · Tags: greedy, sortings

[mzen's solution](#)

1835.

1185B

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

Quality: 14,221 global accepts · Rating: 1200 · first AC: 2019-06-19 · GNU C++11 (first AC) · Tags: implementation, strings

[mzen's solution](#)

1836.

1140D

[Minimum Triangulation](#) · [Tutorial](#)

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2019-06-09 · GNU C++11 (first AC) · Tags: dp, greedy, math

[mzen's solution](#)

1837.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-06-09 · GNU C++11 (first AC) · Tags: implementation, strings

[mzen's solution](#)

1838.

1015B

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

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: implementation

[mzen's solution](#)

1839.

1118B

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

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2019-06-06 · GNU C++11 (first AC) · Tags: implementation

[mzen's solution](#)

1840.

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,544 global accepts · Rating: 1200 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[mzen's solution](#)

1841.

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,855 global accepts · Rating: 1200 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: sortings

[mzen's solution](#)

1842.

1029B

[Creating the Contest](#) · [Tutorial](#)

Quality: 18,464 global accepts · Rating: 1200 · first AC: 2019-04-26 · GNU C++11 (first AC) · Tags: dp, greedy, math

[mzen's solution](#)

1843.

1102C

[Doors Breaking and Repairing](#) · [Tutorial](#)

Quality: 14,168 global accepts · Rating: 1200 · first AC: 2019-04-23 · GNU C++11 (first AC) · Tags: games

[mzen's solution](#)

1844.

1155B

[Game with Telephone Numbers](#) · [Tutorial](#)

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: games, greedy, implementation

[mzen's solution](#)

1845.

1133B

[Preparation for International Women's Day](#) · [Tutorial](#)

Quality: 14,370 global accepts · Rating: 1200 · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: math, number theory

[mzen's solution](#)

1846.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,111 global accepts · Rating: 1200 · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: sortings, two pointers

[mzen's solution](#)

1847.

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2019-04-21 · GNU C++11 (first AC) · Tags: math

[mzen's solution](#)

1848.

1153B

[Serval and Toy Bricks](#) · [Tutorial](#)

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2019-04-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[mzen's solution](#)

1849.

1076B

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

Quality: 14,586 global accepts · Rating: 1200 · first AC: 2018-11-12 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[mzen's solution](#)

1850.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2018-11-12 · GNU C++11 (first AC) · Tags: greedy, strings

[mzen's solution](#)

1851.

612B

[HDD is Outdated Technology](#) · [Tutorial](#)

Quality: 7,603 global accepts · Rating: 1200 · first AC: 2018-10-11 · last AC: 2018-10-11 · GNU C++11 (first AC) · Tags: implementation, math

[mzen's solution](#)

1852.

632A

[Grandma Laura and Apples](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2018-10-10 · GNU C++11 (first AC) · Tags: —

[mzen's solution](#)

1853.

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,294 global accepts · Rating: 1200 · first AC: 2018-10-08 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory

[mzen's solution](#)

1854.

803B

[Distances to Zero](#) · [Tutorial](#)

Quality: 7,578 global accepts · Rating: 1200 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: constructive algorithms

[mzen's solution](#)

1855.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,635 global accepts · Rating: 1200 · first AC: 2018-10-02 · GNU C++11 (first AC) · Tags: greedy

[mzen's solution](#)

1856.

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2018-10-02 · GNU C++11 (first AC) · Tags: greedy, implementation

[mzen's solution](#)

1857.

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,343 global accepts · Rating: 1200 · first AC: 2018-09-27 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, two pointers

[mzen's solution](#)

1858.

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-09-27 · GNU C++11 (first AC) · Tags: implementation

[mzen's solution](#)

1859.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,616 global accepts · Rating: 1200 · first AC: 2018-09-25 · GNU C++11 (first AC) · Tags: greedy, sortings

[mzen's solution](#)

1860.

1000A

[Codehorses T-shirts](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2018-09-24 · GNU C++11 (first AC) · Tags: greedy, implementation

[mzen's solution](#)

1861.

1051A

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

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2018-09-24 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[mzen's solution](#)

1862.

1027B

[Numbers on the Chessboard](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-09-19 · GNU C++11 (first AC) · Tags: implementation, math

[mzen's solution](#)

1863.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,150 global accepts · Rating: 1200 · first AC: 2018-09-18 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, implementation

[mzen's solution](#)

1864.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2018-04-21 · GNU C++11 (first AC) · Tags: brute force, math

[mzen's solution](#)

1865.

958C1

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

Quality: 3,178 global accepts · Rating: 1200 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: brute force

[mzen's solution](#)

1866.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,463 global accepts · Rating: 1200 · first AC: 2018-02-11 · GNU C++11 (first AC) · Tags: implementation, trees

[mzen's solution](#)

1867.

908B

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

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2018-02-09 · GNU C++11 (first AC) · Tags: brute force, implementation

[mzen's solution](#)

1868.

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,114 global accepts · Rating: 1200 · first AC: 2018-02-05 · GNU C++11 (first AC) · Tags: implementation

[mzen's solution](#)

1869.

914B

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

Quality: 9,061 global accepts · Rating: 1200 · first AC: 2018-01-22 · GNU C++11 (first AC) · Tags: games, greedy, implementation

[mzen's solution](#)

1870.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[mzen's solution](#)

1871.

899B

[Months and Years](#) · [Tutorial](#)

Quality: 6,435 global accepts · Rating: 1200 · first AC: 2017-12-18 · GNU C++11 (first AC) · Tags: implementation

[mzen's solution](#)

1872.

895A

[Pizza Separation](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 1200 · first AC: 2017-11-28 · GNU C++11 (first AC) · Tags: brute force, implementation

[mzen's solution](#)

1873.

842A

[Kirill And The Game](#) · [Tutorial](#)

Quality: 11,231 global accepts · Rating: 1200 · first AC: 2017-08-29 · GNU C++11 (first AC) · Tags: brute force, two pointers

[mzen's solution](#)

1874.

593A

[2Char](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1200 · first AC: 2017-06-20 · GNU C++11 (first AC) · Tags: brute force, implementation

[mzen's solution](#)

1875.

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,822 global accepts · Rating: 1200 · first AC: 2017-06-16 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[mzen's solution](#)

1876.

714B

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

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2017-05-26 · GNU C++11 (first AC) · Tags: implementation, sortings

[mzen's solution](#)

1877.

795C

[Maximum Number](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-04-05 · FPC (first AC) · Tags: *special, constructive algorithms, greedy

[mzen's solution](#)

1878.

779C

[Dishonest Sellers](#) · [Tutorial](#)

Quality: 12,774 global accepts · Rating: 1200 · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[mzen's solution](#)

1879.

776B

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

Quality: 25,726 global accepts · Rating: 1200 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[mzen's solution](#)

1880.

749B

[Parallelogram is Back](#) · [Tutorial](#)

Quality: 8,933 global accepts · Rating: 1200 · first AC: 2016-12-19 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, geometry

[mzen's solution](#)

1881.

743B

[Chloe and the sequence](#) · [Tutorial](#)

Quality: 16,048 global accepts · Rating: 1200 · first AC: 2016-12-14 · GNU C++ (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation

[mzen's solution](#)

1882.

743A

[Vladik and flights](#) · [Tutorial](#)

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2016-12-14 · GNU C++ (first AC) · Tags: constructive algorithms, greedy,

implementation

[mzen's solution](#)

1883.

740B

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

Quality: 8,871 global accepts · Rating: 1200 · first AC: 2016-11-23 · GNU C++ (first AC) · Tags: constructive algorithms

[mzen's solution](#)

1884.

738B

[Spotlights](#) · [Tutorial](#)

Rating: 1200 · first AC: 2016-11-20 · GNU C++ (first AC) · Tags: brute force, dp, implementation

[mzen's solution](#)

1885.

725B

[Food on the Plane](#) · [Tutorial](#)

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2016-10-22 · GNU C++ (first AC) · Tags: implementation, math

[mzen's solution](#)

1886.

732C

[Sanatorium](#) · [Tutorial](#)

Quality: 10,171 global accepts · Rating: 1200 · first AC: 2016-10-17 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[mzen's solution](#)

1887.

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,015 global accepts · Rating: 1300 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics

[mzen's solution](#)

1888.

1984C1

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

Quality: 20,151 global accepts · Rating: 1300 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[mzen's solution](#)

1889.

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,880 global accepts · Rating: 1300 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[mzen's solution](#)

1890.

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,735 global accepts · Rating: 1300 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms

[mzen's solution](#)

1891.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, strings

[mzen's solution](#)

1892.

1601A

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

Quality: 21,090 global accepts · Rating: 1300 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math, number theory

[mzen's solution](#)

1893.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,414 global accepts · Rating: 1300 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings

[mzen's solution](#)

1894.

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1300 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[mzen's solution](#)

1895.

1794C

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

Quality: 22,083 global accepts · Rating: 1300 · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[mzen's solution](#)

1896.

1694C

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

Rating: 1300 · first AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[mzen's solution](#)

1897.

519C

[A and B and Team Training](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory

[mzen's solution](#)

1898.

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[mzen's solution](#)

1899.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,478 global accepts · Rating: 1300 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[mzen's solution](#)

1900.

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,200 global accepts · Rating: 1300 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory, shortest paths

[mzen's solution](#)

1901.

2189C1

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

Quality: 13,897 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[mzen's solution](#)

1902.

508B

[Anton and currency you all know](#) · [Tutorial](#)

Quality: 23,987 global accepts · Rating: 1300 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, strings

[mzen's solution](#)

1903.

44C

[Holidays](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1300 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[mzen's solution](#)

1904.

43C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1300 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[mzen's solution](#)

1905.

39H

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

Quality: 3,125 global accepts · Rating: 1300 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[mzen's solution](#)

1906.

39F

[Pacifist frogs](#) · [Tutorial](#)

Quality: 1,962 global accepts · Rating: 1300 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[mzen's solution](#)

1907.

39B

[Company Income Growth](#) · [Tutorial](#)

Quality: 3,097 global accepts · Rating: 1300 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[mzen's solution](#)

1908.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,342 global accepts · Rating: 1300 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, two pointers
[mzen's solution](#)

1909.

36A

[Extra-terrestrial Intelligence](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1300 · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[mzen's solution](#)

1910.

2146C

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

Quality: 13,311 global accepts · Rating: 1300 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms
[mzen's solution](#)

1911.

1470A

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

Quality: 29,388 global accepts · Rating: 1300 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers
[mzen's solution](#)

1912.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,827 global accepts · Rating: 1300 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation
[mzen's solution](#)

1913.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,517 global accepts · Rating: 1300 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[mzen's solution](#)

1914.

450B

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

Quality: 28,826 global accepts · Rating: 1300 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[mzen's solution](#)

1915.

276B

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

Quality: 32,109 global accepts · Rating: 1300 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[mzen's solution](#)

1916.

476B

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

Quality: 37,019 global accepts · Rating: 1300 · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[mzen's solution](#)

1917.

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,260 global accepts · Rating: 1300 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[mzen's solution](#)

1918.

459B

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

Quality: 47,488 global accepts · Rating: 1300 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, sortings

[mzen's solution](#)

1919.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,866 global accepts · Rating: 1300 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[mzen's solution](#)

1920.

189B

[Counting Rhombi](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 1300 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[mzen's solution](#)

1921.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,876 global accepts · Rating: 1300 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp

[mzen's solution](#)

1922.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,820 global accepts · Rating: 1300 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, number theory

[mzen's solution](#)

1923.

34C

[Page Numbers](#) · [Tutorial](#)

Quality: 4,765 global accepts · Rating: 1300 · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: expression parsing,

implementation, sortings, strings

[mzen's solution](#)

1924.

71B

[Progress Bar](#) · [Tutorial](#)

Quality: 5,273 global accepts · Rating: 1300 · first AC: 2025-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[mzen's solution](#)

1925.

61B

[Hard Work](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1300 · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[mzen's solution](#)

1926.

2065C2

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

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[mzen's solution](#)

1927.

58B

[Coins](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1300 · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[mzen's solution](#)

1928.

56B

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

Quality: 4,024 global accepts · Rating: 1300 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[mzen's solution](#)

1929.

2059B

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

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[mzen's solution](#)

1930.

2056B

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

Quality: 17,922 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[mzen's solution](#)

1931.

41C

[Email address](#) · [Tutorial](#)

Quality: 4,195 global accepts · Rating: 1300 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: expression parsing, implementation

[mzen's solution](#)

1932.

40A

[Find Color](#) · [Tutorial](#)

Quality: 4,435 global accepts · Rating: 1300 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, implementation, math

[mzen's solution](#)

1933.

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,069 global accepts · Rating: 1300 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, math, number theory

[mzen's solution](#)

1934.

27B

[Tournament](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1300 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, greedy

[mzen's solution](#)

1935.

2050D

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

Quality: 18,977 global accepts · Rating: 1300 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, strings

[mzen's solution](#)

1936.

1926D

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

Quality: 18,372 global accepts · Rating: 1300 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[mzen's solution](#)

1937.

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[mzen's solution](#)

1938.

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1300 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[mzen's solution](#)

1939.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,624 global accepts · Rating: 1300 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[mzen's solution](#)

1940.

2031C

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

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[mzen's solution](#)

1941.

1927D

[Find the Different Ones!](#) · [Tutorial](#)

Quality: 33,172 global accepts · Rating: 1300 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[mzen's solution](#)

1942.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,520 global accepts · Rating: 1300 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[mzen's solution](#)

1943.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,274 global accepts · Rating: 1300 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[mzen's solution](#)

1944.

1899D

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

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: hashing, math, number theory
[mzen's solution](#)

1945.

1881D

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

Quality: 28,429 global accepts · Rating: 1300 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[mzen's solution](#)

1946.

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,987 global accepts · Rating: 1300 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, matrices
[mzen's solution](#)

1947.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,839 global accepts · Rating: 1300 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math
[mzen's solution](#)

1948.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,702 global accepts · Rating: 1300 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers
[mzen's solution](#)

1949.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,502 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy
[mzen's solution](#)

1950.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,415 global accepts · Rating: 1300 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation
[mzen's solution](#)

1951.

2033D

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

Quality: 18,195 global accepts · Rating: 1300 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, math
[mzen's solution](#)

1952.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,318 global accepts · Rating: 1300 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings, trees
[mzen's solution](#)

1953.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,848 global accepts · Rating: 1300 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math
[mzen's solution](#)

1954.

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,714 global accepts · Rating: 1300 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math
[mzen's solution](#)

1955.

1981B

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

Quality: 16,432 global accepts · Rating: 1300 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math
[mzen's solution](#)

1956.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers
[mzen's solution](#)

1957.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,774 global accepts · Rating: 1300 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, interactive
[mzen's solution](#)

1958.

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,122 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[mzen's solution](#)

1959.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,598 global accepts · Rating: 1300 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[mzen's solution](#)

1960.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[mzen's solution](#)

1961.

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,498 global accepts · Rating: 1300 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[mzen's solution](#)

1962.

1999E

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

Quality: 23,619 global accepts · Rating: 1300 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math
[mzen's solution](#)

1963.

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,331 global accepts · Rating: 1300 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[mzen's solution](#)

1964.

1902C

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

Quality: 16,976 global accepts · Rating: 1300 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms,

greedy, math, number theory

[mzen's solution](#)

1965.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[mzen's solution](#)

1966.

1980C

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Quality: 21,702 global accepts · Rating: 1300 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[mzen's solution](#)

1967.

1978C

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

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[mzen's solution](#)

1968.

1988C

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

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[mzen's solution](#)

1969.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,425 global accepts · Rating: 1300 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[mzen's solution](#)

1970.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,095 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[mzen's solution](#)

1971.

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[mzen's solution](#)

1972.

1900C

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

Quality: 15,043 global accepts · Rating: 1300 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[mzen's solution](#)

1973.

1879C

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

Quality: 27,109 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy

[mzen's solution](#)

1974.

1867C

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

Quality: 12,669 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data

structures, games, greedy, interactive

[mzen's solution](#)

1975.

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · Go (first AC) · Tags: implementation, math

[mzen's solution](#)

1976.

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,585 global accepts · Rating: 1300 · first AC: 2023-07-21 · Python 3 (first AC) · Tags: brute force, implementation, math, number theory

[mzen's solution](#)

1977.

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,205 global accepts · Rating: 1300 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[mzen's solution](#)

1978.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[mzen's solution](#)

1979.

1753A1

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

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

[mzen's solution](#)

1980.

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

[mzen's solution](#)

1981.

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,337 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[mzen's solution](#)

1982.

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, schedules, two pointers

[mzen's solution](#)

1983.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1300 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[mzen's solution](#)

1984.

1733C

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

Quality: 17,100 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[mzen's solution](#)

1985.

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[mzen's solution](#)

1986.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,842 global accepts · Rating: 1300 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[mzen's solution](#)

1987.

1366B

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Quality: 27,953 global accepts · Rating: 1300 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: math, two pointers

[mzen's solution](#)

1988.

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,177 global accepts · Rating: 1300 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

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1989.

1216D

[Swords](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1300 · first AC: 2022-08-12 · GNU C11 (first AC) · Tags: math

[mzen's solution](#)

1990.

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,525 global accepts · Rating: 1300 · first AC: 2022-08-09 · GNU C11 (first AC) · Tags: brute force, implementation, math

[mzen's solution](#)

1991.

1003B

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

Quality: 12,224 global accepts · Rating: 1300 · first AC: 2022-08-09 · GNU C11 (first AC) · Tags: constructive algorithms

[mzen's solution](#)

1992.

1005C

[Summarize to the Power of Two](#) · [Tutorial](#)

Quality: 13,053 global accepts · Rating: 1300 · first AC: 2022-08-07 · GNU C11 (first AC) · Tags: brute force, greedy, implementation

[mzen's solution](#)

1993.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,253 global accepts · Rating: 1300 · first AC: 2022-07-30 · GNU C11 (first AC) · Tags: implementation, math

[mzen's solution](#)

1994.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,270 global accepts · Rating: 1300 · first AC: 2022-07-27 · GNU C11 (first AC) · Tags: greedy, math, number theory

[mzen's solution](#)

1995.

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2022-07-25 · GNU C11 (first AC) · Tags: brute force

[mzen's solution](#)

1996.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,044 global accepts · Rating: 1300 · first AC: 2022-07-23 · GNU C11 (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[mzen's solution](#)

1997.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,461 global accepts · Rating: 1300 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[mzen's solution](#)

1998.

4C

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

Quality: 108,133 global accepts · Rating: 1300 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, implementation

[mzen's solution](#)

1999.

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,855 global accepts · Rating: 1300 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[mzen's solution](#)

2000.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 1300 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, implementation, shortest paths

[mzen's solution](#)

2001.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 42,995 global accepts · Rating: 1300 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[mzen's solution](#)

2002.

1247B2

[TV Subscriptions \(Hard Version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[mzen's solution](#)

2003.

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,049 global accepts · Rating: 1300 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[mzen's solution](#)

2004.

1265B

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

Quality: 13,524 global accepts · Rating: 1300 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[mzen's solution](#)

2005.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,105 global accepts · Rating: 1300 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[mzen's solution](#)

2006.

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: math

[mzen's solution](#)

2007.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[mzen's solution](#)

2008.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

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2009.

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,386 global accepts · Rating: 1300 · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[mzen's solution](#)

2010.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,148 global accepts · Rating: 1300 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[mzen's solution](#)

2011.

1418B

[Negative Prefixes](#) · [Tutorial](#)

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[mzen's solution](#)

2012.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,834 global accepts · Rating: 1300 · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[mzen's solution](#)

2013.

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,975 global accepts · Rating: 1300 · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[mzen's solution](#)

2014.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[mzen's solution](#)

2015.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,874 global accepts · Rating: 1300 · first AC: 2022-05-21 · Python 3 (first AC) · Tags: brute force

[mzen's solution](#)

2016.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,836 global accepts · Rating: 1300 · first AC: 2022-05-18 · GNU C11 (first AC) · Tags: combinatorics, math

[mzen's solution](#)

2017.

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 1300 · first AC: 2022-05-15 · GNU C11 (first AC) · Tags: constructive algorithms, math, number theory
[mzen's solution](#)

2018.

1676G

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

Quality: 24,001 global accepts · Rating: 1300 · first AC: 2022-05-10 · GNU C11 (first AC) · Tags: dfs and similar, dp, graphs, trees
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2019.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,187 global accepts · Rating: 1300 · first AC: 2022-05-10 · GNU C11 (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
[mzen's solution](#)

2020.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,771 global accepts · Rating: 1300 · first AC: 2022-05-05 · last AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation, trees
[mzen's solution](#)

2021.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math
[mzen's solution](#)

2022.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,109 global accepts · Rating: 1300 · first AC: 2022-04-21 · GNU C11 (first AC) · Tags: bitmasks, greedy, math
[mzen's solution](#)

2023.

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[mzen's solution](#)

2024.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings
[mzen's solution](#)

2025.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,344 global accepts · Rating: 1300 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy
[mzen's solution](#)

2026.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,687 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths
[mzen's solution](#)

2027.

1521B

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

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[mzen's solution](#)

2028.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,014 global accepts · Rating: 1300 · first AC: 2022-03-31 · GNU C11 (first AC) · Tags: dp, greedy, strings

[mzen's solution](#)

2029.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,399 global accepts · Rating: 1300 · first AC: 2022-03-25 · GNU C11 (first AC) · Tags: binary search, data structures, math, two pointers

[mzen's solution](#)

2030.

1547D

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

Quality: 18,588 global accepts · Rating: 1300 · first AC: 2022-03-19 · GNU C11 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[mzen's solution](#)

2031.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,805 global accepts · Rating: 1300 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[mzen's solution](#)

2032.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,331 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[mzen's solution](#)

2033.

1650D

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

Quality: 14,691 global accepts · Rating: 1300 · first AC: 2022-03-08 · GNU C11 (first AC) · Tags: brute force, constructive algorithms, implementation, math

[mzen's solution](#)

2034.

1591C

[Minimize Distance](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[mzen's solution](#)

2035.

1618D

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

Quality: 20,896 global accepts · Rating: 1300 · first AC: 2022-03-06 · GNU C11 (first AC) · Tags: dp, greedy, math

[mzen's solution](#)

2036.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings

[mzen's solution](#)

2037.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[mzen's solution](#)

2038.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, math

[mzen's solution](#)

2039.

1607D

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

Quality: 18,123 global accepts · Rating: 1300 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[mzen's solution](#)

2040.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[mzen's solution](#)

2041.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, ternary search

[mzen's solution](#)

2042.

1560D

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

Quality: 19,458 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, strings

[mzen's solution](#)

2043.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,083 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[mzen's solution](#)

2044.

1555B

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

[mzen's solution](#)

2045.

1425H

[Huge Boxes of Animal Toys](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 1300 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[mzen's solution](#)

2046.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[mzen's solution](#)

2047.

1381A1

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

Quality: 21,721 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

[mzen's solution](#)

2048.

579B

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Quality: 5,451 global accepts · Rating: 1300 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings
[mzen's solution](#)

2049.

610B

[Vika and Squares](#) · [Tutorial](#)

Quality: 8,333 global accepts · Rating: 1300 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[mzen's solution](#)

2050.

777B

[Game of Credit Cards](#) · [Tutorial](#)

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings
[mzen's solution](#)

2051.

1249C1

[Good Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 16,557 global accepts · Rating: 1300 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[mzen's solution](#)

2052.

1249B2

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

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, math
[mzen's solution](#)

2053.

1237B

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Quality: 22,775 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers
[mzen's solution](#)

2054.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,900 global accepts · Rating: 1300 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[mzen's solution](#)

2055.

303A

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

Quality: 8,570 global accepts · Rating: 1300 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[mzen's solution](#)

2056.

1234B2

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

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[mzen's solution](#)

2057.

1096B

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

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2019-09-30 · PyPy 3 (first AC) · Tags: combinatorics, math, strings
[mzen's solution](#)

2058.

634A

[Island Puzzle](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 1300 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms,

implementation

[mzen's solution](#)

2059.

1220C

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

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings

[mzen's solution](#)

2060.

1220B

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

Quality: 12,135 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[mzen's solution](#)

2061.

1209B

[Koala and Lights](#) · [Tutorial](#)

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

[mzen's solution](#)

2062.

1217A

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

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-05 · GNU C++11 (first AC) · Tags: binary search, math

[mzen's solution](#)

2063.

1178C

[Tiles](#) · [Tutorial](#)

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

[mzen's solution](#)

2064.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,675 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[mzen's solution](#)

2065.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: binary search, implementation, strings

[mzen's solution](#)

2066.

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,002 global accepts · Rating: 1300 · first AC: 2019-06-11 · GNU C++11 (first AC) · Tags: dfs and similar, implementation, strings

[mzen's solution](#)

2067.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2019-06-09 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[mzen's solution](#)

2068.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,667 global accepts · Rating: 1300 · first AC: 2019-06-06 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[mzen's solution](#)

2069.

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,399 global accepts · Rating: 1300 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: greedy

[mzen's solution](#)

2070.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[mzen's solution](#)

2071.

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2019-04-26 · GNU C++11 (first AC) · Tags: greedy

[mzen's solution](#)

2072.

1157C1

[Increasing Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 13,454 global accepts · Rating: 1300 · first AC: 2019-04-26 · GNU C++11 (first AC) · Tags: greedy

[mzen's solution](#)

2073.

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2019-04-26 · GNU C++11 (first AC) · Tags: implementation, strings

[mzen's solution](#)

2074.

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 1300 · first AC: 2019-04-25 · GNU C++11 (first AC) · Tags: —

[mzen's solution](#)

2075.

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

[mzen's solution](#)

2076.

1155C

[Alarm Clocks Everywhere](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1300 · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: math, number theory

[mzen's solution](#)

2077.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,423 global accepts · Rating: 1300 · first AC: 2018-11-12 · GNU C++11 (first AC) · Tags: binary search, math

[mzen's solution](#)

2078.

1004B

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

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2018-10-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[mzen's solution](#)

2079.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: implementation

[mzen's solution](#)

2080.

1065B

[Vasya and Isolated Vertices](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2018-10-15 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs
[mzen's solution](#)

2081.

1063A

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

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: constructive algorithms, strings
[mzen's solution](#)

2082.

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,199 global accepts · Rating: 1300 · first AC: 2018-10-13 · GNU C++11 (first AC) · Tags: implementation, strings
[mzen's solution](#)

2083.

600B

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

Quality: 39,161 global accepts · Rating: 1300 · first AC: 2018-10-12 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings, two pointers
[mzen's solution](#)

2084.

612A

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

Quality: 7,838 global accepts · Rating: 1300 · first AC: 2018-10-11 · last AC: 2018-10-11 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[mzen's solution](#)

2085.

628C

[Bear and String Distance](#) · [Tutorial](#)

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2018-10-10 · GNU C++11 (first AC) · Tags: greedy, strings
[mzen's solution](#)

2086.

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,059 global accepts · Rating: 1300 · first AC: 2018-10-10 · GNU C++11 (first AC) · Tags: dp
[mzen's solution](#)

2087.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,240 global accepts · Rating: 1300 · first AC: 2018-10-08 · GNU C++11 (first AC) · Tags: dp, greedy, strings
[mzen's solution](#)

2088.

808B

[Average Sleep Time](#) · [Tutorial](#)

Quality: 14,871 global accepts · Rating: 1300 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: data structures, implementation, math
[mzen's solution](#)

2089.

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2018-10-02 · GNU C++11 (first AC) · Tags: implementation
[mzen's solution](#)

2090.

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2018-09-28 · GNU C++11 (first AC) · Tags: greedy, strings
[mzen's solution](#)

2091.

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,033 global accepts · Rating: 1300 · first AC: 2018-09-26 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[mzen's solution](#)

2092.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-09-26 · GNU C++11 (first AC) · Tags: implementation

[mzen's solution](#)

2093.

976B

[Lara Croft and the New Game](#) · [Tutorial](#)

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2018-09-26 · GNU C++11 (first AC) · Tags: implementation, math

[mzen's solution](#)

2094.

1016B

[Segment Occurrences](#) · [Tutorial](#)

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2018-09-19 · GNU C++11 (first AC) · Tags: brute force, implementation

[mzen's solution](#)

2095.

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,809 global accepts · Rating: 1300 · first AC: 2018-09-15 · GNU C++11 (first AC) · Tags: greedy, sortings

[mzen's solution](#)

2096.

821B

[Okabe and Banana Trees](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1300 · first AC: 2018-02-21 · GNU C++11 (first AC) · Tags: brute force, math

[mzen's solution](#)

2097.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1300 · first AC: 2018-02-12 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, number theory

[mzen's solution](#)

2098.

889A

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

Rating: 1300 · first AC: 2018-02-11 · GNU C++11 (first AC) · Tags: greedy, implementation, trees

[mzen's solution](#)

2099.

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2018-02-08 · GNU C++11 (first AC) · Tags: brute force

[mzen's solution](#)

2100.

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2018-02-08 · GNU C++11 (first AC) · Tags: implementation

[mzen's solution](#)

2101.

899C

[Dividing the numbers](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 1300 · first AC: 2017-12-18 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math

[mzen's solution](#)

2102.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,269 global accepts · Rating: 1300 · first AC: 2017-11-24 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy

[mzen's solution](#)

2103.

840A

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

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[mzen's solution](#)

2104.

883F

[Lost in Transliteration](#) · [Tutorial](#)

Quality: 2,385 global accepts · Rating: 1300 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: implementation

[mzen's solution](#)

2105.

862B

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

Quality: 25,646 global accepts · Rating: 1300 · first AC: 2017-09-19 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[mzen's solution](#)

2106.

814B

[An express train to reveries](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2017-06-07 · GNU C++11 (first AC) · Tags: constructive algorithms

[mzen's solution](#)

2107.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2017-05-29 · GNU C++11 (first AC) · Tags: graphs

[mzen's solution](#)

2108.

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,209 global accepts · Rating: 1300 · first AC: 2017-05-25 · GNU C++11 (first AC) · Tags: brute force, dp, strings

[mzen's solution](#)

2109.

810B

[Summer sell-off](#) · [Tutorial](#)

Quality: 12,596 global accepts · Rating: 1300 · first AC: 2017-05-24 · GNU C++11 (first AC) · Tags: greedy, sortings

[mzen's solution](#)

2110.

792B

[Counting-out Rhyme](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2017-03-27 · GNU C++11 (first AC) · Tags: implementation

[mzen's solution](#)

2111.

761B

[Dasha and friends](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1300 · first AC: 2017-02-05 · GNU C++ (first AC) · Tags: brute force, implementation, math

[mzen's solution](#)

2112.

750B

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

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · GNU C++ (first AC) · Tags: geometry, implementation

[mzen's solution](#)

2113.

747C

[Servers](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1300 · first AC: 2016-12-19 · GNU C++ (first AC) · Tags: implementation

[mzen's solution](#)

2114.

740A

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

Quality: 9,168 global accepts · Rating: 1300 · first AC: 2016-11-23 · GNU C++ (first AC) · Tags: brute force, implementation

[mzen's solution](#)

2115.

730H

[Delete Them](#) · [Tutorial](#)

Quality: 3,274 global accepts · Rating: 1300 · first AC: 2016-10-23 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[mzen's solution](#)

2116.

716B

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

Quality: 13,003 global accepts · Rating: 1300 · first AC: 2016-09-18 · GNU C++ (first AC) · Tags: greedy, two pointers

[mzen's solution](#)

2117.

1771B

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

Quality: 21,330 global accepts · Rating: 1400 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[mzen's solution](#)

2118.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math, sortings

[mzen's solution](#)

2119.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,970 global accepts · Rating: 1400 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[mzen's solution](#)

2120.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,118 global accepts · Rating: 1400 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[mzen's solution](#)

2121.

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,323 global accepts · Rating: 1400 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, trees

[mzen's solution](#)

2122.

277A

[Learning Languages](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 1400 · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu

[mzen's solution](#)

2123.

401C

[Team](#) · [Tutorial](#)

Quality: 21,701 global accepts · Rating: 1400 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[mzen's solution](#)

2124.

2190B1

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

Quality: 10,671 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[mzen's solution](#)

2125.

514B

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

Quality: 22,627 global accepts · Rating: 1400 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, geometry, implementation, math

[mzen's solution](#)

2126.

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,703 global accepts · Rating: 1400 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[mzen's solution](#)

2127.

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,985 global accepts · Rating: 1400 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation

[mzen's solution](#)

2128.

1375C

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

Quality: 22,949 global accepts · Rating: 1400 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[mzen's solution](#)

2129.

45I

[TCMCF+++](#) · [Tutorial](#)

Quality: 2,803 global accepts · Rating: 1400 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[mzen's solution](#)

2130.

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,006 global accepts · Rating: 1400 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[mzen's solution](#)

2131.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,372 global accepts · Rating: 1400 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation

[mzen's solution](#)

2132.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,796 global accepts · Rating: 1400 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[mzen's solution](#)

2133.

550B

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

Quality: 27,443 global accepts · Rating: 1400 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force
[mzen's solution](#)

2134.

44E

[Anfisa the Monkey](#) · [Tutorial](#)

Quality: 6,117 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp
[mzen's solution](#)

2135.

2171D

[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)

Quality: 11,577 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees
[mzen's solution](#)

2136.

2171C2

[Renako Amaori and XOR Game \(hard version\)](#) · [Tutorial](#)

Quality: 11,841 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy
[mzen's solution](#)

2137.

42A

[Guilty --- to the kitchen!](#) · [Tutorial](#)

Quality: 3,173 global accepts · Rating: 1400 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[mzen's solution](#)

2138.

41B

[Martian Dollar](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1400 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force
[mzen's solution](#)

2139.

131C

[The World is a Theatre](#) · [Tutorial](#)

Quality: 12,584 global accepts · Rating: 1400 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math
[mzen's solution](#)

2140.

2154C1

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

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory
[mzen's solution](#)

2141.

2162D

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

Quality: 12,361 global accepts · Rating: 1400 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive
[mzen's solution](#)

2142.

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,178 global accepts · Rating: 1400 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, number theory
[mzen's solution](#)

2143.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,456 global accepts · Rating: 1400 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory
[mzen's solution](#)

2144.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,136 global accepts · Rating: 1400 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory
[mzen's solution](#)

2145.

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,684 global accepts · Rating: 1400 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math
[mzen's solution](#)

2146.

515C

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

Quality: 28,708 global accepts · Rating: 1400 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings
[mzen's solution](#)

2147.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,234 global accepts · Rating: 1400 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings
[mzen's solution](#)

2148.

479C

[Exams](#) · [Tutorial](#)

Quality: 33,072 global accepts · Rating: 1400 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[mzen's solution](#)

2149.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,942 global accepts · Rating: 1400 · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp
[mzen's solution](#)

2150.

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,679 global accepts · Rating: 1400 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation
[mzen's solution](#)

2151.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,177 global accepts · Rating: 1400 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths
[mzen's solution](#)

2152.

279B

[Books](#) · [Tutorial](#)

Quality: 72,422 global accepts · Rating: 1400 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, two pointers
[mzen's solution](#)

2153.

38C

[Blinds](#) · [Tutorial](#)

Quality: 2,561 global accepts · Rating: 1400 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force
[mzen's solution](#)

2154.

30A

[Accounting](#) · [Tutorial](#)

Quality: 3,987 global accepts · Rating: 1400 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[mzen's solution](#)

2155.

1919C

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

Quality: 28,576 global accepts · Rating: 1400 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy
[mzen's solution](#)

2156.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,244 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers
[mzen's solution](#)

2157.

1932D

[Card Game](#) · [Tutorial](#)

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

2158.

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, two pointers
[mzen's solution](#)

2159.

1931E

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

Quality: 25,726 global accepts · Rating: 1400 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings
[mzen's solution](#)

2160.

1927E

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

Quality: 17,054 global accepts · Rating: 1400 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, two pointers
[mzen's solution](#)

2161.

1914E1

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

Quality: 14,243 global accepts · Rating: 1400 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings
[mzen's solution](#)

2162.

1914E2

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

Quality: 14,749 global accepts · Rating: 1400 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[mzen's solution](#)

2163.

2028B

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

Quality: 13,289 global accepts · Rating: 1400 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math
[mzen's solution](#)

2164.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,568 global accepts · Rating: 1400 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms

[mzen's solution](#)

2165.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,173 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers

[mzen's solution](#)

2166.

1888C

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

Rating: 1400 · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[mzen's solution](#)

2167.

1887A1

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

Rating: 1400 · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[mzen's solution](#)

2168.

2010C1

[Message Transmission Error \(easy version\)](#) · [Tutorial](#)

Quality: 9,245 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings

[mzen's solution](#)

2169.

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,435 global accepts · Rating: 1400 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[mzen's solution](#)

2170.

2033E

[Sakurako, Kosuke, and the Permutation](#) · [Tutorial](#)

Quality: 14,139 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[mzen's solution](#)

2171.

2033C

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

Quality: 17,813 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[mzen's solution](#)

2172.

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1400 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[mzen's solution](#)

2173.

1833D

[Flipper](#) · [Tutorial](#)

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

[mzen's solution](#)

2174.

1800E1

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

Quality: 15,586 global accepts · Rating: 1400 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[mzen's solution](#)

2175.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[mzen's solution](#)

2176.

1972D1

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

Rating: 1400 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[mzen's solution](#)

2177.

1972C

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

Rating: 1400 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings

[mzen's solution](#)

2178.

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms

[mzen's solution](#)

2179.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,542 global accepts · Rating: 1400 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[mzen's solution](#)

2180.

2020C

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

Quality: 18,297 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[mzen's solution](#)

2181.

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,579 global accepts · Rating: 1400 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[mzen's solution](#)

2182.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[mzen's solution](#)

2183.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,705 global accepts · Rating: 1400 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[mzen's solution](#)

2184.

1983C

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

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[mzen's solution](#)

2185.

2014D

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

Quality: 15,973 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[mzen's solution](#)

2186.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[mzen's solution](#)

2187.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,377 global accepts · Rating: 1400 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[mzen's solution](#)

2188.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,794 global accepts · Rating: 1400 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[mzen's solution](#)

2189.

1974C

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

Quality: 19,040 global accepts · Rating: 1400 · first AC: 2024-09-11 · last AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[mzen's solution](#)

2190.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1400 · first AC: 2024-09-09 · last AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[mzen's solution](#)

2191.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,453 global accepts · Rating: 1400 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[mzen's solution](#)

2192.

1986D

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

Quality: 17,962 global accepts · Rating: 1400 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[mzen's solution](#)

2193.

2009E

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

Quality: 17,665 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[mzen's solution](#)

2194.

2009D

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

Quality: 18,774 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[mzen's solution](#)

2195.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,665 global accepts · Rating: 1400 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[mzen's solution](#)

2196.

2000E

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

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

2197.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math
[mzen's solution](#)

2198.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,963 global accepts · Rating: 1400 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy
[mzen's solution](#)

2199.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,562 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy
[mzen's solution](#)

2200.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings
[mzen's solution](#)

2201.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,508 global accepts · Rating: 1400 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[mzen's solution](#)

2202.

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,165 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[mzen's solution](#)

2203.

1764C

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

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

2204.

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,260 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory
[mzen's solution](#)

2205.

26B

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

Quality: 25,853 global accepts · Rating: 1400 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[mzen's solution](#)

2206.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,266 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory

[mzen's solution](#)

2207.

24A

[Ring road](#) · [Tutorial](#)

Quality: 6,859 global accepts · Rating: 1400 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[mzen's solution](#)

2208.

1748B

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

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[mzen's solution](#)

2209.

19A

[World Football Cup](#) · [Tutorial](#)

Quality: 3,141 global accepts · Rating: 1400 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[mzen's solution](#)

2210.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: math

[mzen's solution](#)

2211.

1415C

[Bouncing Ball](#) · [Tutorial](#)

Quality: 11,733 global accepts · Rating: 1400 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[mzen's solution](#)

2212.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[mzen's solution](#)

2213.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,729 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[mzen's solution](#)

2214.

8B

[Obsession with Robots](#) · [Tutorial](#)

Quality: 4,965 global accepts · Rating: 1400 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[mzen's solution](#)

2215.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[mzen's solution](#)

2216.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[mzen's solution](#)

2217.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[mzen's solution](#)

2218.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,141 global accepts · Rating: 1400 · first AC: 2022-09-21 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory

[mzen's solution](#)

2219.

1215B

[The Number of Products](#) · [Tutorial](#)

Quality: 18,349 global accepts · Rating: 1400 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[mzen's solution](#)

2220.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[mzen's solution](#)

2221.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings, two pointers

[mzen's solution](#)

2222.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[mzen's solution](#)

2223.

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[mzen's solution](#)

2224.

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[mzen's solution](#)

2225.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[mzen's solution](#)

2226.

1348B

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

Quality: 27,487 global accepts · Rating: 1400 · first AC: 2022-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[mzen's solution](#)

2227.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[mzen's solution](#)

2228.

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,356 global accepts · Rating: 1400 · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math, ternary search

[mzen's solution](#)

2229.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,123 global accepts · Rating: 1400 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[mzen's solution](#)

2230.

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,980 global accepts · Rating: 1400 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[mzen's solution](#)

2231.

1256B

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

Quality: 13,682 global accepts · Rating: 1400 · first AC: 2022-08-11 · GNU C11 (first AC) · Tags: greedy

[mzen's solution](#)

2232.

977D

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

Quality: 20,526 global accepts · Rating: 1400 · first AC: 2022-08-05 · GNU C11 (first AC) · Tags: dfs and similar, math, sortings

[mzen's solution](#)

2233.

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2022-08-03 · GNU C11 (first AC) · Tags: combinatorics, math

[mzen's solution](#)

2234.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2022-08-02 · GNU C11 (first AC) · Tags: implementation, sortings

[mzen's solution](#)

2235.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,527 global accepts · Rating: 1400 · first AC: 2022-08-01 · GNU C11 (first AC) · Tags: brute force, math, number theory

[mzen's solution](#)

2236.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,089 global accepts · Rating: 1400 · first AC: 2022-07-24 · GNU C11 (first AC) · Tags: binary search, data structures, sortings, two pointers

[mzen's solution](#)

2237.

1706C

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

Quality: 16,143 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy, implementation

[mzen's solution](#)

2238.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[mzen's solution](#)

2239.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[mzen's solution](#)

2240.

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,840 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[mzen's solution](#)

2241.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[mzen's solution](#)

2242.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[mzen's solution](#)

2243.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,710 global accepts · Rating: 1400 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[mzen's solution](#)

2244.

1380B

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

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[mzen's solution](#)

2245.

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,086 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, two pointers

[mzen's solution](#)

2246.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,405 global accepts · Rating: 1400 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings, two pointers

[mzen's solution](#)

2247.

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[mzen's solution](#)

2248.

1697C

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

Quality: 15,800 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[mzen's solution](#)

2249.

1691C

[Sum of Substrings](#) · [Tutorial](#)

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[mzen's solution](#)

2250.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[mzen's solution](#)

2251.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[mzen's solution](#)

2252.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,492 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings

[mzen's solution](#)

2253.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1400 · first AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[mzen's solution](#)

2254.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[mzen's solution](#)

2255.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[mzen's solution](#)

2256.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation
[mzen's solution](#)

2257.

1676H1

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

Quality: 16,326 global accepts · Rating: 1400 · first AC: 2022-05-10 · GNU C11 (first AC) · Tags: brute force
[mzen's solution](#)

2258.

1462D

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

Quality: 18,136 global accepts · Rating: 1400 · first AC: 2022-05-09 · GNU C11 (first AC) · Tags: greedy, math, number theory
[mzen's solution](#)

2259.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,167 global accepts · Rating: 1400 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[mzen's solution](#)

2260.

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,992 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math
[mzen's solution](#)

2261.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,203 global accepts · Rating: 1400 · first AC: 2022-04-29 · GNU C11 (first AC) · Tags: combinatorics, graphs, math
[mzen's solution](#)

2262.

1490E

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

Quality: 20,994 global accepts · Rating: 1400 · first AC: 2022-04-23 · GNU C11 (first AC) · Tags: binary search, data structures, greedy
[mzen's solution](#)

2263.

1494B

[Berland Crossword](#) · [Tutorial](#)

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation
[mzen's solution](#)

2264.

1506D

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

Quality: 25,534 global accepts · Rating: 1400 · first AC: 2022-04-14 · GNU C11 (first AC) · Tags: constructive algorithms, data structures, greedy
[mzen's solution](#)

2265.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,104 global accepts · Rating: 1400 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math
[mzen's solution](#)

2266.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,464 global accepts · Rating: 1400 · first AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[mzen's solution](#)

2267.

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,609 global accepts · Rating: 1400 · first AC: 2022-04-03 · GNU C11 (first AC) · Tags: greedy, math

[mzen's solution](#)

2268.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,733 global accepts · Rating: 1400 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[mzen's solution](#)

2269.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,724 global accepts · Rating: 1400 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[mzen's solution](#)

2270.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[mzen's solution](#)

2271.

1605C

[Dominant Character](#) · [Tutorial](#)

Quality: 18,855 global accepts · Rating: 1400 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, strings

[mzen's solution](#)

2272.

1624D

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

Quality: 19,080 global accepts · Rating: 1400 · first AC: 2022-02-28 · GNU C11 (first AC) · Tags: binary search, greedy, sortings, strings

[mzen's solution](#)

2273.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[mzen's solution](#)

2274.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,300 global accepts · Rating: 1400 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[mzen's solution](#)

2275.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[mzen's solution](#)

2276.

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,422 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[mzen's solution](#)

2277.

1559D1

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

Quality: 16,028 global accepts · Rating: 1400 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[mzen's solution](#)

2278.

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 1400 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[mzen's solution](#)

2279.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[mzen's solution](#)

2280.

1425F

[Flamingoes of Mystery](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[mzen's solution](#)

2281.

1425A

[Arena of Greed](#) · [Tutorial](#)

Quality: 7,216 global accepts · Rating: 1400 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[mzen's solution](#)

2282.

1266C

[Diverse Matrix](#) · [Tutorial](#)

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

[mzen's solution](#)

2283.

1276A

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

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[mzen's solution](#)

2284.

272B

[Dima and Sequence](#) · [Tutorial](#)

Quality: 4,289 global accepts · Rating: 1400 · first AC: 2019-11-05 · last AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[mzen's solution](#)

2285.

604B

[More Cowbell](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: 1400 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[mzen's solution](#)

2286.

602B

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

Quality: 12,073 global accepts · Rating: 1400 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, two pointers

[mzen's solution](#)

2287.

805D

[Minimum number of steps](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[mzen's solution](#)

2288.

1245C

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

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[mzen's solution](#)

2289.

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[mzen's solution](#)

2290.

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[mzen's solution](#)

2291.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[mzen's solution](#)

2292.

1214A

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

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: brute force, math

[mzen's solution](#)

2293.

1195C

[Basketball Exercise](#) · [Tutorial](#)

Quality: 34,837 global accepts · Rating: 1400 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: dp

[mzen's solution](#)

2294.

1190A

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

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: implementation, two pointers

[mzen's solution](#)

2295.

1184B1

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

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: binary search, sortings

[mzen's solution](#)

2296.

1183D

[Candy Box \(easy version\)](#) · [Tutorial](#)

Quality: 20,418 global accepts · Rating: 1400 · first AC: 2019-06-26 · GNU C++11 (first AC) · Tags: greedy, sortings

[mzen's solution](#)

2297.

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1400 · first AC: 2019-06-26 · GNU C++11 (first AC) · Tags: binary search, math

[mzen's solution](#)

2298.

1156A

[Inscribed Figures](#) · [Tutorial](#)

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: geometry

[mzen's solution](#)

2299.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,487 global accepts · Rating: 1400 · first AC: 2019-06-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy

[mzen's solution](#)

2300.

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,646 global accepts · Rating: 1400 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: dfs and similar, trees

[mzen's solution](#)

2301.

1167C

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

Quality: 25,999 global accepts · Rating: 1400 · first AC: 2019-06-04 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[mzen's solution](#)

2302.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,466 global accepts · Rating: 1400 · first AC: 2019-06-04 · GNU C++11 (first AC) · Tags: brute force, divide and conquer, interactive, math

[mzen's solution](#)

2303.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,587 global accepts · Rating: 1400 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: bitmasks, greedy

[mzen's solution](#)

2304.

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,153 global accepts · Rating: 1400 · first AC: 2019-04-23 · GNU C++11 (first AC) · Tags: greedy, sortings

[mzen's solution](#)

2305.

1144D

[Equalize Them All](#) · [Tutorial](#)

Quality: 10,838 global accepts · Rating: 1400 · first AC: 2019-04-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[mzen's solution](#)

2306.

1154C

[Gourmet Cat](#) · [Tutorial](#)

Quality: 11,539 global accepts · Rating: 1400 · first AC: 2019-04-21 · GNU C++11 (first AC) · Tags: implementation, math

[mzen's solution](#)

2307.

1088C

[Ehab and a 2-operation task](#) · [Tutorial](#)

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2018-12-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[mzen's solution](#)

2308.

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2018-10-17 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[mzen's solution](#)

2309.

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1400 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: implementation

[mzen's solution](#)

2310.

612C

[Replace To Make Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 9,858 global accepts · Rating: 1400 · first AC: 2018-10-11 · last AC: 2018-10-11 · GNU C++11 (first AC) · Tags: data structures, expression parsing, math

[mzen's solution](#)

2311.

632B

[Alice, Bob, Two Teams](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 1400 · first AC: 2018-10-10 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[mzen's solution](#)

2312.

652A

[Gabriel and Caterpillar](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1400 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: implementation, math

[mzen's solution](#)

2313.

665B

[Shopping](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 1400 · first AC: 2018-10-08 · GNU C++11 (first AC) · Tags: brute force

[mzen's solution](#)

2314.

710B

[Optimal Point on a Line](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2018-10-06 · GNU C++11 (first AC) · Tags: brute force, sortings

[mzen's solution](#)

2315.

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,517 global accepts · Rating: 1400 · first AC: 2018-10-06 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[mzen's solution](#)

2316.

803A

[Maximal Binary Matrix](#) · [Tutorial](#)

Quality: 5,358 global accepts · Rating: 1400 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: constructive algorithms

[mzen's solution](#)

2317.

808C

[Tea Party](#) · [Tutorial](#)

Quality: 6,980 global accepts · Rating: 1400 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[mzen's solution](#)

2318.

961C

[Chessboard](#) · [Tutorial](#)

Quality: 5,637 global accepts · Rating: 1400 · first AC: 2018-09-27 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

[mzen's solution](#)

2319.

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2018-09-26 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[mzen's solution](#)

2320.

1009B

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

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: greedy, implementation
[mzen's solution](#)

2321.

958D1

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

Quality: 2,233 global accepts · Rating: 1400 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: expression parsing, math
[mzen's solution](#)

2322.

958A1

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

Quality: 1,853 global accepts · Rating: 1400 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: implementation
[mzen's solution](#)

2323.

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1400 · first AC: 2018-03-23 · GNU C++11 (first AC) · Tags: implementation, strings
[mzen's solution](#)

2324.

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2018-02-05 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers
[mzen's solution](#)

2325.

843A

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

Quality: 5,959 global accepts · Rating: 1400 · first AC: 2018-01-23 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, implementation, math, sortings
[mzen's solution](#)

2326.

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,333 global accepts · Rating: 1400 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms
[mzen's solution](#)

2327.

898C

[Phone Numbers](#) · [Tutorial](#)

Quality: 5,791 global accepts · Rating: 1400 · first AC: 2017-12-17 · GNU C++11 (first AC) · Tags: implementation, strings
[mzen's solution](#)

2328.

888C

[K-Dominant Character](#) · [Tutorial](#)

Quality: 8,981 global accepts · Rating: 1400 · first AC: 2017-11-09 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers
[mzen's solution](#)

2329.

838A

[Binary Blocks](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 1400 · first AC: 2017-08-07 · last AC: 2017-08-07 · GNU C++11 (first AC) · Tags: brute force
[mzen's solution](#)

2330.

689A

[Mike and Cellphone](#) · [Tutorial](#)

Quality: 5,489 global accepts · Rating: 1400 · first AC: 2017-05-31 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms,

implementation

[mzen's solution](#)

2331.

714C

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

Rating: 1400 · first AC: 2017-05-26 · GNU C++11 (first AC) · Tags: data structures, implementation

[mzen's solution](#)

2332.

711B

[Chris and Magic Square](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1400 · first AC: 2017-05-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[mzen's solution](#)

2333.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2017-01-12 · GNU C++ (first AC) · Tags: greedy, math, number theory

[mzen's solution](#)

2334.

752C

[Santa Claus and Robot](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-12-25 · GNU C++ (first AC) · Tags: greedy, shortest paths

[mzen's solution](#)

2335.

745B

[Hongcow Solves A Puzzle](#) · [Tutorial](#)

Quality: 3,878 global accepts · Rating: 1400 · first AC: 2016-12-17 · GNU C++ (first AC) · Tags: implementation

[mzen's solution](#)

2336.

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1400 · first AC: 2016-10-15 · GNU C++ (first AC) · Tags: constructive algorithms, interactive, math

[mzen's solution](#)

2337.

719B

[Anatoly and Cockroaches](#) · [Tutorial](#)

Quality: 8,818 global accepts · Rating: 1400 · first AC: 2016-09-23 · GNU C++ (first AC) · Tags: greedy

[mzen's solution](#)

2338.

1891C

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

Quality: 20,353 global accepts · Rating: 1500 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[mzen's solution](#)

2339.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,095 global accepts · Rating: 1500 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[mzen's solution](#)

2340.

1368B

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

Quality: 21,427 global accepts · Rating: 1500 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[mzen's solution](#)

2341.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,437 global accepts · Rating: 1500 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, strings, two pointers

[mzen's solution](#)

2342.

2185E

[The Robotic Rush](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1500 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, two pointers

[mzen's solution](#)

2343.

165B

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

Quality: 22,859 global accepts · Rating: 1500 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation

[mzen's solution](#)

2344.

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,388 global accepts · Rating: 1500 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation

[mzen's solution](#)

2345.

2183D1

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

Quality: 8,852 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[mzen's solution](#)

2346.

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

[mzen's solution](#)

2347.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,465 global accepts · Rating: 1500 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[mzen's solution](#)

2348.

44B

[Cola](#) · [Tutorial](#)

Quality: 2,302 global accepts · Rating: 1500 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[mzen's solution](#)

2349.

39J

[Spelling Check](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1500 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, implementation, strings

[mzen's solution](#)

2350.

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,616 global accepts · Rating: 1500 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, shortest paths

[mzen's solution](#)

2351.

31B

[Sysadmin Bob](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 1500 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings

[mzen's solution](#)

2352.

29B

[Traffic Lights](#) · [Tutorial](#)

Quality: 3,349 global accepts · Rating: 1500 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[mzen's solution](#)

2353.

2146D1

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

Quality: 10,458 global accepts · Rating: 1500 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[mzen's solution](#)

2354.

2137E

[Mexification](#) · [Tutorial](#)

Quality: 10,169 global accepts · Rating: 1500 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[mzen's solution](#)

2355.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,344 global accepts · Rating: 1500 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[mzen's solution](#)

2356.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,920 global accepts · Rating: 1500 · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers

[mzen's solution](#)

2357.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,863 global accepts · Rating: 1500 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[mzen's solution](#)

2358.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,027 global accepts · Rating: 1500 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, number theory

[mzen's solution](#)

2359.

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,132 global accepts · Rating: 1500 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[mzen's solution](#)

2360.

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,547 global accepts · Rating: 1500 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, sortings

[mzen's solution](#)

2361.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,640 global accepts · Rating: 1500 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, strings

[mzen's solution](#)

2362.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,458 global accepts · Rating: 1500 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, trees

[mzen's solution](#)

2363.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,970 global accepts · Rating: 1500 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[mzen's solution](#)

2364.

282C

[XOR and OR](#) · [Tutorial](#)

Quality: 10,183 global accepts · Rating: 1500 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[mzen's solution](#)

2365.

231B

[Magic, Wizardry and Wonders](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[mzen's solution](#)

2366.

50B

[Choosing Symbol Pairs](#) · [Tutorial](#)

Quality: 6,451 global accepts · Rating: 1500 · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[mzen's solution](#)

2367.

2060E

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

Quality: 12,251 global accepts · Rating: 1500 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[mzen's solution](#)

2368.

2057C

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

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

[mzen's solution](#)

2369.

18A

[Triangle](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1500 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry

[mzen's solution](#)

2370.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,014 global accepts · Rating: 1500 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[mzen's solution](#)

2371.

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,500 global accepts · Rating: 1500 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings
[mzen's solution](#)

2372.

1933E

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

Quality: 13,624 global accepts · Rating: 1500 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math, ternary search
[mzen's solution](#)

2373.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,474 global accepts · Rating: 1500 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings
[mzen's solution](#)

2374.

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,427 global accepts · Rating: 1500 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, number theory, strings
[mzen's solution](#)

2375.

1926E

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

Quality: 14,845 global accepts · Rating: 1500 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory
[mzen's solution](#)

2376.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,198 global accepts · Rating: 1500 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, sortings
[mzen's solution](#)

2377.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,689 global accepts · Rating: 1500 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: dp
[mzen's solution](#)

2378.

1872E

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

Quality: 21,377 global accepts · Rating: 1500 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp
[mzen's solution](#)

2379.

1883D

[In Love](#) · [Tutorial](#)

Quality: 14,529 global accepts · Rating: 1500 · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[mzen's solution](#)

2380.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,842 global accepts · Rating: 1500 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[mzen's solution](#)

2381.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,629 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[mzen's solution](#)

2382.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[mzen's solution](#)

2383.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[mzen's solution](#)

2384.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,841 global accepts · Rating: 1500 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[mzen's solution](#)

2385.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, math, number theory

[mzen's solution](#)

2386.

1800E2

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

Quality: 15,270 global accepts · Rating: 1500 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[mzen's solution](#)

2387.

1791F

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

Quality: 15,528 global accepts · Rating: 1500 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures

[mzen's solution](#)

2388.

1999G1

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

Quality: 14,526 global accepts · Rating: 1500 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[mzen's solution](#)

2389.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1500 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[mzen's solution](#)

2390.

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,336 global accepts · Rating: 1500 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings

[mzen's solution](#)

2391.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,896 global accepts · Rating: 1500 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[mzen's solution](#)

2392.

2008E

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

Quality: 13,224 global accepts · Rating: 1500 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings
[mzen's solution](#)

2393.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,569 global accepts · Rating: 1500 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
[mzen's solution](#)

2394.

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
[mzen's solution](#)

2395.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees
[mzen's solution](#)

2396.

1997D

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

Quality: 15,909 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees
[mzen's solution](#)

2397.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,602 global accepts · Rating: 1500 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory
[mzen's solution](#)

2398.

1851E

[Nastya and Potions](#) · [Tutorial](#)

Quality: 13,284 global accepts · Rating: 1500 · first AC: 2023-07-25 · Go (first AC) · Tags: dfs and similar, dp, graphs, sortings
[mzen's solution](#)

2399.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math
[mzen's solution](#)

2400.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 1500 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[mzen's solution](#)

2401.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,518 global accepts · Rating: 1500 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, sortings
[mzen's solution](#)

2402.

24B

[F1 Champions](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 1500 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[mzen's solution](#)

2403.

22B

[Bargaining Table](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1500 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp
[mzen's solution](#)

2404.

17B

[Hierarchy](#) · [Tutorial](#)

Quality: 6,118 global accepts · Rating: 1500 · first AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, greedy, shortest paths
[mzen's solution](#)

2405.

320B

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

Quality: 7,781 global accepts · Rating: 1500 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs
[mzen's solution](#)

2406.

10B

[Cinema Cashier](#) · [Tutorial](#)

Quality: 2,054 global accepts · Rating: 1500 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation
[mzen's solution](#)

2407.

1732D1

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

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, number theory
[mzen's solution](#)

2408.

1753A2

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

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

2409.

1738C

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

Quality: 12,773 global accepts · Rating: 1500 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math
[mzen's solution](#)

2410.

1744E1

[Divisible Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 12,650 global accepts · Rating: 1500 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[mzen's solution](#)

2411.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,014 global accepts · Rating: 1500 · first AC: 2022-10-13 · last AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive

algorithms, greedy, strings

[mzen's solution](#)

2412.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[mzen's solution](#)

2413.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,223 global accepts · Rating: 1500 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: hashing, implementation

[mzen's solution](#)

2414.

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[mzen's solution](#)

2415.

1070H

[BerOS File Suggestion](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[mzen's solution](#)

2416.

1301B

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

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, ternary search

[mzen's solution](#)

2417.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,747 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[mzen's solution](#)

2418.

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

[mzen's solution](#)

2419.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy

[mzen's solution](#)

2420.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,444 global accepts · Rating: 1500 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[mzen's solution](#)

2421.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,156 global accepts · Rating: 1500 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and

similar, greedy, trees

[mzen's solution](#)

2422.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,859 global accepts · Rating: 1500 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[mzen's solution](#)

2423.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1500 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[mzen's solution](#)

2424.

1366C

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

Quality: 14,260 global accepts · Rating: 1500 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[mzen's solution](#)

2425.

1196D1

[RGB Substring \(easy version\)](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2022-08-14 · GNU C11 (first AC) · Tags: implementation

[mzen's solution](#)

2426.

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2022-08-14 · GNU C11 (first AC) · Tags: implementation

[mzen's solution](#)

2427.

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2019-11-10 · last AC: 2022-08-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[mzen's solution](#)

2428.

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,080 global accepts · Rating: 1500 · first AC: 2022-08-10 · GNU C11 (first AC) · Tags: brute force, implementation

[mzen's solution](#)

2429.

1005D

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

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2022-08-07 · GNU C11 (first AC) · Tags: dp, greedy, number theory

[mzen's solution](#)

2430.

977E

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

Quality: 25,615 global accepts · Rating: 1500 · first AC: 2022-08-05 · GNU C11 (first AC) · Tags: dfs and similar, dsu, graphs

[mzen's solution](#)

2431.

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2022-08-03 · GNU C11 (first AC) · Tags: binary search, data structures, implementation

[mzen's solution](#)

2432.

978D

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

Quality: 9,955 global accepts · Rating: 1500 · first AC: 2022-08-03 · GNU C11 (first AC) · Tags: brute force, implementation, math
[mzen's solution](#)

2433.

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2022-07-30 · GNU C11 (first AC) · Tags: greedy, sortings
[mzen's solution](#)

2434.

1272D

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

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2022-07-29 · GNU C11 (first AC) · Tags: brute force, dp
[mzen's solution](#)

2435.

1283C

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

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2022-07-28 · GNU C11 (first AC) · Tags: constructive algorithms, data structures, math
[mzen's solution](#)

2436.

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,096 global accepts · Rating: 1500 · first AC: 2022-07-26 · GNU C11 (first AC) · Tags: greedy, sortings
[mzen's solution](#)

2437.

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,724 global accepts · Rating: 1500 · first AC: 2022-07-26 · GNU C11 (first AC) · Tags: data structures, implementation
[mzen's solution](#)

2438.

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math
[mzen's solution](#)

2439.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,015 global accepts · Rating: 1500 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, two pointers
[mzen's solution](#)

2440.

1372C

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

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[mzen's solution](#)

2441.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, number theory
[mzen's solution](#)

2442.

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[mzen's solution](#)

2443.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,564 global accepts · Rating: 1500 · first AC: 2022-06-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, two pointers
[mzen's solution](#)

2444.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2022-06-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation
[mzen's solution](#)

2445.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,131 global accepts · Rating: 1500 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, shortest paths
[mzen's solution](#)

2446.

1391C

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

Quality: 16,027 global accepts · Rating: 1500 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, math
[mzen's solution](#)

2447.

1690E

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

Quality: 16,988 global accepts · Rating: 1500 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers
[mzen's solution](#)

2448.

1400C

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

Quality: 18,504 global accepts · Rating: 1500 · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy
[mzen's solution](#)

2449.

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1500 · first AC: 2022-06-03 · GNU C11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[mzen's solution](#)

2450.

1419D2

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

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers
[mzen's solution](#)

2451.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[mzen's solution](#)

2452.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,668 global accepts · Rating: 1500 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics

[mzen's solution](#)

2453.

1426D

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

Quality: 17,600 global accepts · Rating: 1500 · first AC: 2022-05-25 · GNU C11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[mzen's solution](#)

2454.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[mzen's solution](#)

2455.

1676H2

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

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2022-05-10 · GNU C11 (first AC) · Tags: data structures, divide and conquer, sortings

[mzen's solution](#)

2456.

1462E1

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

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2022-05-09 · GNU C11 (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[mzen's solution](#)

2457.

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,086 global accepts · Rating: 1500 · first AC: 2022-05-05 · GNU C11 (first AC) · Tags: dsu, greedy, strings

[mzen's solution](#)

2458.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,009 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[mzen's solution](#)

2459.

1487D

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

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, number theory

[mzen's solution](#)

2460.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[mzen's solution](#)

2461.

1486B

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

Quality: 20,480 global accepts · Rating: 1500 · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[mzen's solution](#)

2462.

1490F

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

Quality: 18,382 global accepts · Rating: 1500 · first AC: 2022-04-23 · GNU C11 (first AC) · Tags: binary search, data structures, greedy, math, sortings

[mzen's solution](#)

2463.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[mzen's solution](#)

2464.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,055 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[mzen's solution](#)

2465.

1499C

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

Quality: 13,419 global accepts · Rating: 1500 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math

[mzen's solution](#)

2466.

1506E

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

Quality: 14,194 global accepts · Rating: 1500 · first AC: 2022-04-14 · last AC: 2022-04-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[mzen's solution](#)

2467.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,534 global accepts · Rating: 1500 · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[mzen's solution](#)

2468.

1526C1

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

Quality: 27,189 global accepts · Rating: 1500 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy

[mzen's solution](#)

2469.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 1500 · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, hashing, number theory

[mzen's solution](#)

2470.

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2022-03-25 · GNU C11 (first AC) · Tags: binary search, dp, math, number theory

[mzen's solution](#)

2471.

1542B

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

Quality: 26,537 global accepts · Rating: 1500 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[mzen's solution](#)

2472.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1500 · first AC: 2022-03-19 · GNU C11 (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[mzen's solution](#)

2473.

1611D

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

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2022-03-13 · GNU C11 (first AC) · Tags: constructive algorithms, trees

[mzen's solution](#)

2474.

1614C

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

Quality: 11,313 global accepts · Rating: 1500 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[mzen's solution](#)

2475.

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,583 global accepts · Rating: 1500 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[mzen's solution](#)

2476.

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,514 global accepts · Rating: 1500 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[mzen's solution](#)

2477.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[mzen's solution](#)

2478.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[mzen's solution](#)

2479.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[mzen's solution](#)

2480.

1551C

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

Quality: 14,541 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, strings

[mzen's solution](#)

2481.

1408C

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

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[mzen's solution](#)

2482.

1416A

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

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures,

implementation, two pointers

[mzen's solution](#)

2483.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[mzen's solution](#)

2484.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[mzen's solution](#)

2485.

1264A

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

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[mzen's solution](#)

2486.

1243C

[Tile Painting](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[mzen's solution](#)

2487.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-06 · last AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[mzen's solution](#)

2488.

282B

[Painting Eggs](#) · [Tutorial](#)

Quality: 13,971 global accepts · Rating: 1500 · first AC: 2019-11-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[mzen's solution](#)

2489.

417A

[Elimination](#) · [Tutorial](#)

Quality: 3,409 global accepts · Rating: 1500 · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[mzen's solution](#)

2490.

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[mzen's solution](#)

2491.

771A

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

Quality: 17,730 global accepts · Rating: 1500 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[mzen's solution](#)

2492.

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,936 global accepts · Rating: 1500 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[mzen's solution](#)

2493.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices

[mzen's solution](#)

2494.

599B

[Spongebob and Joke](#) · [Tutorial](#)

Quality: 4,578 global accepts · Rating: 1500 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[mzen's solution](#)

2495.

608B

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

Quality: 7,462 global accepts · Rating: 1500 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, strings

[mzen's solution](#)

2496.

812C

[Sagheer and Nubian Market](#) · [Tutorial](#)

Quality: 17,499 global accepts · Rating: 1500 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[mzen's solution](#)

2497.

1250L

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

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

[mzen's solution](#)

2498.

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,290 global accepts · Rating: 1500 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[mzen's solution](#)

2499.

1249C2

[Good Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 13,535 global accepts · Rating: 1500 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle

[mzen's solution](#)

2500.

677C

[Vanya and Label](#) · [Tutorial](#)

Quality: 6,956 global accepts · Rating: 1500 · first AC: 2019-10-16 · PyPy 3 (first AC) · Tags: bitmasks, combinatorics, implementation, strings

[mzen's solution](#)

2501.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,485 global accepts · Rating: 1500 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[mzen's solution](#)

2502.

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[mzen's solution](#)

2503.

204B

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

Quality: 5,909 global accepts · Rating: 1500 · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[mzen's solution](#)

2504.

204A

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

Quality: 6,590 global accepts · Rating: 1500 · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp
[mzen's solution](#)

2505.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[mzen's solution](#)

2506.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers
[mzen's solution](#)

2507.

1178D

[Prime Graph](#) · [Tutorial](#)

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

2508.

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,199 global accepts · Rating: 1500 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory
[mzen's solution](#)

2509.

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-06-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[mzen's solution](#)

2510.

1179A

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

Quality: 11,796 global accepts · Rating: 1500 · first AC: 2019-06-21 · GNU C++11 (first AC) · Tags: data structures, implementation
[mzen's solution](#)

2511.

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,609 global accepts · Rating: 1500 · first AC: 2019-06-16 · GNU C++11 (first AC) · Tags: greedy, implementation, strings
[mzen's solution](#)

2512.

1163B1

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

Quality: 7,330 global accepts · Rating: 1500 · first AC: 2019-06-06 · GNU C++11 (first AC) · Tags: data structures, implementation
[mzen's solution](#)

2513.

1166C

[A Tale of Two Lands](#) · [Tutorial](#)

Quality: 11,033 global accepts · Rating: 1500 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: binary search, sortings, two pointers
[mzen's solution](#)

2514.

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2019-06-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[mzen's solution](#)

2515.

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,732 global accepts · Rating: 1500 · first AC: 2019-05-26 · GNU C++11 (first AC) · Tags: graphs, implementation
[mzen's solution](#)

2516.

1136C

[Nastya Is Transposing Matrices](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1500 · first AC: 2019-04-26 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings
[mzen's solution](#)

2517.

1102D

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

Quality: 8,562 global accepts · Rating: 1500 · first AC: 2019-04-23 · GNU C++11 (first AC) · Tags: greedy, strings
[mzen's solution](#)

2518.

1133D

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

Quality: 16,449 global accepts · Rating: 1500 · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: hashing, math, number theory
[mzen's solution](#)

2519.

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,289 global accepts · Rating: 1500 · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: math
[mzen's solution](#)

2520.

1141D

[Colored Boots](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1500 · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: greedy, implementation
[mzen's solution](#)

2521.

1154D

[Walking Robot](#) · [Tutorial](#)

Quality: 10,546 global accepts · Rating: 1500 · first AC: 2019-04-21 · GNU C++11 (first AC) · Tags: greedy
[mzen's solution](#)

2522.

1066B

[Heaters](#) · [Tutorial](#)

Quality: 9,380 global accepts · Rating: 1500 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: greedy, two pointers
[mzen's solution](#)

2523.

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,397 global accepts · Rating: 1500 · first AC: 2018-10-11 · GNU C++11 (first AC) · Tags: implementation, math
[mzen's solution](#)

2524.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,886 global accepts · Rating: 1500 · first AC: 2018-10-06 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers
[mzen's solution](#)

2525.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,631 global accepts · Rating: 1500 · first AC: 2018-10-06 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation,

math

[mzen's solution](#)

2526.

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2018-10-06 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[mzen's solution](#)

2527.

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2018-09-27 · GNU C++11 (first AC) · Tags: greedy

[mzen's solution](#)

2528.

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,637 global accepts · Rating: 1500 · first AC: 2018-09-26 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[mzen's solution](#)

2529.

990C

[Bracket Sequences Concatenation Problem](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2018-09-25 · GNU C++11 (first AC) · Tags: implementation

[mzen's solution](#)

2530.

1000B

[Light It Up](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 1500 · first AC: 2018-09-24 · GNU C++11 (first AC) · Tags: greedy

[mzen's solution](#)

2531.

1051C

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

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2018-09-24 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, math

[mzen's solution](#)

2532.

875B

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

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2018-04-21 · GNU C++11 (first AC) · Tags: dsu, implementation, sortings, two pointers

[mzen's solution](#)

2533.

958F1

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

Quality: 1,816 global accepts · Rating: 1500 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: implementation

[mzen's solution](#)

2534.

821C

[Okabe and Boxes](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1500 · first AC: 2018-02-21 · GNU C++11 (first AC) · Tags: data structures, greedy, trees

[mzen's solution](#)

2535.

908C

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

Quality: 7,202 global accepts · Rating: 1500 · first AC: 2018-02-09 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation, math

[mzen's solution](#)

2536.

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: constructive algorithms, trees

[mzen's solution](#)

2537.

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2017-10-27 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, math
[mzen's solution](#)

2538.

883E

[Field of Wonders](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 1500 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: implementation, strings
[mzen's solution](#)

2539.

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2017-10-12 · GNU C++11 (first AC) · Tags: dp, implementation
[mzen's solution](#)

2540.

864D

[Make a Permutation!](#) · [Tutorial](#)

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[mzen's solution](#)

2541.

864C

[Bus](#) · [Tutorial](#)

Quality: 6,232 global accepts · Rating: 1500 · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[mzen's solution](#)

2542.

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1500 · first AC: 2017-09-21 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings
[mzen's solution](#)

2543.

847A

[Union of Doubly Linked Lists](#) · [Tutorial](#)

Quality: 3,875 global accepts · Rating: 1500 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: implementation
[mzen's solution](#)

2544.

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1500 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: dp, games
[mzen's solution](#)

2545.

853A

[Planning](#) · [Tutorial](#)

Quality: 6,190 global accepts · Rating: 1500 · first AC: 2017-09-07 · GNU C++11 (first AC) · Tags: greedy
[mzen's solution](#)

2546.

846A

[Curriculum Vitae](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: brute force, implementation
[mzen's solution](#)

2547.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,734 global accepts · Rating: 1500 · first AC: 2017-08-21 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[mzen's solution](#)

2548.

837C

[Two Seals](#) · [Tutorial](#)

Quality: 4,561 global accepts · Rating: 1500 · first AC: 2017-08-03 · GNU C++11 (first AC) · Tags: brute force, implementation

[mzen's solution](#)

2549.

825D

[Suitable Replacement](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1500 · first AC: 2017-07-16 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation

[mzen's solution](#)

2550.

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,668 global accepts · Rating: 1500 · first AC: 2017-06-21 · GNU C++11 (first AC) · Tags: combinatorics

[mzen's solution](#)

2551.

587A

[Duff and Weight Lifting](#) · [Tutorial](#)

Quality: 8,326 global accepts · Rating: 1500 · first AC: 2017-06-18 · GNU C++11 (first AC) · Tags: greedy

[mzen's solution](#)

2552.

817B

[Makes And The Product](#) · [Tutorial](#)

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2017-06-16 · GNU C++11 (first AC) · Tags: combinatorics, implementation, math, sortings

[mzen's solution](#)

2553.

707C

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

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2017-05-29 · GNU C++11 (first AC) · Tags: math, number theory

[mzen's solution](#)

2554.

810C

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

Rating: 1500 · first AC: 2017-05-24 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[mzen's solution](#)

2555.

795D

[Lie or Truth](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-04-07 · GNU C++11 (first AC) · Tags: *special, implementation, sortings

[mzen's solution](#)

2556.

761C

[Dasha and Password](#) · [Tutorial](#)

Quality: 6,037 global accepts · Rating: 1500 · first AC: 2017-02-05 · GNU C++ (first AC) · Tags: brute force, dp, implementation

[mzen's solution](#)

2557.

752B

[Santa Claus and Keyboard Check](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-12-25 · GNU C++ (first AC) · Tags: greedy, implementation, strings

[mzen's solution](#)

2558.

749C

[Voting](#) · [Tutorial](#)

Quality: 6,255 global accepts · Rating: 1500 · first AC: 2016-12-19 · GNU C++ (first AC) · Tags: greedy, implementation, two pointers

[mzen's solution](#)

2559.

746D

[Green and Black Tea](#) · [Tutorial](#)

Quality: 5,367 global accepts · Rating: 1500 · first AC: 2016-12-18 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math
[mzen's solution](#)

2560.

745C

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

Rating: 1500 · first AC: 2016-12-17 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[mzen's solution](#)

2561.

743C

[Vladik and fractions](#) · [Tutorial](#)

Quality: 13,402 global accepts · Rating: 1500 · first AC: 2016-12-15 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, math, number theory
[mzen's solution](#)

2562.

742B

[Arpa's obvious problem and Mehrdad's terrible solution](#) · [Tutorial](#)

Quality: 10,060 global accepts · Rating: 1500 · first AC: 2016-12-07 · GNU C++ (first AC) · Tags: brute force, math, number theory
[mzen's solution](#)

2563.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,983 global accepts · Rating: 1600 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory
[mzen's solution](#)

2564.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, number theory
[mzen's solution](#)

2565.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,163 global accepts · Rating: 1600 · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, sortings
[mzen's solution](#)

2566.

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,456 global accepts · Rating: 1600 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[mzen's solution](#)

2567.

2184D

[Unfair Game](#) · [Tutorial](#)

Quality: 9,498 global accepts · Rating: 1600 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[mzen's solution](#)

2568.

2182D

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

Quality: 8,948 global accepts · Rating: 1600 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math
[mzen's solution](#)

2569.

46C

[Hamsters and Tigers](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 1600 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: two pointers
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2570.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
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2571.

1336A

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Quality: 24,664 global accepts · Rating: 1600 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
[mzen's solution](#)

2572.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,049 global accepts · Rating: 1600 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar
[mzen's solution](#)

2573.

2171F

[Rae Taylor and Trees \(hard version\)](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1600 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees
[mzen's solution](#)

2574.

272D

[Dima and Two Sequences](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 1600 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, sortings
[mzen's solution](#)

2575.

36B

[Fractal](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 1600 · first AC: 2025-11-03 · last AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[mzen's solution](#)

2576.

2162E

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

Quality: 9,334 global accepts · Rating: 1600 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, schedules
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2577.

1526C2

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

Quality: 29,730 global accepts · Rating: 1600 · first AC: 2022-03-29 · last AC: 2025-09-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[mzen's solution](#)

2578.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,775 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, trees
[mzen's solution](#)

2579.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,500 global accepts · Rating: 1600 · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force
[mzen's solution](#)

2580.

28A

[Bender Problem](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 1600 · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[mzen's solution](#)

2581.

28B

[pSort](#) · [Tutorial](#)

Quality: 5,517 global accepts · Rating: 1600 · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs
[mzen's solution](#)

2582.

34D

[Road Map](#) · [Tutorial](#)

Quality: 6,488 global accepts · Rating: 1600 · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs
[mzen's solution](#)

2583.

231D

[Magic Box](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 1600 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, geometry
[mzen's solution](#)

2584.

231C

[To Add or Not to Add](#) · [Tutorial](#)

Quality: 9,699 global accepts · Rating: 1600 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers
[mzen's solution](#)

2585.

71C

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Quality: 7,329 global accepts · Rating: 1600 · first AC: 2025-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory
[mzen's solution](#)

2586.

59C

[Title](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 1600 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: expression parsing
[mzen's solution](#)

2587.

2065E

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

Quality: 11,972 global accepts · Rating: 1600 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings
[mzen's solution](#)

2588.

32D

[Constellation](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 1600 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[mzen's solution](#)

2589.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,539 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive

algorithms, graph matchings, greedy, math, sortings

[mzen's solution](#)

2590.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,388 global accepts · Rating: 1600 · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[mzen's solution](#)

2591.

2063C

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

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[mzen's solution](#)

2592.

40B

[Repaintings](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 1600 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[mzen's solution](#)

2593.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,956 global accepts · Rating: 1600 · first AC: 2024-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[mzen's solution](#)

2594.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,211 global accepts · Rating: 1600 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[mzen's solution](#)

2595.

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,932 global accepts · Rating: 1600 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[mzen's solution](#)

2596.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1600 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory

[mzen's solution](#)

2597.

2037E

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Quality: 7,372 global accepts · Rating: 1600 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, interactive, two pointers

[mzen's solution](#)

2598.

2028C

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

Quality: 9,979 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[mzen's solution](#)

2599.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,793 global accepts · Rating: 1600 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, number

theory

[mzen's solution](#)

2600.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,521 global accepts · Rating: 1600 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[mzen's solution](#)

2601.

2036E

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

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[mzen's solution](#)

2602.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[mzen's solution](#)

2603.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math

[mzen's solution](#)

2604.

1840E

[Character Blocking](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1600 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation

[mzen's solution](#)

2605.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,408 global accepts · Rating: 1600 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[mzen's solution](#)

2606.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,127 global accepts · Rating: 1600 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, math

[mzen's solution](#)

2607.

1822E

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

Quality: 12,356 global accepts · Rating: 1600 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, strings

[mzen's solution](#)

2608.

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1600 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[mzen's solution](#)

2609.

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,620 global accepts · Rating: 1600 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[mzen's solution](#)

2610.

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[mzen's solution](#)

2611.

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1600 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[mzen's solution](#)

2612.

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,467 global accepts · Rating: 1600 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[mzen's solution](#)

2613.

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,004 global accepts · Rating: 1600 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[mzen's solution](#)

2614.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,717 global accepts · Rating: 1600 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[mzen's solution](#)

2615.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,419 global accepts · Rating: 1600 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[mzen's solution](#)

2616.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,629 global accepts · Rating: 1600 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[mzen's solution](#)

2617.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,412 global accepts · Rating: 1600 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, math

[mzen's solution](#)

2618.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,254 global accepts · Rating: 1600 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[mzen's solution](#)

2619.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,536 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[mzen's solution](#)

2620.

1968E

[Cells Arrangement](#) · [Tutorial](#)

Quality: 12,638 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[mzen's solution](#)

2621.

1886C

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

Quality: 16,597 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[mzen's solution](#)

2622.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,108 global accepts · Rating: 1600 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[mzen's solution](#)

2623.

1861C

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

Quality: 12,313 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

[mzen's solution](#)

2624.

1849C

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

Quality: 12,531 global accepts · Rating: 1600 · first AC: 2023-07-27 · Go (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[mzen's solution](#)

2625.

1843E

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

Quality: 17,806 global accepts · Rating: 1600 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[mzen's solution](#)

2626.

1766D

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Quality: 10,547 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[mzen's solution](#)

2627.

23B

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Quality: 3,861 global accepts · Rating: 1600 · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math

[mzen's solution](#)

2628.

1748C

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

Quality: 13,006 global accepts · Rating: 1600 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[mzen's solution](#)

2629.

319A

[Malek Dance Club](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1600 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[mzen's solution](#)

2630.

11B

[Jumping Jack](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1600 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: math

[mzen's solution](#)

2631.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,274 global accepts · Rating: 1600 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[mzen's solution](#)

2632.

1303C

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Quality: 12,859 global accepts · Rating: 1600 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, implementation

[mzen's solution](#)

2633.

1753B

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

[mzen's solution](#)

2634.

7B

[Memory Manager](#) · [Tutorial](#)

Quality: 2,957 global accepts · Rating: 1600 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[mzen's solution](#)

2635.

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,795 global accepts · Rating: 1600 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: dp

[mzen's solution](#)

2636.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,313 global accepts · Rating: 1600 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[mzen's solution](#)

2637.

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,842 global accepts · Rating: 1600 · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings

[mzen's solution](#)

2638.

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

[mzen's solution](#)

2639.

322B

[Ciel and Flowers](#) · [Tutorial](#)

Quality: 13,197 global accepts · Rating: 1600 · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[mzen's solution](#)

2640.

1395C

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

Quality: 15,209 global accepts · Rating: 1600 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
[mzen's solution](#)

2641.

753B

[Interactive Bulls and Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,440 global accepts · Rating: 1600 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation
[mzen's solution](#)

2642.

910B

[Door Frames](#) · [Tutorial](#)

Quality: 1,873 global accepts · Rating: 1600 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[mzen's solution](#)

2643.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[mzen's solution](#)

2644.

1722E

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

Quality: 13,367 global accepts · Rating: 1600 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation
[mzen's solution](#)

2645.

1334C

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

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[mzen's solution](#)

2646.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[mzen's solution](#)

2647.

1348C

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

Quality: 15,483 global accepts · Rating: 1600 · first AC: 2022-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[mzen's solution](#)

2648.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: math
[mzen's solution](#)

2649.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,076 global accepts · Rating: 1600 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: games, trees
[mzen's solution](#)

2650.

1364C

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

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms,

greedy

[mzen's solution](#)

2651.

1196D2

[RGB Substring \(hard version\)](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2022-08-14 · GNU C11 (first AC) · Tags: data structures, dp, implementation, two pointers

[mzen's solution](#)

2652.

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,198 global accepts · Rating: 1600 · first AC: 2022-08-10 · GNU C11 (first AC) · Tags: brute force, math, sortings

[mzen's solution](#)

2653.

1003D

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

Quality: 8,560 global accepts · Rating: 1600 · first AC: 2022-08-09 · GNU C11 (first AC) · Tags: greedy

[mzen's solution](#)

2654.

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2022-08-08 · GNU C11 (first AC) · Tags: dfs and similar, graphs, trees

[mzen's solution](#)

2655.

1714D

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

Quality: 10,323 global accepts · Rating: 1600 · first AC: 2022-08-01 · GNU C11 (first AC) · Tags: brute force, data structures, dp, greedy, strings

[mzen's solution](#)

2656.

1203D1

[Remove the Substring \(easy version\)](#) · [Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2022-07-30 · GNU C11 (first AC) · Tags: greedy, implementation

[mzen's solution](#)

2657.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2022-07-27 · GNU C11 (first AC) · Tags: data structures, greedy, implementation, math

[mzen's solution](#)

2658.

1352G

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

Quality: 24,799 global accepts · Rating: 1600 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[mzen's solution](#)

2659.

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, sortings

[mzen's solution](#)

2660.

1703G

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

Quality: 12,744 global accepts · Rating: 1600 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[mzen's solution](#)

2661.

1702E

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

Quality: 17,844 global accepts · Rating: 1600 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs
[mzen's solution](#)

2662.

1243B2

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

Quality: 7,307 global accepts · Rating: 1600 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: strings
[mzen's solution](#)

2663.

1373D

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

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, greedy, implementation
[mzen's solution](#)

2664.

1698D

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

Quality: 12,084 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive
[mzen's solution](#)

2665.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[mzen's solution](#)

2666.

1374E1

[Reading Books \(easy version\)](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[mzen's solution](#)

2667.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,348 global accepts · Rating: 1600 · first AC: 2022-06-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy
[mzen's solution](#)

2668.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,474 global accepts · Rating: 1600 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees
[mzen's solution](#)

2669.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,600 global accepts · Rating: 1600 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math
[mzen's solution](#)

2670.

1437D

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

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths, trees
[mzen's solution](#)

2671.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[mzen's solution](#)

2672.

1455D

[Sequence and Swaps](#) · [Tutorial](#)

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2022-05-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings
[mzen's solution](#)

2673.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, strings, two pointers
[mzen's solution](#)

2674.

1461D

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

Quality: 10,284 global accepts · Rating: 1600 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings
[mzen's solution](#)

2675.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, two pointers
[mzen's solution](#)

2676.

1475E

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

Quality: 17,669 global accepts · Rating: 1600 · first AC: 2022-04-29 · GNU C11 (first AC) · Tags: combinatorics, math, sortings
[mzen's solution](#)

2677.

1476C

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

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy
[mzen's solution](#)

2678.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,400 global accepts · Rating: 1600 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[mzen's solution](#)

2679.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive
[mzen's solution](#)

2680.

1671D

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

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[mzen's solution](#)

2681.

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[mzen's solution](#)

2682.

1498C

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

Quality: 12,119 global accepts · Rating: 1600 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp
[mzen's solution](#)

2683.

1512E

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

Quality: 11,383 global accepts · Rating: 1600 · first AC: 2022-04-12 · GNU C11 (first AC) · Tags: brute force, greedy, math
[mzen's solution](#)

2684.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices
[mzen's solution](#)

2685.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, trees
[mzen's solution](#)

2686.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,451 global accepts · Rating: 1600 · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings
[mzen's solution](#)

2687.

1514C

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

Quality: 18,286 global accepts · Rating: 1600 · first AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory
[mzen's solution](#)

2688.

1519D

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

Quality: 17,631 global accepts · Rating: 1600 · first AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, two pointers
[mzen's solution](#)

2689.

1520F1

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

Quality: 14,392 global accepts · Rating: 1600 · first AC: 2022-04-03 · GNU C11 (first AC) · Tags: binary search, interactive
[mzen's solution](#)

2690.

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-03-31 · GNU C11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[mzen's solution](#)

2691.

1660D

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

Quality: 11,497 global accepts · Rating: 1600 · first AC: 2022-03-31 · GNU C11 (first AC) · Tags: brute force, implementation, math, two pointers
[mzen's solution](#)

2692.

1527C

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

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: hashing, implementation, math
[mzen's solution](#)

2693.

1537E1

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

Quality: 16,312 global accepts · Rating: 1600 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers
[mzen's solution](#)

2694.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,723 global accepts · Rating: 1600 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers
[mzen's solution](#)

2695.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,182 global accepts · Rating: 1600 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[mzen's solution](#)

2696.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,695 global accepts · Rating: 1600 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[mzen's solution](#)

2697.

1593E

[Gardener and Tree](#) · [Tutorial](#)

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2022-03-15 · GNU C11 (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees
[mzen's solution](#)

2698.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,263 global accepts · Rating: 1600 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[mzen's solution](#)

2699.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,540 global accepts · Rating: 1600 · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, sortings
[mzen's solution](#)

2700.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2022-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy
[mzen's solution](#)

2701.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,072 global accepts · Rating: 1600 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math
[mzen's solution](#)

2702.

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[mzen's solution](#)

2703.

1582D

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

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[mzen's solution](#)

2704.

1567C

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

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

[mzen's solution](#)

2705.

1555D

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

Quality: 15,468 global accepts · Rating: 1600 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[mzen's solution](#)

2706.

1423K

[Lonely Numbers](#) · [Tutorial](#)

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

[mzen's solution](#)

2707.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[mzen's solution](#)

2708.

979C

[Kuro and Walking Route](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[mzen's solution](#)

2709.

380A

[Sereja and Prefixes](#) · [Tutorial](#)

Quality: 2,910 global accepts · Rating: 1600 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force

[mzen's solution](#)

2710.

830B

[Cards Sorting](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 1600 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[mzen's solution](#)

2711.

615B

[Longtail Hedgehog](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 1600 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[mzen's solution](#)

2712.

777C

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Quality: 6,818 global accepts · Rating: 1600 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[mzen's solution](#)

2713.

606C

[Sorting Railway Cars](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[mzen's solution](#)

2714.

606B

[Testing Robots](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 1600 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[mzen's solution](#)

2715.

604C

[Alternative Thinking](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[mzen's solution](#)

2716.

599C

[Day at the Beach](#) · [Tutorial](#)

Quality: 5,076 global accepts · Rating: 1600 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[mzen's solution](#)

2717.

602C

[The Two Routes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[mzen's solution](#)

2718.

608C

[Chain Reaction](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[mzen's solution](#)

2719.

812B

[Sagheer, the Hausmeister](#) · [Tutorial](#)

Quality: 5,522 global accepts · Rating: 1600 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[mzen's solution](#)

2720.

637D

[Running with Obstacles](#) · [Tutorial](#)

Quality: 2,126 global accepts · Rating: 1600 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dp, greedy

[mzen's solution](#)

2721.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[mzen's solution](#)

2722.

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[mzen's solution](#)

2723.

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,336 global accepts · Rating: 1600 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[mzen's solution](#)

2724.

154B

[Colliders](#) · [Tutorial](#)

Quality: 6,125 global accepts · Rating: 1600 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[mzen's solution](#)

2725.

154A

[Homework](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 1600 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[mzen's solution](#)

2726.

1238C

[Standard Free2play](#) · [Tutorial](#)

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[mzen's solution](#)

2727.

1240A

[Save the Nature](#) · [Tutorial](#)

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

2728.

568A

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

Quality: 5,401 global accepts · Rating: 1600 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory
[mzen's solution](#)

2729.

1234D

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Quality: 18,587 global accepts · Rating: 1600 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures
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2730.

1096C

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Quality: 7,239 global accepts · Rating: 1600 · first AC: 2019-09-30 · PyPy 3 (first AC) · Tags: brute force, geometry
[mzen's solution](#)

2731.

1217B

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Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-09-05 · GNU C++11 (first AC) · Tags: greedy, math
[mzen's solution](#)

2732.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,988 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings
[mzen's solution](#)

2733.

1198A

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

[mzen's solution](#)

2734.

1184C1

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

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

[mzen's solution](#)

2735.

1184D1

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

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

[mzen's solution](#)

2736.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: trees

[mzen's solution](#)

2737.

1140C

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Quality: 10,400 global accepts · Rating: 1600 · first AC: 2019-06-09 · GNU C++11 (first AC) · Tags: brute force, data structures, sortings

[mzen's solution](#)

2738.

1015D

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

Quality: 8,961 global accepts · Rating: 1600 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[mzen's solution](#)

2739.

1163B2

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

Quality: 7,646 global accepts · Rating: 1600 · first AC: 2019-06-06 · GNU C++11 (first AC) · Tags: data structures, implementation

[mzen's solution](#)

2740.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy

[mzen's solution](#)

2741.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,431 global accepts · Rating: 1600 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: data structures, expression parsing, implementation

[mzen's solution](#)

2742.

1165E

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

Quality: 10,017 global accepts · Rating: 1600 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[mzen's solution](#)

2743.

1165D

[Almost All Divisors](#) · [Tutorial](#)

Quality: 19,718 global accepts · Rating: 1600 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: math, number theory

[mzen's solution](#)

2744.

1029C

[Maximal Intersection](#) · [Tutorial](#)

Quality: 8,274 global accepts · Rating: 1600 · first AC: 2019-04-26 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[mzen's solution](#)

2745.

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2019-04-25 · GNU C++11 (first AC) · Tags: binary search, sortings

[mzen's solution](#)

2746.

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[mzen's solution](#)

2747.

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,837 global accepts · Rating: 1600 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[mzen's solution](#)

2748.

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: implementation

[mzen's solution](#)

2749.

1133F1

[Spanning Tree with Maximum Degree](#) · [Tutorial](#)

Quality: 8,778 global accepts · Rating: 1600 · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: graphs

[mzen's solution](#)

2750.

1071A

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-21 · GNU C++11 (first AC) · Tags: greedy

[mzen's solution](#)

2751.

1059C

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

Quality: 7,533 global accepts · Rating: 1600 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[mzen's solution](#)

2752.

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,291 global accepts · Rating: 1600 · first AC: 2018-10-15 · GNU C++11 (first AC) · Tags: greedy

[mzen's solution](#)

2753.

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2018-10-12 · GNU C++11 (first AC) · Tags: implementation, strings

[mzen's solution](#)

2754.

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,375 global accepts · Rating: 1600 · first AC: 2018-10-11 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[mzen's solution](#)

2755.

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,720 global accepts · Rating: 1600 · first AC: 2018-10-11 · GNU C++11 (first AC) · Tags: dfs and similar

[mzen's solution](#)

2756.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,752 global accepts · Rating: 1600 · first AC: 2018-10-08 · GNU C++11 (first AC) · Tags: binary search, dp, two pointers

[mzen's solution](#)

2757.

665A

[Buses Between Cities](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 1600 · first AC: 2018-10-08 · GNU C++11 (first AC) · Tags: implementation

[mzen's solution](#)

2758.

678C

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

Quality: 11,046 global accepts · Rating: 1600 · first AC: 2018-10-07 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[mzen's solution](#)

2759.

678B

[The Same Calendar](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2018-10-07 · GNU C++11 (first AC) · Tags: implementation

[mzen's solution](#)

2760.

691B

[s-palindrome](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1600 · first AC: 2018-10-07 · GNU C++11 (first AC) · Tags: implementation, strings

[mzen's solution](#)

2761.

818B

[Permutation Game](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1600 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: implementation

[mzen's solution](#)

2762.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[mzen's solution](#)

2763.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2018-09-26 · GNU C++11 (first AC) · Tags: data structures, implementation

[mzen's solution](#)

2764.

1027C

[Minimum Value Rectangle](#) · [Tutorial](#)

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2018-09-19 · GNU C++11 (first AC) · Tags: greedy

[mzen's solution](#)

2765.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,626 global accepts · Rating: 1600 · first AC: 2018-09-18 · GNU C++11 (first AC) · Tags: greedy, two pointers

[mzen's solution](#)

2766.

1036B

[Diagonal Walking v.2](#) · [Tutorial](#)

Quality: 5,965 global accepts · Rating: 1600 · first AC: 2018-09-18 · GNU C++11 (first AC) · Tags: math

[mzen's solution](#)

2767.

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,238 global accepts · Rating: 1600 · first AC: 2018-09-17 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[mzen's solution](#)

2768.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[mzen's solution](#)

2769.

966A

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

Rating: 1600 · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[mzen's solution](#)

2770.

958E1

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

Quality: 1,783 global accepts · Rating: 1600 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy, math

[mzen's solution](#)

2771.

954D

[Fight Against Traffic](#) · [Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2018-03-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[mzen's solution](#)

2772.

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,656 global accepts · Rating: 1600 · first AC: 2018-03-13 · GNU C++11 (first AC) · Tags: greedy

[mzen's solution](#)

2773.

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,109 global accepts · Rating: 1600 · first AC: 2018-02-21 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[mzen's solution](#)

2774.

939C

[Convenient For Everybody](#) · [Tutorial](#)

Quality: 4,925 global accepts · Rating: 1600 · first AC: 2018-02-21 · GNU C++11 (first AC) · Tags: binary search, two pointers

[mzen's solution](#)

2775.

935C

[Fifa and Fafa](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1600 · first AC: 2018-02-20 · GNU C++11 (first AC) · Tags: geometry

[mzen's solution](#)

2776.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,991 global accepts · Rating: 1600 · first AC: 2018-02-11 · last AC: 2018-02-11 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms

[mzen's solution](#)

2777.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-02-11 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy

[mzen's solution](#)

2778.

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,566 global accepts · Rating: 1600 · first AC: 2018-02-08 · GNU C++11 (first AC) · Tags: brute force, number theory

[mzen's solution](#)

2779.

898E

[Squares and not squares](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1600 · first AC: 2017-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[mzen's solution](#)

2780.

898D

[Alarm Clock](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1600 · first AC: 2017-12-17 · GNU C++11 (first AC) · Tags: greedy

[mzen's solution](#)

2781.

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,502 global accepts · Rating: 1600 · first AC: 2017-11-09 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[mzen's solution](#)

2782.

873C

[Strange Game On Matrix](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: 1600 · first AC: 2017-10-12 · GNU C++11 (first AC) · Tags: greedy, two pointers

[mzen's solution](#)

2783.

847B

[Preparing for Merge Sort](#) · [Tutorial](#)

Quality: 6,285 global accepts · Rating: 1600 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: binary search, data structures

[mzen's solution](#)

2784.

847H

[Load Testing](#) · [Tutorial](#)

Quality: 2,608 global accepts · Rating: 1600 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: greedy

[mzen's solution](#)

2785.

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2017-09-01 · GNU C++11 (first AC) · Tags: constructive algorithms

[mzen's solution](#)

2786.

845B

[Luba And The Ticket](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1600 · first AC: 2017-08-21 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[mzen's solution](#)

2787.

837B

[Flag of Berland](#) · [Tutorial](#)

Quality: 4,365 global accepts · Rating: 1600 · first AC: 2017-08-03 · GNU C++11 (first AC) · Tags: brute force, implementation

[mzen's solution](#)

2788.

832B

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,682 global accepts · Rating: 1600 · first AC: 2017-07-24 · GNU C++11 (first AC) · Tags: implementation, strings

[mzen's solution](#)

2789.

822C

[Hacker, pack your bags!](#) · [Tutorial](#)

Quality: 4,937 global accepts · Rating: 1600 · first AC: 2017-07-23 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, sortings

[mzen's solution](#)

2790.

825C

[Multi-judge Solving](#) · [Tutorial](#)

Quality: 4,886 global accepts · Rating: 1600 · first AC: 2017-07-17 · GNU C++11 (first AC) · Tags: greedy, implementation

[mzen's solution](#)

2791.

825B

[Five-In-a-Row](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1600 · first AC: 2017-07-17 · GNU C++11 (first AC) · Tags: brute force, implementation

[mzen's solution](#)

2792.

817C

[Really Big Numbers](#) · [Tutorial](#)

Quality: 8,485 global accepts · Rating: 1600 · first AC: 2017-06-16 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, math

[mzen's solution](#)

2793.

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2017-06-08 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[mzen's solution](#)

2794.

689B

[Mike and Shortcuts](#) · [Tutorial](#)

Quality: 6,611 global accepts · Rating: 1600 · first AC: 2017-05-31 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[mzen's solution](#)

2795.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,364 global accepts · Rating: 1600 · first AC: 2017-05-30 · GNU C++11 (first AC) · Tags: dp, strings

[mzen's solution](#)

2796.

795K

[Stepan and Vowels](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-04-05 · MS C# (first AC) · Tags: *special, implementation, strings

[mzen's solution](#)

2797.

782C

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[mzen's solution](#)

2798.

782B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, ternary search

[mzen's solution](#)

2799.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,973 global accepts · Rating: 1600 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar,

divide and conquer

[mzen's solution](#)

2800.

764C

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

Rating: 1600 · first AC: 2017-02-02 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation, trees

[mzen's solution](#)

2801.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · GNU C++ (first AC) · Tags: binary search, greedy, math

[mzen's solution](#)

2802.

746C

[Tram](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 1600 · first AC: 2016-12-18 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[mzen's solution](#)

2803.

742D

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-12-07 · GNU C++ (first AC) · Tags: dfs and similar, dp, dsu

[mzen's solution](#)

2804.

742C

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-12-07 · GNU C++ (first AC) · Tags: dfs and similar, math

[mzen's solution](#)

2805.

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,747 global accepts · Rating: 1600 · first AC: 2016-11-27 · GNU C++ (first AC) · Tags: math, number theory

[mzen's solution](#)

2806.

731C

[Socks](#) · [Tutorial](#)

Quality: 7,857 global accepts · Rating: 1600 · first AC: 2016-10-16 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[mzen's solution](#)

2807.

727B

[Bill Total Value](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 1600 · first AC: 2016-10-15 · GNU C++ (first AC) · Tags: expression parsing, implementation, strings

[mzen's solution](#)

2808.

716C

[Plus and Square Root](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-09-17 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory

[mzen's solution](#)

2809.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,473 global accepts · Rating: 1700 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[mzen's solution](#)

2810.

1694D

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

Rating: 1700 · first AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[mzen's solution](#)

2811.

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,009 global accepts · Rating: 1700 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, implementation

[mzen's solution](#)

2812.

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

[mzen's solution](#)

2813.

126B

[Password](#) · [Tutorial](#)

Quality: 24,766 global accepts · Rating: 1700 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[mzen's solution](#)

2814.

44H

[Phone Number](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1700 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[mzen's solution](#)

2815.

42B

[Game of chess unfinished](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 1700 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[mzen's solution](#)

2816.

327C

[Magic Five](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1700 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[mzen's solution](#)

2817.

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[mzen's solution](#)

2818.

66D

[Petya and His Friends](#) · [Tutorial](#)

Quality: 3,612 global accepts · Rating: 1700 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[mzen's solution](#)

2819.

35D

[Animals](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[mzen's solution](#)

2820.

35B

[Warehouse](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 1700 · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[mzen's solution](#)

2821.

31C

[Schedule](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 1700 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[mzen's solution](#)

2822.

29C

[Mail Stamps](#) · [Tutorial](#)

Quality: 6,479 global accepts · Rating: 1700 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, implementation
[mzen's solution](#)

2823.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,622 global accepts · Rating: 1700 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp
[mzen's solution](#)

2824.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,887 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
[mzen's solution](#)

2825.

65B

[Harry Potter and the History of Magic](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 1700 · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation
[mzen's solution](#)

2826.

339C

[Xenia and Weights](#) · [Tutorial](#)

Quality: 8,761 global accepts · Rating: 1700 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths
[mzen's solution](#)

2827.

339D

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

Quality: 32,548 global accepts · Rating: 1700 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees
[mzen's solution](#)

2828.

2065G

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

Quality: 6,282 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory
[mzen's solution](#)

2829.

2065F

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

Quality: 7,093 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees
[mzen's solution](#)

2830.

56C

[Corporation Mail](#) · [Tutorial](#)

Quality: 1,305 global accepts · Rating: 1700 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, expression parsing, implementation
[mzen's solution](#)

2831.

32C

[Flea](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 1700 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[mzen's solution](#)

2832.

30B

[Codeforces World Finals](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 1700 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[mzen's solution](#)

2833.

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[mzen's solution](#)

2834.

2044G1

[Medium Demon Problem \(easy version\)](#) · [Tutorial](#)

Quality: 7,316 global accepts · Rating: 1700 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees

[mzen's solution](#)

2835.

18B

[Platforms](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 1700 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[mzen's solution](#)

2836.

1985H1

[Maximize the Largest Component \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1700 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[mzen's solution](#)

2837.

2050F

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

Quality: 10,598 global accepts · Rating: 1700 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory

[mzen's solution](#)

2838.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,277 global accepts · Rating: 1700 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[mzen's solution](#)

2839.

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[mzen's solution](#)

2840.

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy

[mzen's solution](#)

2841.

1783C

[Yet Another Tournament](#) · [Tutorial](#)

Quality: 10,882 global accepts · Rating: 1700 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings
[mzen's solution](#)

2842.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,007 global accepts · Rating: 1700 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs
[mzen's solution](#)

2843.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,677 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers
[mzen's solution](#)

2844.

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees
[mzen's solution](#)

2845.

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,920 global accepts · Rating: 1700 · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy
[mzen's solution](#)

2846.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees
[mzen's solution](#)

2847.

2010C2

[Message Transmission Error \(hard version\)](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1700 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings, two pointers
[mzen's solution](#)

2848.

2027D1

[The Endspeaker \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers
[mzen's solution](#)

2849.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1700 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities
[mzen's solution](#)

2850.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, implementation
[mzen's solution](#)

2851.

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,136 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[mzen's solution](#)

2852.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,798 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[mzen's solution](#)

2853.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[mzen's solution](#)

2854.

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, shortest paths

[mzen's solution](#)

2855.

1822G1

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

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

[mzen's solution](#)

2856.

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[mzen's solution](#)

2857.

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,319 global accepts · Rating: 1700 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, implementation

[mzen's solution](#)

2858.

1982D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[mzen's solution](#)

2859.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[mzen's solution](#)

2860.

1132C

[Painting the Fence](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 1700 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[mzen's solution](#)

2861.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1700 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[mzen's solution](#)

2862.

1999G2

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

Quality: 11,027 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[mzen's solution](#)

2863.

2006A

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

Quality: 9,367 global accepts · Rating: 1700 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[mzen's solution](#)

2864.

1936A

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

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[mzen's solution](#)

2865.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,051 global accepts · Rating: 1700 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[mzen's solution](#)

2866.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,487 global accepts · Rating: 1700 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings

[mzen's solution](#)

2867.

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,862 global accepts · Rating: 1700 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[mzen's solution](#)

2868.

2009F

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

Quality: 8,488 global accepts · Rating: 1700 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, flows, math

[mzen's solution](#)

2869.

1969C

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

Quality: 11,495 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[mzen's solution](#)

2870.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,758 global accepts · Rating: 1700 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[mzen's solution](#)

2871.

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[mzen's solution](#)

2872.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,303 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[mzen's solution](#)

2873.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,486 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[mzen's solution](#)

2874.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2023-07-27 · Go (first AC) · Tags: constructive algorithms, greedy, two pointers

[mzen's solution](#)

2875.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-21 · Python 3 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[mzen's solution](#)

2876.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: games

[mzen's solution](#)

2877.

1760G

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

Quality: 10,313 global accepts · Rating: 1700 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[mzen's solution](#)

2878.

22C

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

Quality: 3,809 global accepts · Rating: 1700 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[mzen's solution](#)

2879.

20A

[BerOS file system](#) · [Tutorial](#)

Quality: 7,128 global accepts · Rating: 1700 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[mzen's solution](#)

2880.

14C

[Four Segments](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1700 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, implementation, math

[mzen's solution](#)

2881.

1413D

[Shurikens](#) · [Tutorial](#)

Quality: 6,916 global accepts · Rating: 1700 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[mzen's solution](#)

2882.

1628B

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

Quality: 12,714 global accepts · Rating: 1700 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[mzen's solution](#)

2883.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,367 global accepts · Rating: 1700 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities

[mzen's solution](#)

2884.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: math, strings

[mzen's solution](#)

2885.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[mzen's solution](#)

2886.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,877 global accepts · Rating: 1700 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[mzen's solution](#)

2887.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,008 global accepts · Rating: 1700 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[mzen's solution](#)

2888.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[mzen's solution](#)

2889.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[mzen's solution](#)

2890.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math

[mzen's solution](#)

2891.

322C

[Ciel and Robot](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[mzen's solution](#)

2892.

910C

[Minimum Sum](#) · [Tutorial](#)

Quality: 2,161 global accepts · Rating: 1700 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[mzen's solution](#)

2893.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[mzen's solution](#)

2894.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,362 global accepts · Rating: 1700 · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[mzen's solution](#)

2895.

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,014 global accepts · Rating: 1700 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation

[mzen's solution](#)

2896.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,297 global accepts · Rating: 1700 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[mzen's solution](#)

2897.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,375 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[mzen's solution](#)

2898.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,818 global accepts · Rating: 1700 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[mzen's solution](#)

2899.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[mzen's solution](#)

2900.

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2019-11-08 · last AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[mzen's solution](#)

2901.

1256C

[Platforms Jumping](#) · [Tutorial](#)

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2022-08-11 · GNU C11 (first AC) · Tags: greedy

[mzen's solution](#)

2902.

1006D

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

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2022-08-08 · GNU C11 (first AC) · Tags: implementation

[mzen's solution](#)

2903.

977F

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

Quality: 25,129 global accepts · Rating: 1700 · first AC: 2022-08-05 · GNU C11 (first AC) · Tags: dp

[mzen's solution](#)

2904.

978G

[Petya's Exams](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2022-08-03 · GNU C11 (first AC) · Tags: greedy, implementation, sortings

[mzen's solution](#)

2905.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-01 · GNU C11 (first AC) · Tags: binary search, data structures, dfs and similar, trees

[mzen's solution](#)

2906.

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,118 global accepts · Rating: 1700 · first AC: 2022-07-30 · GNU C11 (first AC) · Tags: binary search, greedy, implementation, two pointers

[mzen's solution](#)

2907.

1324E

[Sleeping Schedule](#) · [Tutorial](#)

Quality: 17,011 global accepts · Rating: 1700 · first AC: 2022-07-24 · GNU C11 (first AC) · Tags: dp, implementation

[mzen's solution](#)

2908.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[mzen's solution](#)

2909.

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,210 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math

[mzen's solution](#)

2910.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1700 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, two pointers

[mzen's solution](#)

2911.

4D

[Mysterious Present](#) · [Tutorial](#)

Quality: 12,112 global accepts · Rating: 1700 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[mzen's solution](#)

2912.

1706D1

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

Quality: 7,716 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[mzen's solution](#)

2913.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[mzen's solution](#)

2914.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[mzen's solution](#)

2915.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[mzen's solution](#)

2916.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[mzen's solution](#)

2917.

1699C

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

Quality: 10,722 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[mzen's solution](#)

2918.

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[mzen's solution](#)

2919.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,161 global accepts · Rating: 1700 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[mzen's solution](#)

2920.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,053 global accepts · Rating: 1700 · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp,

graphs, greedy, shortest paths

[mzen's solution](#)

2921.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,543 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[mzen's solution](#)

2922.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,601 global accepts · Rating: 1700 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[mzen's solution](#)

2923.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[mzen's solution](#)

2924.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, strings

[mzen's solution](#)

2925.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[mzen's solution](#)

2926.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[mzen's solution](#)

2927.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[mzen's solution](#)

2928.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[mzen's solution](#)

2929.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: games, geometry, math

[mzen's solution](#)

2930.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[mzen's solution](#)

2931.

1462E2

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

Quality: 11,367 global accepts · Rating: 1700 · first AC: 2022-05-09 · GNU C11 (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[mzen's solution](#)**2932.**

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[mzen's solution](#)**2933.**

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,655 global accepts · Rating: 1700 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[mzen's solution](#)**2934.**

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2022-05-03 · GNU C11 (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[mzen's solution](#)**2935.**

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, strings

[mzen's solution](#)**2936.**

1474C

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

Quality: 14,158 global accepts · Rating: 1700 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[mzen's solution](#)**2937.**

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[mzen's solution](#)**2938.**

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, number theory

[mzen's solution](#)**2939.**

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[mzen's solution](#)**2940.**

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1700 · first AC: 2022-04-12 · GNU C11 (first AC) · Tags: brute force, dp, math, number theory
[mzen's solution](#)

2941.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,537 global accepts · Rating: 1700 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math
[mzen's solution](#)

2942.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1700 · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math
[mzen's solution](#)

2943.

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-03-31 · GNU C11 (first AC) · Tags: brute force, implementation, math, strings
[mzen's solution](#)

2944.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,944 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[mzen's solution](#)

2945.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,267 global accepts · Rating: 1700 · first AC: 2022-03-25 · GNU C11 (first AC) · Tags: constructive algorithms, math, number theory
[mzen's solution](#)

2946.

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory
[mzen's solution](#)

2947.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[mzen's solution](#)

2948.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math
[mzen's solution](#)

2949.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,375 global accepts · Rating: 1700 · first AC: 2022-03-13 · GNU C11 (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers
[mzen's solution](#)

2950.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2022-03-06 · GNU C11 (first AC) · Tags: constructive algorithms, math
[mzen's solution](#)

2951.

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2022-03-02 · GNU C11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[mzen's solution](#)

2952.

1625C

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

Quality: 13,286 global accepts · Rating: 1700 · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: dp

[mzen's solution](#)

2953.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[mzen's solution](#)

2954.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,809 global accepts · Rating: 1700 · first AC: 2022-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[mzen's solution](#)

2955.

1594D

[The Number of Imposters](#) · [Tutorial](#)

Quality: 9,396 global accepts · Rating: 1700 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[mzen's solution](#)

2956.

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

[mzen's solution](#)

2957.

1579F

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

Quality: 5,363 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[mzen's solution](#)

2958.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[mzen's solution](#)

2959.

1562D1

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

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[mzen's solution](#)

2960.

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

[mzen's solution](#)

2961.

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
[mzen's solution](#)

2962.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[mzen's solution](#)

2963.

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
[mzen's solution](#)

2964.

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[mzen's solution](#)

2965.

1381A2

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

Quality: 14,325 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers
[mzen's solution](#)

2966.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,326 global accepts · Rating: 1700 · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[mzen's solution](#)

2967.

202B

[Brand New Easy Problem](#) · [Tutorial](#)

Quality: 857 global accepts · Rating: 1700 · first AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[mzen's solution](#)

2968.

411C

[Kicker](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 1700 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation
[mzen's solution](#)

2969.

1129A1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[mzen's solution](#)

2970.

606D

[Lazy Student](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs
[mzen's solution](#)

2971.

834C

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

Rating: 1700 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[mzen's solution](#)

2972.

269B

[Greenhouse Effect](#) · [Tutorial](#)

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[mzen's solution](#)

2973.

1249E

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

Quality: 11,001 global accepts · Rating: 1700 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, shortest paths

[mzen's solution](#)

2974.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[mzen's solution](#)

2975.

833A

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

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2019-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[mzen's solution](#)

2976.

303B

[Rectangle Puzzle II](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 1700 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[mzen's solution](#)

2977.

718A

[Efim and Strange Grade](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[mzen's solution](#)

2978.

634C

[Factory Repairs](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[mzen's solution](#)

2979.

634B

[XOR Equation](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, implementation, math

[mzen's solution](#)

2980.

1228C

[Primes and Multiplication](#) · [Tutorial](#)

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[mzen's solution](#)

2981.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[mzen's solution](#)

2982.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,856 global accepts · Rating: 1700 · first AC: 2019-09-05 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force

[mzen's solution](#)

2983.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2019-06-19 · GNU C++11 (first AC) · Tags: implementation, math

[mzen's solution](#)

2984.

1185C2

[Exam in BerSU \(hard version\)](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2019-06-19 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, math

[mzen's solution](#)

2985.

1182C

[Beautiful Lyrics](#) · [Tutorial](#)

Quality: 4,591 global accepts · Rating: 1700 · first AC: 2019-06-11 · GNU C++11 (first AC) · Tags: data structures, greedy, strings

[mzen's solution](#)

2986.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,568 global accepts · Rating: 1700 · first AC: 2019-06-09 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[mzen's solution](#)

2987.

1015E1

[Stars Drawing \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: brute force, dp, greedy

[mzen's solution](#)

2988.

1118E

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

Quality: 4,456 global accepts · Rating: 1700 · first AC: 2019-06-06 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[mzen's solution](#)

2989.

1118D1

[Coffee and Coursework \(Easy version\)](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 1700 · first AC: 2019-06-06 · GNU C++11 (first AC) · Tags: brute force, greedy

[mzen's solution](#)

2990.

1118D2

[Coffee and Coursework \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,800 global accepts · Rating: 1700 · first AC: 2019-06-06 · GNU C++11 (first AC) · Tags: binary search, greedy

[mzen's solution](#)

2991.

1118C

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

Quality: 6,101 global accepts · Rating: 1700 · first AC: 2019-06-06 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[mzen's solution](#)

2992.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[mzen's solution](#)

2993.

1169C

[Increasing by Modulo](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-05-26 · GNU C++11 (first AC) · Tags: binary search, greedy

[mzen's solution](#)

2994.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,011 global accepts · Rating: 1700 · first AC: 2019-04-28 · GNU C++11 (first AC) · Tags: binary search, brute force, divide and conquer, math

[mzen's solution](#)

2995.

1111B

[Average Superhero Gang Power](#) · [Tutorial](#)

Quality: 6,515 global accepts · Rating: 1700 · first AC: 2019-04-28 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[mzen's solution](#)

2996.

1157C2

[Increasing Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 9,080 global accepts · Rating: 1700 · first AC: 2019-04-26 · GNU C++11 (first AC) · Tags: greedy

[mzen's solution](#)

2997.

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2019-04-26 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[mzen's solution](#)

2998.

1092C

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 6,347 global accepts · Rating: 1700 · first AC: 2019-04-25 · GNU C++11 (first AC) · Tags: strings

[mzen's solution](#)

2999.

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,921 global accepts · Rating: 1700 · first AC: 2019-04-23 · GNU C++11 (first AC) · Tags: combinatorics, sortings

[mzen's solution](#)

3000.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-04-23 · GNU C++11 (first AC) · Tags: brute force, math

[mzen's solution](#)

3001.

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,106 global accepts · Rating: 1700 · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: math

[mzen's solution](#)

3002.

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,113 global accepts · Rating: 1700 · first AC: 2019-04-21 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[mzen's solution](#)

3003.

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2019-04-17 · GNU C++11 (first AC) · Tags: greedy, strings

[mzen's solution](#)

3004.

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,577 global accepts · Rating: 1700 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: data structures, implementation, math

[mzen's solution](#)

3005.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,092 global accepts · Rating: 1700 · first AC: 2018-10-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[mzen's solution](#)

3006.

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2018-10-10 · GNU C++11 (first AC) · Tags: data structures, implementation

[mzen's solution](#)

3007.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,428 global accepts · Rating: 1700 · first AC: 2018-10-10 · GNU C++11 (first AC) · Tags: sortings, strings

[mzen's solution](#)

3008.

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2018-10-07 · GNU C++11 (first AC) · Tags: math, number theory

[mzen's solution](#)

3009.

691D

[Swaps in Permutation](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2018-10-07 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, math

[mzen's solution](#)

3010.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,840 global accepts · Rating: 1700 · first AC: 2018-10-06 · GNU C++11 (first AC) · Tags: data structures, greedy, strings

[mzen's solution](#)

3011.

818D

[Multicolored Cars](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1700 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: data structures, implementation

[mzen's solution](#)

3012.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2018-10-02 · GNU C++11 (first AC) · Tags: dp, greedy

[mzen's solution](#)

3013.

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2018-09-25 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[mzen's solution](#)

3014.

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,436 global accepts · Rating: 1700 · first AC: 2018-09-24 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[mzen's solution](#)

3015.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2018-09-24 · GNU C++11 (first AC) · Tags: bitmasks, dp

[mzen's solution](#)

3016.

1009D

[Relatively Prime Graph](#) · [Tutorial](#)

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[mzen's solution](#)

3017.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: greedy, math

[mzen's solution](#)

3018.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2018-09-19 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[mzen's solution](#)

3019.

1042C

[Array Product](#) · [Tutorial](#)

Quality: 4,970 global accepts · Rating: 1700 · first AC: 2018-09-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[mzen's solution](#)

3020.

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2018-09-17 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[mzen's solution](#)

3021.

966B

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

Rating: 1700 · first AC: 2018-04-30 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[mzen's solution](#)

3022.

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2018-03-23 · GNU C++11 (first AC) · Tags: implementation

[mzen's solution](#)

3023.

949B

[A Leapfrog in the Array](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1700 · first AC: 2018-03-13 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[mzen's solution](#)

3024.

938C

[Constructing Tests](#) · [Tutorial](#)

Quality: 3,470 global accepts · Rating: 1700 · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms

[mzen's solution](#)

3025.

140A

[New Year Table](#) · [Tutorial](#)

Quality: 4,368 global accepts · Rating: 1700 · first AC: 2018-01-15 · GNU C++11 (first AC) · Tags: geometry, math

[mzen's solution](#)

3026.

360A

[Levko and Array Recovery](#) · [Tutorial](#)

Quality: 2,140 global accepts · Rating: 1700 · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: greedy, implementation

[mzen's solution](#)

3027.

896A

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

Quality: 3,795 global accepts · Rating: 1700 · first AC: 2017-12-15 · GNU C++11 (first AC) · Tags: binary search, dfs and similar

[mzen's solution](#)

3028.

895B

[XK Segments](#) · [Tutorial](#)

Quality: 3,822 global accepts · Rating: 1700 · first AC: 2017-11-28 · GNU C++11 (first AC) · Tags: binary search, math, sortings, two pointers

[mzen's solution](#)

3029.

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2017-06-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[mzen's solution](#)

3030.

585B

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

Quality: 3,810 global accepts · Rating: 1700 · first AC: 2017-06-19 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[mzen's solution](#)

3031.

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1700 · first AC: 2017-06-17 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[mzen's solution](#)

3032.

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,140 global accepts · Rating: 1700 · first AC: 2017-06-05 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[mzen's solution](#)

3033.

689C

[Mike and Chocolate Thieves](#) · [Tutorial](#)

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2017-05-31 · GNU C++11 (first AC) · Tags: binary search, combinatorics, math

[mzen's solution](#)

3034.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,345 global accepts · Rating: 1700 · first AC: 2017-05-25 · GNU C++11 (first AC) · Tags: dp

[mzen's solution](#)

3035.

798C

[Mike and gcd problem](#) · [Tutorial](#)

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2017-05-25 · GNU C++11 (first AC) · Tags: dp, greedy, number theory

[mzen's solution](#)

3036.

779D

[String Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: binary search, strings

[mzen's solution](#)

3037.

766C

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

Quality: 4,941 global accepts · Rating: 1700 · first AC: 2017-02-10 · GNU C++ (first AC) · Tags: brute force, dp, greedy, strings

[mzen's solution](#)

3038.

747E

[Comments](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 1700 · first AC: 2016-12-19 · GNU C++ (first AC) · Tags: dfs and similar, expression parsing, implementation, strings

[mzen's solution](#)

3039.

734D

[Anton and Chess](#) · [Tutorial](#)

Quality: 3,917 global accepts · Rating: 1700 · first AC: 2016-11-15 · GNU C++ (first AC) · Tags: implementation

[mzen's solution](#)

3040.

478C

[Table Decorations](#) · [Tutorial](#)

Quality: 20,591 global accepts · Rating: 1800 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[mzen's solution](#)

3041.

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1800 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[mzen's solution](#)

3042.

2189C2

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

Quality: 6,208 global accepts · Rating: 1800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[mzen's solution](#)

3043.

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,307 global accepts · Rating: 1800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[mzen's solution](#)

3044.

2184E

[Exquisite Array](#) · [Tutorial](#)

Quality: 5,773 global accepts · Rating: 1800 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, sortings

[mzen's solution](#)

3045.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 1800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[mzen's solution](#)

3046.

46D

[Parking Lot](#) · [Tutorial](#)

Quality: 1,094 global accepts · Rating: 1800 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[mzen's solution](#)

3047.

45J

[Planting Trees](#) · [Tutorial](#)

Quality: 1,073 global accepts · Rating: 1800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[mzen's solution](#)

3048.

44D

[Hyperdrive](#) · [Tutorial](#)

Quality: 800 global accepts · Rating: 1800 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[mzen's solution](#)

3049.

575H

[Bots](#) · [Tutorial](#)

Quality: 1,877 global accepts · Rating: 1800 · first AC: 2019-11-04 · last AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[mzen's solution](#)

3050.

869C

[The Intriguing Obsession](#) · [Tutorial](#)

Quality: 5,203 global accepts · Rating: 1800 · first AC: 2017-10-10 · last AC: 2025-11-06 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[mzen's solution](#)

3051.

603B

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

Quality: 2,710 global accepts · Rating: 1800 · first AC: 2019-11-01 · last AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory

[mzen's solution](#)

3052.

300C

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

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics

[mzen's solution](#)

3053.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math, number theory

[mzen's solution](#)

3054.

33C

[Wonderful Randomized Sum](#) · [Tutorial](#)

Quality: 3,579 global accepts · Rating: 1800 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[mzen's solution](#)

3055.

33B

[String Problem](#) · [Tutorial](#)

Quality: 5,722 global accepts · Rating: 1800 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: shortest paths

[mzen's solution](#)

3056.

30C

[Shooting Gallery](#) · [Tutorial](#)

Quality: 2,394 global accepts · Rating: 1800 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, probabilities

[mzen's solution](#)

3057.

65A

[Harry Potter and Three Spells](#) · [Tutorial](#)

Quality: 2,014 global accepts · Rating: 1800 · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[mzen's solution](#)

3058.

61D

[Eternal Victory](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1800 · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees

[mzen's solution](#)

3059.

38E

[Let's Go Rolling!](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 1800 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings

[mzen's solution](#)

3060.

58C

[Trees](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 1800 · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[mzen's solution](#)

3061.

37B

[Computer Game](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 1800 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[mzen's solution](#)

3062.

1941F

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

Quality: 7,403 global accepts · Rating: 1800 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[mzen's solution](#)

3063.

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[mzen's solution](#)

3064.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,716 global accepts · Rating: 1800 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[mzen's solution](#)

3065.

1907F

[Shift and Reverse](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[mzen's solution](#)

3066.

1872F

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

Quality: 7,536 global accepts · Rating: 1800 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[mzen's solution](#)

3067.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[mzen's solution](#)

3068.

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,617 global accepts · Rating: 1800 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[mzen's solution](#)

3069.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[mzen's solution](#)

3070.

1833G

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

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

[mzen's solution](#)

3071.

1981C

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

Quality: 6,341 global accepts · Rating: 1800 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[mzen's solution](#)

3072.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[mzen's solution](#)

3073.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[mzen's solution](#)

3074.

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 1800 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[mzen's solution](#)

3075.

1082D

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

Quality: 4,090 global accepts · Rating: 1800 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[mzen's solution](#)

3076.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,423 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[mzen's solution](#)

3077.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,713 global accepts · Rating: 1800 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, math, schedules

[mzen's solution](#)

3078.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[mzen's solution](#)

3079.

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[mzen's solution](#)

3080.

2014E

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

Quality: 8,726 global accepts · Rating: 1800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[mzen's solution](#)

3081.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[mzen's solution](#)

3082.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,078 global accepts · Rating: 1800 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[mzen's solution](#)

3083.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,680 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[mzen's solution](#)

3084.

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,318 global accepts · Rating: 1800 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: dp

[mzen's solution](#)

3085.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[mzen's solution](#)

3086.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[mzen's solution](#)

3087.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,718 global accepts · Rating: 1800 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[mzen's solution](#)

3088.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[mzen's solution](#)

3089.

1968F

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

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[mzen's solution](#)

3090.

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

[mzen's solution](#)

3091.

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

[mzen's solution](#)

3092.

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,419 global accepts · Rating: 1800 · first AC: 2023-07-25 · Go (first AC) · Tags: bitmasks, greedy, math, strings, trees

[mzen's solution](#)

3093.

1846F

[Rudolph and Mimic](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[mzen's solution](#)

3094.

1846E2

[Rudolf and Snowflakes \(hard version\)](#) · [Tutorial](#)

Quality: 8,507 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math

[mzen's solution](#)

3095.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,010 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[mzen's solution](#)

3096.

1843F1

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

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[mzen's solution](#)

3097.

1758D

[Range = " Sum](#) [Tutorial](#)

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

[mzen's solution](#)

3098.

1759F

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

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[mzen's solution](#)

3099.

24C

[Sequence of points](#) · [Tutorial](#)

Quality: 1,448 global accepts · Rating: 1800 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math

[mzen's solution](#)

3100.

16C

[Monitor](#) · [Tutorial](#)

Quality: 5,417 global accepts · Rating: 1800 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, number theory

[mzen's solution](#)

3101.

15B

[Laser](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 1800 · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: math

[mzen's solution](#)

3102.

1732C1

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

Quality: 7,570 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[mzen's solution](#)

3103.

7C

[Line](#) · [Tutorial](#)

Quality: 5,480 global accepts · Rating: 1800 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[mzen's solution](#)

3104.

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,278 global accepts · Rating: 1800 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, implementation

[mzen's solution](#)

3105.

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,583 global accepts · Rating: 1800 · first AC: 2017-05-30 · last AC: 2022-10-04 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, trees

[mzen's solution](#)

3106.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,216 global accepts · Rating: 1800 · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[mzen's solution](#)

3107.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[mzen's solution](#)

3108.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, ternary search

[mzen's solution](#)

3109.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1800 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[mzen's solution](#)

3110.

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

[mzen's solution](#)

3111.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[mzen's solution](#)

3112.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1800 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: interactive, probabilities

[mzen's solution](#)

3113.

727D

[T-shirts Distribution](#) · [Tutorial](#)

Quality: 2,075 global accepts · Rating: 1800 · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, greedy

[mzen's solution](#)

3114.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[mzen's solution](#)

3115.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[mzen's solution](#)

3116.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[mzen's solution](#)

3117.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[mzen's solution](#)

3118.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, two pointers

[mzen's solution](#)

3119.

1720D1

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

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[mzen's solution](#)

3120.

1196E

[Connected Component on a Chessboard](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1800 · first AC: 2022-08-14 · GNU C11 (first AC) · Tags: constructive algorithms, implementation

[mzen's solution](#)

3121.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2022-08-10 · GNU C11 (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[mzen's solution](#)

3122.

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2022-08-07 · GNU C11 (first AC) · Tags: sortings

[mzen's solution](#)

3123.

1713D

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

Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-08-06 · GNU C11 (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[mzen's solution](#)

3124.

988D

[Points and Powers of Two](#) · [Tutorial](#)

Quality: 8,041 global accepts · Rating: 1800 · first AC: 2022-08-02 · GNU C11 (first AC) · Tags: brute force, math

[mzen's solution](#)

3125.

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2022-07-28 · GNU C11 (first AC) · Tags: dp, greedy

[mzen's solution](#)

3126.

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1800 · first AC: 2022-07-28 · GNU C11 (first AC) · Tags: graphs, greedy, shortest paths

[mzen's solution](#)

3127.

1296E1

[String Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2022-07-26 · GNU C11 (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[mzen's solution](#)

3128.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2022-07-24 · GNU C11 (first AC) · Tags: dfs and similar, dp, graphs, trees
[mzen's solution](#)

3129.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1800 · first AC: 2022-07-23 · GNU C11 (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math
[mzen's solution](#)

3130.

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, two pointers
[mzen's solution](#)

3131.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[mzen's solution](#)

3132.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings
[mzen's solution](#)

3133.

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,809 global accepts · Rating: 1800 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[mzen's solution](#)

3134.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2022-06-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, math, trees
[mzen's solution](#)

3135.

1398D

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

Quality: 12,541 global accepts · Rating: 1800 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings
[mzen's solution](#)

3136.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees
[mzen's solution](#)

3137.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, sortings
[mzen's solution](#)

3138.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1800 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[mzen's solution](#)

3139.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[mzen's solution](#)

3140.

1426E

[Rock, Paper, Scissors](#) · [Tutorial](#)

Quality: 8,138 global accepts · Rating: 1800 · first AC: 2022-05-25 · GNU C11 (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[mzen's solution](#)

3141.

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2022-05-09 · GNU C11 (first AC) · Tags: binary search, data structures, greedy

[mzen's solution](#)

3142.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[mzen's solution](#)

3143.

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,268 global accepts · Rating: 1800 · first AC: 2022-05-05 · GNU C11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[mzen's solution](#)

3144.

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-02 · GNU C11 (first AC) · Tags: data structures, greedy, implementation

[mzen's solution](#)

3145.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2022-04-29 · GNU C11 (first AC) · Tags: binary search, dp, sortings, two pointers

[mzen's solution](#)

3146.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, graph matchings, greedy

[mzen's solution](#)

3147.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[mzen's solution](#)

3148.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2022-03-13 · GNU C11 (first AC) · Tags: binary search, data structures, two pointers
[mzen's solution](#)

3149.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive
[mzen's solution](#)

3150.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,274 global accepts · Rating: 1800 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, math
[mzen's solution](#)

3151.

1619D

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

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2022-03-02 · GNU C11 (first AC) · Tags: binary search, greedy, sortings
[mzen's solution](#)

3152.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings
[mzen's solution](#)

3153.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy
[mzen's solution](#)

3154.

1560E

[Polycarp and String Transformation](#) · [Tutorial](#)

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, sortings, strings
[mzen's solution](#)

3155.

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
[mzen's solution](#)

3156.

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
[mzen's solution](#)

3157.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers
[mzen's solution](#)

3158.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers
[mzen's solution](#)

3159.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,564 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp
[mzen's solution](#)

3160.

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: dp
[mzen's solution](#)

3161.

847K

[Travel Cards](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[mzen's solution](#)

3162.

747D

[Winter Is Coming](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1800 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[mzen's solution](#)

3163.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,806 global accepts · Rating: 1800 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings
[mzen's solution](#)

3164.

404C

[Restore Graph](#) · [Tutorial](#)

Quality: 5,787 global accepts · Rating: 1800 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, sortings
[mzen's solution](#)

3165.

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,271 global accepts · Rating: 1800 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees
[mzen's solution](#)

3166.

173B

[Chamber of Secrets](#) · [Tutorial](#)

Quality: 3,987 global accepts · Rating: 1800 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, shortest paths
[mzen's solution](#)

3167.

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[mzen's solution](#)

3168.

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[mzen's solution](#)

3169.

610C

[Harmony Analysis](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1800 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[mzen's solution](#)

3170.

777D

[Cloud of Hashtags](#) · [Tutorial](#)

Quality: 5,250 global accepts · Rating: 1800 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, strings

[mzen's solution](#)

3171.

794C

[Naming Company](#) · [Tutorial](#)

Quality: 3,327 global accepts · Rating: 1800 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[mzen's solution](#)

3172.

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[mzen's solution](#)

3173.

1250B

[The Feast and the Bus](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[mzen's solution](#)

3174.

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[mzen's solution](#)

3175.

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

[mzen's solution](#)

3176.

1249D1

[Too Many Segments \(easy version\)](#) · [Tutorial](#)

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[mzen's solution](#)

3177.

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[mzen's solution](#)

3178.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2019-09-30 · PyPy 3 (first AC) · Tags: dp

[mzen's solution](#)

3179.

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[mzen's solution](#)

3180.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[mzen's solution](#)

3181.

1195D2

[Submarine in the Rybinsk Sea \(hard edition\)](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[mzen's solution](#)

3182.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: games

[mzen's solution](#)

3183.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[mzen's solution](#)

3184.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2019-06-28 · GNU C++11 (first AC) · Tags: implementation, math

[mzen's solution](#)

3185.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,592 global accepts · Rating: 1800 · first AC: 2019-06-21 · GNU C++11 (first AC) · Tags: constructive algorithms

[mzen's solution](#)

3186.

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,700 global accepts · Rating: 1800 · first AC: 2019-06-09 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[mzen's solution](#)

3187.

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,576 global accepts · Rating: 1800 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

[mzen's solution](#)

3188.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: greedy, implementation

[mzen's solution](#)

3189.

1108E1

[Array and Segments \(Easy version\)](#) · [Tutorial](#)

Quality: 4,899 global accepts · Rating: 1800 · first AC: 2019-06-06 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[mzen's solution](#)

3190.

1118F1

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

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2019-06-06 · GNU C++11 (first AC) · Tags: dfs and similar, trees

[mzen's solution](#)

3191.

1177B

[Digits Sequence \(Hard Edition\)](#) · [Tutorial](#)

Quality: 2,941 global accepts · Rating: 1800 · first AC: 2019-06-04 · GNU C++11 (first AC) · Tags: binary search, divide and conquer, implementation

[mzen's solution](#)

3192.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: greedy, sortings

[mzen's solution](#)

3193.

1136D

[Nastya Is Buying Lunch](#) · [Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2019-04-26 · GNU C++11 (first AC) · Tags: greedy

[mzen's solution](#)

3194.

1077E

[Thematic Contests](#) · [Tutorial](#)

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2019-04-25 · GNU C++11 (first AC) · Tags: greedy, sortings

[mzen's solution](#)

3195.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,083 global accepts · Rating: 1800 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[mzen's solution](#)

3196.

1151C

[Problem for Nazar](#) · [Tutorial](#)

Quality: 5,605 global accepts · Rating: 1800 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[mzen's solution](#)

3197.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,440 global accepts · Rating: 1800 · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: dp, sortings, two pointers

[mzen's solution](#)

3198.

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,950 global accepts · Rating: 1800 · first AC: 2019-04-21 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[mzen's solution](#)

3199.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,176 global accepts · Rating: 1800 · first AC: 2019-02-28 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[mzen's solution](#)

3200.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,914 global accepts · Rating: 1800 · first AC: 2018-11-12 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[mzen's solution](#)

3201.

1066D

[Boxes Packing](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 1800 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: binary search, implementation
[mzen's solution](#)

3202.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,253 global accepts · Rating: 1800 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: graphs, shortest paths
[mzen's solution](#)

3203.

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1800 · first AC: 2018-10-12 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings
[mzen's solution](#)

3204.

612D

[The Union of k-Segments](#) · [Tutorial](#)

Quality: 4,361 global accepts · Rating: 1800 · first AC: 2018-10-11 · last AC: 2018-10-11 · GNU C++11 (first AC) · Tags: greedy, sortings
[mzen's solution](#)

3205.

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,797 global accepts · Rating: 1800 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: data structures, sortings
[mzen's solution](#)

3206.

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,759 global accepts · Rating: 1800 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: combinatorics, sortings, two pointers
[mzen's solution](#)

3207.

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2018-10-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory
[mzen's solution](#)

3208.

691C

[Exponential notation](#) · [Tutorial](#)

Quality: 2,971 global accepts · Rating: 1800 · first AC: 2018-10-07 · GNU C++11 (first AC) · Tags: implementation, strings
[mzen's solution](#)

3209.

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,880 global accepts · Rating: 1800 · first AC: 2018-09-28 · GNU C++11 (first AC) · Tags: dp
[mzen's solution](#)

3210.

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2018-09-19 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, math
[mzen's solution](#)

3211.

1016C

[Vasya And The Mushrooms](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2018-09-19 · GNU C++11 (first AC) · Tags: dp, implementation
[mzen's solution](#)

3212.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,400 global accepts · Rating: 1800 · first AC: 2018-09-18 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, two pointers

[mzen's solution](#)

3213.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2018-09-15 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[mzen's solution](#)

3214.

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2018-04-21 · GNU C++11 (first AC) · Tags: dp

[mzen's solution](#)

3215.

958F2

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

Quality: 1,449 global accepts · Rating: 1800 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: binary search, two pointers

[mzen's solution](#)

3216.

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2018-02-21 · GNU C++11 (first AC) · Tags: binary search, greedy, ternary search, two pointers

[mzen's solution](#)

3217.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-02-11 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[mzen's solution](#)

3218.

922D

[Robot Vacuum Cleaner](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1800 · first AC: 2018-02-08 · GNU C++11 (first AC) · Tags: greedy, sortings

[mzen's solution](#)

3219.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2018-01-22 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp

[mzen's solution](#)

3220.

257C

[View Angle](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 1800 · first AC: 2018-01-15 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[mzen's solution](#)

3221.

899D

[Shovel Sale](#) · [Tutorial](#)

Quality: 3,261 global accepts · Rating: 1800 · first AC: 2017-12-18 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[mzen's solution](#)

3222.

663A

[Rebus](#) · [Tutorial](#)

Quality: 3,783 global accepts · Rating: 1800 · first AC: 2017-11-26 · GNU C++11 (first AC) · Tags: constructive algorithms, expression parsing, greedy, math

[mzen's solution](#)

3223.

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2017-11-09 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[mzen's solution](#)

3224.

671A

[Recycling Bottles](#) · [Tutorial](#)

Quality: 4,376 global accepts · Rating: 1800 · first AC: 2017-10-30 · GNU C++11 (first AC) · Tags: dp, geometry, greedy, implementation

[mzen's solution](#)

3225.

883H

[Palindromic Cut](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1800 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[mzen's solution](#)

3226.

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,027 global accepts · Rating: 1800 · first AC: 2017-10-12 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer

[mzen's solution](#)

3227.

863D

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

Quality: 3,813 global accepts · Rating: 1800 · first AC: 2017-09-21 · GNU C++11 (first AC) · Tags: data structures, implementation

[mzen's solution](#)

3228.

863C

[1-2-3](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 1800 · first AC: 2017-09-21 · GNU C++11 (first AC) · Tags: graphs, implementation

[mzen's solution](#)

3229.

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: binary search, dp

[mzen's solution](#)

3230.

853B

[Jury Meeting](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 1800 · first AC: 2017-09-07 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[mzen's solution](#)

3231.

846F

[Random Query](#) · [Tutorial](#)

Quality: 2,656 global accepts · Rating: 1800 · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: data structures, math, probabilities, two pointers

[mzen's solution](#)

3232.

846B

[Math Show](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1800 · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: brute force, greedy

[mzen's solution](#)

3233.

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,119 global accepts · Rating: 1800 · first AC: 2017-06-21 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[mzen's solution](#)

3234.

585A

[Gennady the Dentist](#) · [Tutorial](#)

Quality: 4,476 global accepts · Rating: 1800 · first AC: 2017-06-19 · GNU C++11 (first AC) · Tags: brute force, implementation
[mzen's solution](#)

3235.

700B

[Connecting Universities](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2017-06-09 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees
[mzen's solution](#)

3236.

813B

[The Golden Age](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1800 · first AC: 2017-06-05 · GNU C++11 (first AC) · Tags: brute force, math
[mzen's solution](#)

3237.

779E

[Bitwise Formula](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: data structures, expression parsing, greedy
[mzen's solution](#)

3238.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-02-24 · last AC: 2017-02-24 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, implementation, math
[mzen's solution](#)

3239.

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, sortings
[mzen's solution](#)

3240.

743D

[Chloe and pleasant prizes](#) · [Tutorial](#)

Quality: 4,729 global accepts · Rating: 1800 · first AC: 2016-12-14 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, trees
[mzen's solution](#)

3241.

733C

[Epidemic in Monstropolis](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 1800 · first AC: 2016-10-31 · GNU C++ (first AC) · Tags: constructive algorithms, dp, greedy, two pointers
[mzen's solution](#)

3242.

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,722 global accepts · Rating: 1900 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers
[mzen's solution](#)

3243.

2189D1

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

Quality: 3,960 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy,

math, number theory

[mzen's solution](#)

3244.

2190B2

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

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[mzen's solution](#)

3245.

2184G

[Nastiness of Segments](#) · [Tutorial](#)

Quality: 2,965 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[mzen's solution](#)

3246.

2184F

[Cherry Tree](#) · [Tutorial](#)

Quality: 3,894 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[mzen's solution](#)

3247.

46E

[Comb](#) · [Tutorial](#)

Quality: 1,159 global accepts · Rating: 1900 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[mzen's solution](#)

3248.

45D

[Event Dates](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 1900 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, meet-in-the-middle, sortings

[mzen's solution](#)

3249.

45C

[Dancing Lessons](#) · [Tutorial](#)

Quality: 1,147 global accepts · Rating: 1900 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[mzen's solution](#)

3250.

38D

[Vasya the Architect](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 1900 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[mzen's solution](#)

3251.

121C

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

Quality: 1,434 global accepts · Rating: 1900 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, number theory

[mzen's solution](#)

3252.

57C

[Array](#) · [Tutorial](#)

Quality: 4,005 global accepts · Rating: 1900 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[mzen's solution](#)

3253.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[mzen's solution](#)

3254.

2137F

[Prefix Maximum Invariance](#) · [Tutorial](#)

Quality: 4,058 global accepts · Rating: 1900 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, sortings

[mzen's solution](#)

3255.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,175 global accepts · Rating: 1900 · first AC: 2025-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[mzen's solution](#)

3256.

37C

[Old Berland Language](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 1900 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, trees

[mzen's solution](#)

3257.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[mzen's solution](#)

3258.

41D

[Pawn](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[mzen's solution](#)

3259.

41E

[3-cycles](#) · [Tutorial](#)

Quality: 2,226 global accepts · Rating: 1900 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[mzen's solution](#)

3260.

2044F

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

Quality: 6,043 global accepts · Rating: 1900 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[mzen's solution](#)

3261.

2044G2

[Medium Demon Problem \(hard version\)](#) · [Tutorial](#)

Quality: 3,824 global accepts · Rating: 1900 · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[mzen's solution](#)

3262.

27C

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

Quality: 3,064 global accepts · Rating: 1900 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[mzen's solution](#)

3263.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, probabilities

[mzen's solution](#)

3264.

16D

[Logging](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 1900 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[mzen's solution](#)

3265.

14E

[Camels](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 1900 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: dp
[mzen's solution](#)

3266.

6E

[Exposition](#) · [Tutorial](#)

Quality: 3,864 global accepts · Rating: 1900 · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, trees, two pointers
[mzen's solution](#)

3267.

5C

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

Quality: 18,068 global accepts · Rating: 1900 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings
[mzen's solution](#)

3268.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,387 global accepts · Rating: 1900 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees
[mzen's solution](#)

3269.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,381 global accepts · Rating: 1900 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees
[mzen's solution](#)

3270.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers
[mzen's solution](#)

3271.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1900 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings
[mzen's solution](#)

3272.

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,536 global accepts · Rating: 1900 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees
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3273.

1977C

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Quality: 8,039 global accepts · Rating: 1900 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings
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3274.

1945F

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Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings
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3275.

1932F

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3276.

1914F

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Quality: 5,009 global accepts · Rating: 1900 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees
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3277.

1899G

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3278.

2036F

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3279.

1887B

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3280.

2026D

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3281.

1260D

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Quality: 4,193 global accepts · Rating: 1900 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, sortings
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3282.

1202D

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3283.

2022D1

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3284.

1800F

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[mzen's solution](#)

3285.

1197D

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Quality: 5,781 global accepts · Rating: 1900 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[mzen's solution](#)

3286.

2021C2

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Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[mzen's solution](#)

3287.

1791G2

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

Quality: 5,994 global accepts · Rating: 1900 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[mzen's solution](#)

3288.

1955G

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Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[mzen's solution](#)

3289.

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[mzen's solution](#)

3290.

2014H

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Quality: 5,686 global accepts · Rating: 1900 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[mzen's solution](#)

3291.

2013D

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

Quality: 7,470 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[mzen's solution](#)

3292.

1902E

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Quality: 5,617 global accepts · Rating: 1900 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings, trees

[mzen's solution](#)

3293.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation

[mzen's solution](#)

3294.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[mzen's solution](#)

3295.

1980F1

[Field Division \(easy version\)](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 1900 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings

[mzen's solution](#)

3296.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[mzen's solution](#)

3297.

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[mzen's solution](#)

3298.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,099 global accepts · Rating: 1900 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[mzen's solution](#)

3299.

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,433 global accepts · Rating: 1900 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[mzen's solution](#)

3300.

1921F

[Sum of Progression](#) · [Tutorial](#)

Quality: 5,011 global accepts · Rating: 1900 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[mzen's solution](#)

3301.

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,368 global accepts · Rating: 1900 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[mzen's solution](#)

3302.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,707 global accepts · Rating: 1900 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[mzen's solution](#)

3303.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,410 global accepts · Rating: 1900 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[mzen's solution](#)

3304.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[mzen's solution](#)

3305.

2001D

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Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[mzen's solution](#)

3306.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[mzen's solution](#)

3307.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,321 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[mzen's solution](#)

3308.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[mzen's solution](#)

3309.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[mzen's solution](#)

3310.

1878F

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Quality: 4,933 global accepts · Rating: 1900 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[mzen's solution](#)

3311.

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1900 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[mzen's solution](#)

3312.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[mzen's solution](#)

3313.

25D

[Roads not only in Berland](#) · [Tutorial](#)

Quality: 15,577 global accepts · Rating: 1900 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, trees

[mzen's solution](#)

3314.

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,072 global accepts · Rating: 1900 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[mzen's solution](#)

3315.

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[mzen's solution](#)

3316.

22D

[Segments](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 1900 · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[mzen's solution](#)

3317.

21A

[Jabber ID](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 1900 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[mzen's solution](#)

3318.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,878 global accepts · Rating: 1900 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[mzen's solution](#)

3319.

19B

[Checkout Assistant](#) · [Tutorial](#)

Quality: 5,823 global accepts · Rating: 1900 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: dp

[mzen's solution](#)

3320.

14D

[Two Paths](#) · [Tutorial](#)

Quality: 5,283 global accepts · Rating: 1900 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees, two pointers

[mzen's solution](#)

3321.

319B

[Psychos in a Line](#) · [Tutorial](#)

Quality: 4,746 global accepts · Rating: 1900 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[mzen's solution](#)

3322.

1747D

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Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[mzen's solution](#)

3323.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[mzen's solution](#)

3324.

1413C

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Quality: 6,267 global accepts · Rating: 1900 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, implementation, sortings, two pointers

[mzen's solution](#)

3325.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[mzen's solution](#)

3326.

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[mzen's solution](#)

3327.

1749D

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Quality: 6,364 global accepts · Rating: 1900 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[mzen's solution](#)

3328.

1569D

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Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-08 · last AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[mzen's solution](#)

3329.

1738D

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Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[mzen's solution](#)

3330.

1744E2

[Divisible Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[mzen's solution](#)

3331.

1746D

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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

[mzen's solution](#)

3332.

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,232 global accepts · Rating: 1900 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[mzen's solution](#)

3333.

1739D

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Quality: 6,236 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

[mzen's solution](#)

3334.

1313C2

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

Quality: 7,288 global accepts · Rating: 1900 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[mzen's solution](#)

3335.

1220D

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Quality: 4,140 global accepts · Rating: 1900 · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math, number theory
[mzen's solution](#)

3336.

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,553 global accepts · Rating: 1900 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math
[mzen's solution](#)

3337.

724D

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

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings
[mzen's solution](#)

3338.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,228 global accepts · Rating: 1900 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, trees
[mzen's solution](#)

3339.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1900 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math
[mzen's solution](#)

3340.

1342D

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

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers
[mzen's solution](#)

3341.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2022-08-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math
[mzen's solution](#)

3342.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,168 global accepts · Rating: 1900 · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures
[mzen's solution](#)

3343.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 1900 · first AC: 2022-08-20 · last AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy
[mzen's solution](#)

3344.

1365E

[Maximum Subsequence Value](#) · [Tutorial](#)

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms
[mzen's solution](#)

3345.

1216E1

[Numerical Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 1900 · first AC: 2022-08-12 · GNU C11 (first AC) · Tags: binary search, brute force, math
[mzen's solution](#)

3346.

1213E

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

Quality: 5,467 global accepts · Rating: 1900 · first AC: 2022-08-10 · GNU C11 (first AC) · Tags: brute force, constructive algorithms
[mzen's solution](#)

3347.

1714F

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

Quality: 3,662 global accepts · Rating: 1900 · first AC: 2022-08-01 · GNU C11 (first AC) · Tags: constructive algorithms, implementation, trees
[mzen's solution](#)

3348.

999D

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

Quality: 4,897 global accepts · Rating: 1900 · first AC: 2022-07-31 · GNU C11 (first AC) · Tags: data structures, greedy, implementation
[mzen's solution](#)

3349.

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,932 global accepts · Rating: 1900 · first AC: 2022-07-29 · GNU C11 (first AC) · Tags: dfs and similar, graphs, shortest paths
[mzen's solution](#)

3350.

1294E

[Obtain a Permutation](#) · [Tutorial](#)

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2022-07-27 · GNU C11 (first AC) · Tags: greedy, implementation, math
[mzen's solution](#)

3351.

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,842 global accepts · Rating: 1900 · first AC: 2022-07-25 · GNU C11 (first AC) · Tags: data structures, divide and conquer, implementation, sortings
[mzen's solution](#)

3352.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1900 · first AC: 2022-07-23 · GNU C11 (first AC) · Tags: dfs and similar, graphs, trees
[mzen's solution](#)

3353.

1353E

[K-periodic Garland](#) · [Tutorial](#)

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy
[mzen's solution](#)

3354.

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[mzen's solution](#)

3355.

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1900 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, trees
[mzen's solution](#)

3356.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[mzen's solution](#)

3357.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers
[mzen's solution](#)

3358.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths
[mzen's solution](#)

3359.

1367E

[Necklace Assembly](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1900 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory
[mzen's solution](#)

3360.

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings
[mzen's solution](#)

3361.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,993 global accepts · Rating: 1900 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, math
[mzen's solution](#)

3362.

1277D

[Let's Play the Words?](#) · [Tutorial](#)

Quality: 3,276 global accepts · Rating: 1900 · first AC: 2022-06-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, implementation, math
[mzen's solution](#)

3363.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[mzen's solution](#)

3364.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,995 global accepts · Rating: 1900 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive
[mzen's solution](#)

3365.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 1900 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, shortest paths

[mzen's solution](#)

3366.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[mzen's solution](#)

3367.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,332 global accepts · Rating: 1900 · first AC: 2022-05-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings

[mzen's solution](#)

3368.

1421D

[Hexagons](#) · [Tutorial](#)

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3369.

1436D

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3370.

1679D

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3371.

1453D

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3372.

1463D

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3373.

1673D

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3374.

1475G

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3375.

1475F

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3376.

1486C2

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3377.

1490G

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3378.

1492D

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3379.

1494C

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3380.

1659D

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3381.

1512F

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3382.

1661D

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3383.

1527B2

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3384.

1543C

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3385.

1547F

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[mzen's solution](#)

3386.

1593D2

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Quality: 5,569 global accepts · Rating: 1900 · first AC: 2022-03-15 · GNU C11 (first AC) · Tags: brute force, math, number theory

[mzen's solution](#)

3387.

1611E2

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[mzen's solution](#)

3388.

1647D

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3389.

1651D

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3390.

1613D

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3391.

1650E

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3392.

1591D

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3393.

1620E

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3394.

1624G

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[mzen's solution](#)

3395.

1627D

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[mzen's solution](#)

3396.

1644E

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3397.

1560F1

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3398.

1423B

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Quality: 2,104 global accepts · Rating: 1900 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graph matchings, graphs
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3399.

1404B

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3400.

1276B

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Quality: 5,669 global accepts · Rating: 1900 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs
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3401.

1041E

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3402.

959D

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Quality: 3,268 global accepts · Rating: 1900 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
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3403.

883G

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3404.

388B

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3405.

1242B

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3406.

685B

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3407.

524C

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3408.

412E

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3409.

599D

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3410.

321B

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3411.

1245D

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3412.

1251D

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Quality: 6,466 global accepts · Rating: 1900 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
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3413.

1237C2

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3414.

1238D

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3415.

568B

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3416.

1228D

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3417.

1214D

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3418.

1208D

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3419.

1178E

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3420.

1184E1

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3421.

1183H

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3422.

1181C

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3423.

1172B

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3424.

1015E2

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1175D

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3426.

1174D

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3427.

1169D

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3428.

1157D

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3429.

1029D

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3430.

1077F1

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3431.

1092F

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1095E

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1095F

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3434.

1155D

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3435.

1133F2

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3436.

1141F1

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3437.

1141F2

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3438.

1141G

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3439.

1144E

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3440.

1153D

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Quality: 5,540 global accepts · Rating: 1900 · first AC: 2019-04-17 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

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3441.

1076E

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3442.

1071B

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3443.

622D

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660D

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691E

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702D

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3447.

803D

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3448.

803C

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3449.

808D

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3450.

818E

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Quality: 2,680 global accepts · Rating: 1900 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: binary search, data structures, number theory, two pointers

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3451.

961E

[Tufurama](#) · [Tutorial](#)

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3452.

1000D

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3453.

1036C

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3454.

949C

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Quality: 2,252 global accepts · Rating: 1900 · first AC: 2018-03-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[mzen's solution](#)

3455.

335B

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Quality: 2,373 global accepts · Rating: 1900 · first AC: 2018-03-02 · GNU C++11 (first AC) · Tags: constructive algorithms, dp

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3456.

935D

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3457.

914D

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3458.

894C

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3459.

883I

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3460.

529B

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Quality: 999 global accepts · Rating: 1900 · first AC: 2017-09-02 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings

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3461.

195D

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3462.

819B

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Quality: 1,794 global accepts · Rating: 1900 · first AC: 2017-07-29 · GNU C++11 (first AC) · Tags: data structures, implementation, math

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3463.

832D

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Quality: 4,480 global accepts · Rating: 1900 · first AC: 2017-07-24 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

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3464.

817D

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Quality: 6,287 global accepts · Rating: 1900 · first AC: 2017-06-16 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, sortings

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3465.

700A

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[mzen's solution](#)

3466.

711D

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Quality: 4,971 global accepts · Rating: 1900 · first AC: 2017-05-25 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math

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3467.

792D

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Quality: 3,396 global accepts · Rating: 1900 · first AC: 2017-03-27 · GNU C++11 (first AC) · Tags: bitmasks, trees

[mzen's solution](#)

3468.

782D

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3469.

746E

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Quality: 1,902 global accepts · Rating: 1900 · first AC: 2016-12-18 · GNU C++ (first AC) · Tags: greedy, implementation, math

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3470.

2178E

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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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3471.

45E

[Director](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2000 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

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3472.

44J

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Quality: 614 global accepts · Rating: 2000 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

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3473.

2171G

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Quality: 2,324 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, greedy, math

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3474.

2171E

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Quality: 3,653 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, number theory

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3475.

43D

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3476.

39E

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3477.

39A

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3478.

156C

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Quality: 2,625 global accepts · Rating: 2000 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

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3479.

128C

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Quality: 3,244 global accepts · Rating: 2000 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp
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3480.

893E

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Quality: 4,202 global accepts · Rating: 2000 · first AC: 2017-11-24 · last AC: 2025-11-06 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory
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3481.

33D

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Quality: 1,561 global accepts · Rating: 2000 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, graphs, shortest paths, sortings
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3482.

31D

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3483.

29D

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3484.

2154C2

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

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3485.

2146D2

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Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy
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3486.

34E

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3487.

61C

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Quality: 851 global accepts · Rating: 2000 · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
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3488.

59D

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Quality: 748 global accepts · Rating: 2000 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation
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3489.

59E

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3490.

58D

[Calendar](#) · [Tutorial](#)

Quality: 836 global accepts · Rating: 2000 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
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3491.

47C

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Quality: 868 global accepts · Rating: 2000 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
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3492.

432D

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Quality: 11,989 global accepts · Rating: 2000 · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, string suffix structures, strings, two pointers
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3493.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees
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3494.

2063D

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

Quality: 5,041 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers
[mzen's solution](#)

3495.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,554 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, shortest paths
[mzen's solution](#)

3496.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math
[mzen's solution](#)

3497.

237D

[T-decomposition](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2000 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, trees
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3498.

296B

[Yaroslav and Two Strings](#) · [Tutorial](#)

Quality: 2,682 global accepts · Rating: 2000 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp
[mzen's solution](#)

3499.

761E

[Dasha and Puzzle](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 2000 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

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3500.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[mzen's solution](#)

3501.

2057D

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Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[mzen's solution](#)

3502.

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2024-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[mzen's solution](#)

3503.

18D

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Quality: 1,290 global accepts · Rating: 2000 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy

[mzen's solution](#)

3504.

18E

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Quality: 1,269 global accepts · Rating: 2000 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: dp

[mzen's solution](#)

3505.

13B

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Quality: 1,123 global accepts · Rating: 2000 · first AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[mzen's solution](#)

3506.

1992G

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Quality: 4,156 global accepts · Rating: 2000 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[mzen's solution](#)

3507.

1941G

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Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

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3508.

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2024-12-04 · GNU C11 (first AC) · Tags: data structures, dfs and similar, greedy, trees

[mzen's solution](#)

3509.

1783D

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Quality: 5,288 global accepts · Rating: 2000 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation
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3510.

2037G

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Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory
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3511.

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
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3512.

2028D

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Quality: 3,739 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
[mzen's solution](#)

3513.

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
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3514.

1872G

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Quality: 5,032 global accepts · Rating: 2000 · first AC: 2024-11-02 · last AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
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3515.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,455 global accepts · Rating: 2000 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, sortings
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3516.

1857G

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Quality: 5,485 global accepts · Rating: 2000 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees
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3517.

1082E

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Quality: 6,343 global accepts · Rating: 2000 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy
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3518.

1132F

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Quality: 10,705 global accepts · Rating: 2000 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: dp
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3519.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities
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3520.

1936B

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Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers
[mzen's solution](#)

3521.

2014F

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Quality: 5,101 global accepts · Rating: 2000 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
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3522.

1976D

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Quality: 5,798 global accepts · Rating: 2000 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers
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3523.

1974G

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Quality: 5,893 global accepts · Rating: 2000 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings
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3524.

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,606 global accepts · Rating: 2000 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
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3525.

1923E

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Quality: 5,141 global accepts · Rating: 2000 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees
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3526.

1988D

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Quality: 6,010 global accepts · Rating: 2000 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees
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3527.

1900D

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3528.

1867E1

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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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3529.

1851G

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Quality: 4,044 global accepts · Rating: 2000 · first AC: 2023-07-25 · Go (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

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3530.

1763C

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Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[mzen's solution](#)

3531.

1772F

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Quality: 2,805 global accepts · Rating: 2000 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings

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3532.

1764D

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Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[mzen's solution](#)

3533.

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[mzen's solution](#)

3534.

26C

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Quality: 1,017 global accepts · Rating: 2000 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation

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3535.

21C

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Quality: 2,539 global accepts · Rating: 2000 · first AC: 2022-11-14 · last AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, sortings

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3536.

21B

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Quality: 1,583 global accepts · Rating: 2000 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

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3537.

20B

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Quality: 4,803 global accepts · Rating: 2000 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: math

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3538.

15C

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Quality: 2,838 global accepts · Rating: 2000 · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: games

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3539.

1288E

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Quality: 4,017 global accepts · Rating: 2000 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[mzen's solution](#)

3540.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, dp

[mzen's solution](#)

3541.

1415D

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Quality: 6,165 global accepts · Rating: 2000 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms

[mzen's solution](#)

3542.

10C

[Digital Root](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2000 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[mzen's solution](#)

3543.

1753C

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Quality: 5,280 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[mzen's solution](#)

3544.

8C

[Looking for Order](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[mzen's solution](#)

3545.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: math, two pointers

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3546.

1741F

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Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings

[mzen's solution](#)

3547.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,947 global accepts · Rating: 2000 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[mzen's solution](#)

3548.

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 2000 · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[mzen's solution](#)

3549.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs,

implementation

[mzen's solution](#)

3550.

1304E

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Quality: 5,877 global accepts · Rating: 2000 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[mzen's solution](#)

3551.

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[mzen's solution](#)

3552.

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,927 global accepts · Rating: 2000 · first AC: 2022-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[mzen's solution](#)

3553.

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[mzen's solution](#)

3554.

1244E

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

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[mzen's solution](#)

3555.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[mzen's solution](#)

3556.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[mzen's solution](#)

3557.

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, geometry, math

[mzen's solution](#)

3558.

1359E

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

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[mzen's solution](#)

3559.

1359D

[Yet Another Yet Another Task](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 2000 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, two pointers

[mzen's solution](#)

3560.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[mzen's solution](#)

3561.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[mzen's solution](#)

3562.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,102 global accepts · Rating: 2000 · first AC: 2022-08-13 · GNU C11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[mzen's solution](#)

3563.

1256F

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

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2022-08-11 · GNU C11 (first AC) · Tags: constructive algorithms, sortings, strings

[mzen's solution](#)

3564.

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2022-08-11 · GNU C11 (first AC) · Tags: dp, greedy, sortings

[mzen's solution](#)

3565.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-08-04 · GNU C11 (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[mzen's solution](#)

3566.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-04 · GNU C11 (first AC) · Tags: brute force, dp, math

[mzen's solution](#)

3567.

999F

[Cards and Joy](#) · [Tutorial](#)

Quality: 3,266 global accepts · Rating: 2000 · first AC: 2022-07-31 · GNU C11 (first AC) · Tags: dp

[mzen's solution](#)

3568.

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,852 global accepts · Rating: 2000 · first AC: 2022-07-31 · GNU C11 (first AC) · Tags: dfs and similar, graphs, greedy

[mzen's solution](#)

3569.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,861 global accepts · Rating: 2000 · first AC: 2022-07-27 · GNU C11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[mzen's solution](#)

3570.

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2022-07-26 · GNU C11 (first AC) · Tags: data structures, dp
[mzen's solution](#)

3571.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2022-07-25 · GNU C11 (first AC) · Tags: brute force, math
[mzen's solution](#)

3572.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees
[mzen's solution](#)

3573.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[mzen's solution](#)

3574.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[mzen's solution](#)

3575.

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers
[mzen's solution](#)

3576.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers
[mzen's solution](#)

3577.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2022-06-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees
[mzen's solution](#)

3578.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 2000 · first AC: 2022-06-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[mzen's solution](#)

3579.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation
[mzen's solution](#)

3580.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 2000 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[mzen's solution](#)

3581.

1426F

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

Quality: 6,164 global accepts · Rating: 2000 · first AC: 2022-05-25 · last AC: 2022-05-25 · GNU C11 (first AC) · Tags: combinatorics, dp, strings

[mzen's solution](#)

3582.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,628 global accepts · Rating: 2000 · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[mzen's solution](#)

3583.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 2000 · first AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[mzen's solution](#)

3584.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,616 global accepts · Rating: 2000 · first AC: 2022-05-15 · GNU C11 (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[mzen's solution](#)

3585.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[mzen's solution](#)

3586.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 2000 · first AC: 2022-05-02 · GNU C11 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[mzen's solution](#)

3587.

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 2000 · first AC: 2022-05-02 · GNU C11 (first AC) · Tags: dfs and similar, dp, graphs

[mzen's solution](#)

3588.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[mzen's solution](#)

3589.

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,947 global accepts · Rating: 2000 · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[mzen's solution](#)

3590.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,700 global accepts · Rating: 2000 · first AC: 2022-04-14 · GNU C11 (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[mzen's solution](#)

3591.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,833 global accepts · Rating: 2000 · first AC: 2022-04-14 · GNU C11 (first AC) · Tags: brute force, data structures, dp, greedy, strings

[mzen's solution](#)

3592.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 2000 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[mzen's solution](#)

3593.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[mzen's solution](#)

3594.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 2000 · first AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[mzen's solution](#)

3595.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive

[mzen's solution](#)

3596.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,814 global accepts · Rating: 2000 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[mzen's solution](#)

3597.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[mzen's solution](#)

3598.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,817 global accepts · Rating: 2000 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[mzen's solution](#)

3599.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[mzen's solution](#)

3600.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,734 global accepts · Rating: 2000 · first AC: 2022-03-06 · GNU C11 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[mzen's solution](#)

3601.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[mzen's solution](#)

3602.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[mzen's solution](#)

3603.

1619G

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

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2022-03-02 · GNU C11 (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[mzen's solution](#)

3604.

1619F

[Let's Play the Hat?](#) · [Tutorial](#)

Quality: 2,339 global accepts · Rating: 2000 · first AC: 2022-03-02 · GNU C11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[mzen's solution](#)

3605.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers

[mzen's solution](#)

3606.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-02-28 · GNU C11 (first AC) · Tags: binary search, constructive algorithms, interactive

[mzen's solution](#)

3607.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-02-28 · GNU C11 (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[mzen's solution](#)

3608.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,332 global accepts · Rating: 2000 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[mzen's solution](#)

3609.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive,

math

[mzen's solution](#)

3610.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2000 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[mzen's solution](#)

3611.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[mzen's solution](#)

3612.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[mzen's solution](#)

3613.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp

[mzen's solution](#)

3614.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,673 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[mzen's solution](#)

3615.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[mzen's solution](#)

3616.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[mzen's solution](#)

3617.

629C

[Famil Door and Brackets](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[mzen's solution](#)

3618.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[mzen's solution](#)

3619.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[mzen's solution](#)

3620.

615C

[Running Track](#) · [Tutorial](#)

Quality: 2,464 global accepts · Rating: 2000 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, trees

[mzen's solution](#)

3621.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 2000 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[mzen's solution](#)

3622.

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[mzen's solution](#)

3623.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[mzen's solution](#)

3624.

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, two pointers

[mzen's solution](#)

3625.

1234E

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

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[mzen's solution](#)

3626.

204C

[Little Elephant and Furik and Rubik](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2000 · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[mzen's solution](#)

3627.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[mzen's solution](#)

3628.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[mzen's solution](#)

3629.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[mzen's solution](#)

3630.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[mzen's solution](#)

3631.

1190D

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

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[mzen's solution](#)

3632.

1183G

[Candy Box \(hard version\)](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2000 · first AC: 2019-06-26 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[mzen's solution](#)

3633.

1183E

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

Quality: 5,421 global accepts · Rating: 2000 · first AC: 2019-06-26 · GNU C++11 (first AC) · Tags: dp, graphs, implementation, shortest paths

[mzen's solution](#)

3634.

1185E

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

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2019-06-19 · GNU C++11 (first AC) · Tags: brute force, implementation

[mzen's solution](#)

3635.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,669 global accepts · Rating: 2000 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[mzen's solution](#)

3636.

1165F1

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

Quality: 2,148 global accepts · Rating: 2000 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: binary search, greedy

[mzen's solution](#)

3637.

1165F2

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

Quality: 2,451 global accepts · Rating: 2000 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation

[mzen's solution](#)

3638.

1157F

[Maximum Balanced Circle](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2019-04-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[mzen's solution](#)

3639.

1029F

[Multicolored Markers](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2000 · first AC: 2019-04-26 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[mzen's solution](#)

3640.

1092E

[Minimal Diameter Forest](#) · [Tutorial](#)

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2019-04-25 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[mzen's solution](#)

3641.

1102F

[Elongated Matrix](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2000 · first AC: 2019-04-23 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs

[mzen's solution](#)

3642.

1142B

[Lynyrd Skynyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2019-04-23 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[mzen's solution](#)

3643.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2018-10-13 · GNU C++11 (first AC) · Tags: brute force, dp

[mzen's solution](#)

3644.

600D

[Area of Two Circles' Intersection](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2000 · first AC: 2018-10-12 · GNU C++11 (first AC) · Tags: geometry

[mzen's solution](#)

3645.

609D

[Gadgets for dollars and pounds](#) · [Tutorial](#)

Quality: 3,163 global accepts · Rating: 2000 · first AC: 2018-10-11 · GNU C++11 (first AC) · Tags: binary search, greedy, two pointers

[mzen's solution](#)

3646.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2018-10-06 · GNU C++11 (first AC) · Tags: dfs and similar, dp

[mzen's solution](#)

3647.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2018-10-06 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[mzen's solution](#)

3648.

803F

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

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, number theory

[mzen's solution](#)

3649.

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2000 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: dp, graphs

[mzen's solution](#)

3650.

818C

[Sofa Thief](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2000 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: brute force, implementation

[mzen's solution](#)

3651.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,498 global accepts · Rating: 2000 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[mzen's solution](#)

3652.

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,866 global accepts · Rating: 2000 · first AC: 2018-09-27 · GNU C++11 (first AC) · Tags: geometry

[mzen's solution](#)

3653.

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: combinatorics, math, probabilities

[mzen's solution](#)

3654.

933B

[A Determined Cleanup](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2000 · first AC: 2018-04-21 · GNU C++11 (first AC) · Tags: math

[mzen's solution](#)

3655.

958C2

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

Quality: 1,378 global accepts · Rating: 2000 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: dp

[mzen's solution](#)

3656.

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2018-03-23 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[mzen's solution](#)

3657.

954G

[Castle Defense](#) · [Tutorial](#)

Quality: 2,400 global accepts · Rating: 2000 · first AC: 2018-03-23 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[mzen's solution](#)

3658.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,964 global accepts · Rating: 2000 · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[mzen's solution](#)

3659.

889B

[Restoration of string](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-02-11 · GNU C++11 (first AC) · Tags: dsu, graphs, strings

[mzen's solution](#)

3660.

843B

[Interactive LowerBound](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2018-01-23 · GNU C++11 (first AC) · Tags: brute force, interactive, probabilities

[mzen's solution](#)

3661.

911E

[Stack Sorting](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2000 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[mzen's solution](#)

3662.

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2000 · first AC: 2017-12-18 · GNU C++11 (first AC) · Tags: data structures, dsu, flows, implementation, two pointers

[mzen's solution](#)

3663.

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 2000 · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: binary search, dp

[mzen's solution](#)

3664.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2017-11-28 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math

[mzen's solution](#)

3665.

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2000 · first AC: 2017-10-30 · GNU C++11 (first AC) · Tags: binary search, greedy

[mzen's solution](#)

3666.

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: dp, sortings

[mzen's solution](#)

3667.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,060 global accepts · Rating: 2000 · first AC: 2017-09-21 · GNU C++11 (first AC) · Tags: data structures, sortings

[mzen's solution](#)

3668.

852B

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Quality: 1,713 global accepts · Rating: 2000 · first AC: 2017-09-03 · GNU C++11 (first AC) · Tags: dp, matrices

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3669.

842C

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Quality: 3,761 global accepts · Rating: 2000 · first AC: 2017-08-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math, number theory, trees

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3670.

842D

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3671.

817E

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3672.

814D

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Quality: 2,581 global accepts · Rating: 2000 · first AC: 2017-06-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, geometry, greedy, trees
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3673.

27E

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3674.

792C

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Quality: 4,999 global accepts · Rating: 2000 · first AC: 2017-03-27 · GNU C++11 (first AC) · Tags: dp, greedy, math, number theory
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3675.

767C

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3676.

2192E

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3677.

2183E

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3678.

2183D2

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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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3679.

45H

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3680.

1252K

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3681.

39C

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3682.

38F

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Quality: 446 global accepts · Rating: 2100 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, strings

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3683.

145C

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Quality: 2,174 global accepts · Rating: 2100 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

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3684.

895D

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3685.

919E

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Quality: 2,434 global accepts · Rating: 2100 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math, number theory

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3686.

35E

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3687.

2162F

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3688.

1296F

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3689.

282D

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Quality: 1,615 global accepts · Rating: 2100 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

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3690.

56D

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Quality: 2,092 global accepts · Rating: 2100 · first AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

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3691.

81D

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3692.

1919D

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3693.

703D

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Quality: 4,062 global accepts · Rating: 2100 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

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3694.

992D

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Quality: 1,751 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

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3695.

295C

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Quality: 1,939 global accepts · Rating: 2100 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, graphs, shortest paths

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3696.

475C

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3697.

852C

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Quality: 662 global accepts · Rating: 2100 · first AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

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3698.

65C

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3699.

1056E

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3700.

2044H

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3701.

2051G

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3702.

12E

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3703.

5D

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3704.

1C

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3705.

1933F

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3706.

2037F

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3707.

2031E

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3708.

1914G1

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3709.

1278D

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3710.

1202C

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3711.

1811G1

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3712.

1811F

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3713.

1790F

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3714.

1971H

[+1](#) · [Tutorial](#)

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3715.

2005E1

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3716.

2008H

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3717.

1998D

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3718.

2004E

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3719.

2003D2

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3720.

2000G

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3721.

1948E

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3722.

1913D

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3723.

1900E

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3724.

1886D

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3725.

1767C

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3726.

1748D

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3727.

319C

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3728.

1732C2

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3729.

1070E

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3730.

1312E

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3731.

1734E

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3732.

1370E

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3733.

321C

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3734.

1729G

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3735.

1332E

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3736.

1333D

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3737.

1355E

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3738.

1354E

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3739.

1363D

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3740.

1364D

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3741.

1216F

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3742.

1213F

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Quality: 3,020 global accepts · Rating: 2100 · first AC: 2022-08-10 · GNU C11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

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3743.

1003E

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3744.

1006F

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3745.

1005F

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3746.

988F

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3747.

988E

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3748.

1203F1

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3749.

1343E

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3750.

1360H

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[mzen's solution](#)

3751.

1654D

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Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory, trees

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3752.

1684E

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3753.

1367F1

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3754.

1372D

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3755.

1393D

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3756.

1419E

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3757.

1420C2

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3758.

1433G

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Quality: 5,116 global accepts · Rating: 2100 · first AC: 2022-05-18 · GNU C11 (first AC) · Tags: brute force, graphs, shortest paths

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3759.

1433F

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3760.

1454F

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3761.

1472G

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3762.

1472F

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[mzen's solution](#)

3763.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp
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3764.

1671E

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Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees
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3765.

1493D

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Quality: 5,743 global accepts · Rating: 2100 · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers
[mzen's solution](#)

3766.

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory
[mzen's solution](#)

3767.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 2100 · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers
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3768.

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers
[mzen's solution](#)

3769.

1660F2

[Promising String \(hard version\)](#) · [Tutorial](#)

Quality: 3,145 global accepts · Rating: 2100 · first AC: 2022-03-31 · GNU C11 (first AC) · Tags: data structures, implementation, math, strings
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3770.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2022-03-25 · GNU C11 (first AC) · Tags: binary search, greedy, math, ternary search
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3771.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2022-03-25 · GNU C11 (first AC) · Tags: data structures, hashing, implementation, matrices, strings
[mzen's solution](#)

3772.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2022-03-19 · GNU C11 (first AC) · Tags: dfs and similar, dp, graphs, trees
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3773.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

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3774.

1605D

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Quality: 3,252 global accepts · Rating: 2100 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[mzen's solution](#)

3775.

1593F

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Quality: 2,657 global accepts · Rating: 2100 · first AC: 2022-03-15 · GNU C11 (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[mzen's solution](#)

3776.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

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3777.

1650G

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Quality: 2,938 global accepts · Rating: 2100 · first AC: 2022-03-08 · GNU C11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[mzen's solution](#)

3778.

1626D

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Quality: 4,330 global accepts · Rating: 2100 · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[mzen's solution](#)

3779.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 2100 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[mzen's solution](#)

3780.

1555E

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Quality: 4,526 global accepts · Rating: 2100 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, trees, two pointers

[mzen's solution](#)

3781.

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[mzen's solution](#)

3782.

1027E

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Quality: 2,362 global accepts · Rating: 2100 · first AC: 2018-09-19 · last AC: 2020-11-03 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

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3783.

1409F

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Quality: 5,119 global accepts · Rating: 2100 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

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3784.

1392E

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Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[mzen's solution](#)

3785.

1117D

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Quality: 5,215 global accepts · Rating: 2100 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices

[mzen's solution](#)

3786.

615E

[Hexagons](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2100 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[mzen's solution](#)

3787.

1250C

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Quality: 1,447 global accepts · Rating: 2100 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[mzen's solution](#)

3788.

1252G

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Quality: 1,553 global accepts · Rating: 2100 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures

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3789.

455C

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Quality: 6,466 global accepts · Rating: 2100 · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

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3790.

766E

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[mzen's solution](#)

3791.

1240C

[Paint the Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, trees

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3792.

995A

[Tesla](#) · [Tutorial](#)

Quality: 1,807 global accepts · Rating: 2100 · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[mzen's solution](#)

3793.

1217D

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Quality: 5,945 global accepts · Rating: 2100 · first AC: 2019-09-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

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3794.

1195E

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Quality: 3,549 global accepts · Rating: 2100 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: data structures, two pointers

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3795.

1184A2

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Quality: 1,124 global accepts · Rating: 2100 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

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3796.

1184E2

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Quality: 1,057 global accepts · Rating: 2100 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

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3797.

1187E

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Quality: 11,281 global accepts · Rating: 2100 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[mzen's solution](#)

3798.

1183F

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Quality: 2,252 global accepts · Rating: 2100 · first AC: 2019-06-26 · GNU C++11 (first AC) · Tags: brute force, math, sortings

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3799.

1185G1

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Quality: 3,198 global accepts · Rating: 2100 · first AC: 2019-06-19 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp

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3800.

1185F

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[mzen's solution](#)

3801.

1176F

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3802.

1108F

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3803.

1108E2

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3804.

1166E

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Quality: 3,009 global accepts · Rating: 2100 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

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3805.

1167E

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Quality: 2,924 global accepts · Rating: 2100 · first AC: 2019-06-04 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures, two pointers

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3806.

1029E

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Quality: 3,416 global accepts · Rating: 2100 · first AC: 2019-04-26 · GNU C++11 (first AC) · Tags: dp, graphs, greedy

[mzen's solution](#)

3807.

1077F2

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Quality: 4,184 global accepts · Rating: 2100 · first AC: 2019-04-25 · GNU C++11 (first AC) · Tags: data structures, dp

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3808.

1151E

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Quality: 3,770 global accepts · Rating: 2100 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, math

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3809.

1154F

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3810.

129D

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Rating: 2100 · first AC: 2019-03-14 · GNU C++11 (first AC) · Tags: implementation, string suffix structures, strings

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3811.

1066F

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3812.

609E

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Quality: 10,269 global accepts · Rating: 2100 · first AC: 2018-10-11 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

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3813.

632D

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Quality: 4,587 global accepts · Rating: 2100 · first AC: 2018-10-10 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[mzen's solution](#)

3814.

665E

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Quality: 4,424 global accepts · Rating: 2100 · first AC: 2018-10-08 · last AC: 2018-10-08 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, strings, trees

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3815.

702E

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3816.

797D

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3817.

818F

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3818.

985E

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3819.

985D

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3820.

976E

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3821.

990E

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3822.

1000E

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3823.

1025D

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3824.

980D

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3825.

875C

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3826.

954F

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3827.

821E

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3828.

920E

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Quality: 7,748 global accepts · Rating: 2100 · first AC: 2018-02-05 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs

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3829.

340B

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3830.

899F

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3831.

894E

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3832.

847F

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3833.

838B

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Quality: 1,077 global accepts · Rating: 2100 · first AC: 2017-08-07 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

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3834.

837E

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Quality: 2,065 global accepts · Rating: 2100 · first AC: 2017-08-04 · GNU C++11 (first AC) · Tags: binary search, implementation, math

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3835.

587B

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Quality: 1,496 global accepts · Rating: 2100 · first AC: 2017-06-18 · GNU C++11 (first AC) · Tags: dp

[mzen's solution](#)

3836.

689D

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

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2017-05-31 · GNU C++11 (first AC) · Tags: binary search, data structures

[mzen's solution](#)

3837.

795B

[Significant Cups](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-04-05 · GNU C++11 (first AC) · Tags: *special, binary search, sortings, two pointers

[mzen's solution](#)

3838.

795A

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Rating: 2100 · first AC: 2017-04-05 · Java 8 (first AC) · Tags: *special, brute force, ternary search

[mzen's solution](#)

3839.

2189D2

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Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

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3840.

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

[mzen's solution](#)

3841.

45G

[Prime Problem](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2200 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[mzen's solution](#)

3842.

45B

[School](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 2200 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, dsu

[mzen's solution](#)

3843.

707D

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3844.

42C

[Safe cracking](#) · [Tutorial](#)

Quality: 567 global accepts · Rating: 2200 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[mzen's solution](#)

3845.

36C

[Bowls](#) · [Tutorial](#)

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[mzen's solution](#)

3846.

1500B

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Quality: 2,314 global accepts · Rating: 2200 · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[mzen's solution](#)

3847.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, probabilities, trees

[mzen's solution](#)

3848.

2137G

[Cry Me a River](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs

[mzen's solution](#)

3849.

1858D

[Trees and Segments](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[mzen's solution](#)

3850.

28C

[Bath Queue](#) · [Tutorial](#)

Quality: 1,288 global accepts · Rating: 2200 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities

[mzen's solution](#)

3851.

65D

[Harry Potter and the Sorting Hat](#) · [Tutorial](#)

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3852.

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,972 global accepts · Rating: 2200 · first AC: 2025-02-09 · last AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[mzen's solution](#)

3853.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, geometry

[mzen's solution](#)

3854.

618D

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Quality: 1,895 global accepts · Rating: 2200 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[mzen's solution](#)

3855.

505D

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Quality: 2,929 global accepts · Rating: 2200 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar

[mzen's solution](#)

3856.

279D

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Quality: 856 global accepts · Rating: 2200 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[mzen's solution](#)

3857.

507D

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Quality: 2,125 global accepts · Rating: 2200 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[mzen's solution](#)

3858.

2060F

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Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, number theory

[mzen's solution](#)

3859.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,666 global accepts · Rating: 2200 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[mzen's solution](#)

3860.

353E

[Antichain](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2200 · first AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graph matchings, greedy

[mzen's solution](#)

3861.

47D

[Safe](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2200 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[mzen's solution](#)

3862.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry

[mzen's solution](#)

3863.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, number theory, probabilities

[mzen's solution](#)

3864.

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[mzen's solution](#)

3865.

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: hashing, strings

[mzen's solution](#)

3866.

19C

[Deletion of Repeats](#) · [Tutorial](#)

Quality: 1,325 global accepts · Rating: 2200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, hashing, string suffix structures

[mzen's solution](#)

3867.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 2200 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs

[mzen's solution](#)

3868.

11C

[How Many Squares?](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2200 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[mzen's solution](#)

3869.

7D

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

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: hashing, strings

[mzen's solution](#)

3870.

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[mzen's solution](#)

3871.

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2024-12-04 · GNU C11 (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[mzen's solution](#)

3872.

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,675 global accepts · Rating: 2200 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[mzen's solution](#)

3873.

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[mzen's solution](#)

3874.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[mzen's solution](#)

3875.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[mzen's solution](#)

3876.

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,670 global accepts · Rating: 2200 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[mzen's solution](#)

3877.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[mzen's solution](#)

3878.

2033G

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

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[mzen's solution](#)

3879.

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2200 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[mzen's solution](#)

3880.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 2200 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[mzen's solution](#)

3881.

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[mzen's solution](#)

3882.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[mzen's solution](#)

3883.

1822G2

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

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2024-10-13 · last AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory

[mzen's solution](#)

3884.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[mzen's solution](#)

3885.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[mzen's solution](#)

3886.

1972D2

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

Rating: 2200 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[mzen's solution](#)

3887.

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[mzen's solution](#)

3888.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp

[mzen's solution](#)

3889.

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[mzen's solution](#)

3890.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2024-09-20 · last AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[mzen's solution](#)

3891.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,971 global accepts · Rating: 2200 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[mzen's solution](#)

3892.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[mzen's solution](#)

3893.

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[mzen's solution](#)

3894.

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[mzen's solution](#)

3895.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data

structures, divide and conquer, greedy

[mzen's solution](#)

3896.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[mzen's solution](#)

3897.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[mzen's solution](#)

3898.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[mzen's solution](#)

3899.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[mzen's solution](#)

3900.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2200 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[mzen's solution](#)

3901.

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

[mzen's solution](#)

3902.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: dp

[mzen's solution](#)

3903.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, number theory

[mzen's solution](#)

3904.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[mzen's solution](#)

3905.

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,604 global accepts · Rating: 2200 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy,

implementation, math, sortings, two pointers

[mzen's solution](#)

3906.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[mzen's solution](#)

3907.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[mzen's solution](#)

3908.

1295E

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

Quality: 2,772 global accepts · Rating: 2200 · first AC: 2022-10-03 · last AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[mzen's solution](#)

3909.

1741G

[Kirill and Company](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[mzen's solution](#)

3910.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, number theory, shortest paths

[mzen's solution](#)

3911.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[mzen's solution](#)

3912.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[mzen's solution](#)

3913.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[mzen's solution](#)

3914.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[mzen's solution](#)

3915.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs, greedy, math,

number theory
[mzen's solution](#)

3916.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[mzen's solution](#)

3917.

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings

[mzen's solution](#)

3918.

1216E2

[Numerical Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2022-08-12 · GNU C11 (first AC) · Tags: binary search, math

[mzen's solution](#)

3919.

1272F

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

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2022-07-29 · GNU C11 (first AC) · Tags: dp, strings, two pointers

[mzen's solution](#)

3920.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2022-07-28 · GNU C11 (first AC) · Tags: constructive algorithms, greedy, trees

[mzen's solution](#)

3921.

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2022-07-25 · GNU C11 (first AC) · Tags: brute force, constructive algorithms, trees

[mzen's solution](#)

3922.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2022-07-23 · GNU C11 (first AC) · Tags: greedy

[mzen's solution](#)

3923.

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[mzen's solution](#)

3924.

1353F

[Decreasing Heights](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[mzen's solution](#)

3925.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[mzen's solution](#)

3926.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[mzen's solution](#)

3927.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2022-06-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[mzen's solution](#)

3928.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[mzen's solution](#)

3929.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[mzen's solution](#)

3930.

1400E

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

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[mzen's solution](#)

3931.

1437E

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

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[mzen's solution](#)

3932.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[mzen's solution](#)

3933.

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, implementation, math

[mzen's solution](#)

3934.

1670E

[Hemose on the Tree](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[mzen's solution](#)

3935.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[mzen's solution](#)

3936.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[mzen's solution](#)

3937.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[mzen's solution](#)

3938.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[mzen's solution](#)

3939.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[mzen's solution](#)

3940.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 2200 · first AC: 2022-04-03 · GNU C11 (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[mzen's solution](#)

3941.

1520F2

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

Quality: 3,347 global accepts · Rating: 2200 · first AC: 2022-04-03 · GNU C11 (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[mzen's solution](#)

3942.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[mzen's solution](#)

3943.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[mzen's solution](#)

3944.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2022-03-22 · last AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

[mzen's solution](#)

3945.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[mzen's solution](#)

3946.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[mzen's solution](#)

3947.

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2022-03-15 · GNU C11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[mzen's solution](#)

3948.

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2022-03-08 · GNU C11 (first AC) · Tags: dp, greedy, implementation

[mzen's solution](#)

3949.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2022-03-06 · GNU C11 (first AC) · Tags: data structures, dsu, greedy, sortings

[mzen's solution](#)

3950.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[mzen's solution](#)

3951.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy

[mzen's solution](#)

3952.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[mzen's solution](#)

3953.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[mzen's solution](#)

3954.

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[mzen's solution](#)

3955.

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[mzen's solution](#)

3956.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: dp

[mzen's solution](#)

3957.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math

[mzen's solution](#)

3958.

1562D2

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

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[mzen's solution](#)

3959.

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

[mzen's solution](#)

3960.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[mzen's solution](#)

3961.

1551F

[Equidistant Vertices](#) · [Tutorial](#)

Quality: 2,178 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

[mzen's solution](#)

3962.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 2200 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs

[mzen's solution](#)

3963.

946E

[Largest Beautiful Number](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2200 · first AC: 2018-09-28 · last AC: 2020-08-20 · GNU C++11 (first AC) · Tags: greedy, implementation

[mzen's solution](#)

3964.

404E

[Maze 1D](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2200 · first AC: 2019-10-11 · last AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[mzen's solution](#)

3965.

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[mzen's solution](#)

3966.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[mzen's solution](#)

3967.

834D

[The Bakery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[mzen's solution](#)

3968.

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[mzen's solution](#)

3969.

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[mzen's solution](#)

3970.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[mzen's solution](#)

3971.

282E

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

Quality: 4,327 global accepts · Rating: 2200 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[mzen's solution](#)

3972.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2019-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[mzen's solution](#)

3973.

593C

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

Quality: 325 global accepts · Rating: 2200 · first AC: 2019-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[mzen's solution](#)

3974.

1003F

[Abbreviation](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, strings

[mzen's solution](#)

3975.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[mzen's solution](#)

3976.

815B

[Karen and Test](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics,

constructive algorithms, math

[mzen's solution](#)

3977.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[mzen's solution](#)

3978.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[mzen's solution](#)

3979.

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2019-09-30 · last AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games

[mzen's solution](#)

3980.

634D

[Package Delivery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy

[mzen's solution](#)

3981.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[mzen's solution](#)

3982.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[mzen's solution](#)

3983.

1178F1

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

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[mzen's solution](#)

3984.

1184C2

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

Quality: 767 global accepts · Rating: 2200 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[mzen's solution](#)

3985.

1184B2

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

Quality: 688 global accepts · Rating: 2200 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: flows, graph matchings, graphs, shortest paths, sortings

[mzen's solution](#)

3986.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-06-21 · GNU C++11 (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[mzen's solution](#)

3987.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2200 · first AC: 2019-06-16 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[mzen's solution](#)

3988.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2019-06-09 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp

[mzen's solution](#)

3989.

1156E

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

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[mzen's solution](#)

3990.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[mzen's solution](#)

3991.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2200 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[mzen's solution](#)

3992.

1169E

[And Reachability](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: dp

[mzen's solution](#)

3993.

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, math

[mzen's solution](#)

3994.

1157G

[Inverse of Rows and Columns](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2019-04-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[mzen's solution](#)

3995.

1136E

[Nastya Hasn't Written a Legend](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2019-04-26 · GNU C++11 (first AC) · Tags: binary search, data structures

[mzen's solution](#)

3996.

1092D2

[Great Vova Wall \(Version 2\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2019-04-25 · GNU C++11 (first AC) · Tags: data structures, implementation

[mzen's solution](#)

3997.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,600 global accepts · Rating: 2200 · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: brute force, interactive, math
[mzen's solution](#)

3998.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2019-04-21 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory
[mzen's solution](#)

3999.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2200 · first AC: 2019-04-17 · GNU C++11 (first AC) · Tags: binary search, brute force, interactive
[mzen's solution](#)

4000.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 2200 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: binary search, geometry, ternary search
[mzen's solution](#)

4001.

1065D

[Three Pieces](#) · [Tutorial](#)

Quality: 1,445 global accepts · Rating: 2200 · first AC: 2018-10-15 · GNU C++11 (first AC) · Tags: dfs and similar, dp, shortest paths
[mzen's solution](#)

4002.

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2018-10-11 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math
[mzen's solution](#)

4003.

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2018-10-11 · GNU C++11 (first AC) · Tags: implementation, math, number theory
[mzen's solution](#)

4004.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2200 · first AC: 2018-10-10 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, sortings, trees
[mzen's solution](#)

4005.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,277 global accepts · Rating: 2200 · first AC: 2018-10-10 · GNU C++11 (first AC) · Tags: dp
[mzen's solution](#)

4006.

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2018-10-07 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities
[mzen's solution](#)

4007.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2018-10-07 · last AC: 2018-10-07 · GNU C++11 (first AC) · Tags: brute force, dp, number theory

[mzen's solution](#)

4008.

903F

[Clear The Matrix](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2018-10-02 · GNU C++11 (first AC) · Tags: bitmasks, dp

[mzen's solution](#)

4009.

903E

[Swapping Characters](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2200 · first AC: 2018-10-02 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, strings

[mzen's solution](#)

4010.

903D

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

Quality: 4,474 global accepts · Rating: 2200 · first AC: 2018-10-02 · GNU C++11 (first AC) · Tags: data structures, math

[mzen's solution](#)

4011.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2018-10-02 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[mzen's solution](#)

4012.

962E

[Byteland, Berland and Disputed Cities](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2200 · first AC: 2018-09-26 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[mzen's solution](#)

4013.

413E

[Maze 2D](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2200 · first AC: 2018-05-10 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[mzen's solution](#)

4014.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2018-05-09 · GNU C++11 (first AC) · Tags: data structures, greedy, trees

[mzen's solution](#)

4015.

966C

[Big Secret](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-04-30 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, math

[mzen's solution](#)

4016.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2018-04-21 · GNU C++11 (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[mzen's solution](#)

4017.

958B2

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

Quality: 747 global accepts · Rating: 2200 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[mzen's solution](#)

4018.

954I

[Yet Another String Matching Problem](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2200 · first AC: 2018-03-23 · GNU C++11 (first AC) · Tags: fft, math

[mzen's solution](#)

4019.

821D

[Okabe and City](#) · [Tutorial](#)

Quality: 1,703 global accepts · Rating: 2200 · first AC: 2018-02-21 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[mzen's solution](#)

4020.

908D

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

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2018-02-09 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[mzen's solution](#)

4021.

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2018-02-08 · GNU C++11 (first AC) · Tags: dp

[mzen's solution](#)

4022.

916D

[Jamie and To-do List](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2200 · first AC: 2018-01-20 · GNU C++11 (first AC) · Tags: data structures, interactive, trees

[mzen's solution](#)

4023.

663C

[Graph Coloring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-11-26 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[mzen's solution](#)

4024.

894D

[Ralph And His Tour in Binary Country](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2200 · first AC: 2017-11-19 · GNU C++11 (first AC) · Tags: brute force, data structures, trees

[mzen's solution](#)

4025.

332C

[Students' Revenge](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2200 · first AC: 2017-09-02 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[mzen's solution](#)

4026.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2017-08-13 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[mzen's solution](#)

4027.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,733 global accepts · Rating: 2200 · first AC: 2017-06-18 · GNU C++11 (first AC) · Tags: data structures, trees

[mzen's solution](#)

4028.

714D

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

Rating: 2200 · first AC: 2017-05-26 · GNU C++11 (first AC) · Tags: binary search, interactive

[mzen's solution](#)

4029.

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

[mzen's solution](#)

4030.

46F

[Hercule Poirot Problem](#) · [Tutorial](#)

Quality: 358 global accepts · Rating: 2300 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dsu, graphs

[mzen's solution](#)

4031.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[mzen's solution](#)

4032.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[mzen's solution](#)

4033.

44I

[Toys](#) · [Tutorial](#)

Quality: 231 global accepts · Rating: 2300 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics

[mzen's solution](#)

4034.

43E

[Race](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2300 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, two pointers

[mzen's solution](#)

4035.

42D

[Strange town](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 2300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[mzen's solution](#)

4036.

38G

[Queue](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 2300 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[mzen's solution](#)

4037.

36D

[New Game with a Chess Piece](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2300 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[mzen's solution](#)

4038.

111D

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

Quality: 901 global accepts · Rating: 2300 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[mzen's solution](#)

4039.

2146E

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

Quality: 2,054 global accepts · Rating: 2300 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[mzen's solution](#)

4040.

438D

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

Quality: 11,596 global accepts · Rating: 2300 · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math
[mzen's solution](#)

4041.

403D

[Beautiful Pairs of Numbers](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp
[mzen's solution](#)

4042.

558D

[Guess Your Way Out! II](#) · [Tutorial](#)

Quality: 1,207 global accepts · Rating: 2300 · first AC: 2025-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings
[mzen's solution](#)

4043.

37D

[Lesson Timetable](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2300 · first AC: 2025-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[mzen's solution](#)

4044.

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, graphs, greedy
[mzen's solution](#)

4045.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
[mzen's solution](#)

4046.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees
[mzen's solution](#)

4047.

590D

[Top Secret Task](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2300 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp
[mzen's solution](#)

4048.

313E

[Ilya and Two Numbers](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2300 · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy
[mzen's solution](#)

4049.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, strings
[mzen's solution](#)

4050.

78D

[Archer's Shot](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 2300 · first AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry, math, two pointers

[mzen's solution](#)

4051.

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[mzen's solution](#)

4052.

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths

[mzen's solution](#)

4053.

873E

[Awards For Contestants](#) · [Tutorial](#)

Quality: 793 global accepts · Rating: 2300 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp

[mzen's solution](#)

4054.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[mzen's solution](#)

4055.

40C

[Berland Square](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 2300 · first AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[mzen's solution](#)

4056.

1151F

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

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[mzen's solution](#)

4057.

24E

[Berland collider](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2300 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search

[mzen's solution](#)

4058.

22E

[Scheme](#) · [Tutorial](#)

Quality: 2,080 global accepts · Rating: 2300 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[mzen's solution](#)

4059.

9E

[Interstring graph and Apples](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 2300 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs

[mzen's solution](#)

4060.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math
[mzen's solution](#)

4061.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2024-12-01 · GNU C11 (first AC) · Tags: data structures, dp, graphs, sortings
[mzen's solution](#)

4062.

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math
[mzen's solution](#)

4063.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing
[mzen's solution](#)

4064.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory
[mzen's solution](#)

4065.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, number theory, shortest paths
[mzen's solution](#)

4066.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing
[mzen's solution](#)

4067.

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
[mzen's solution](#)

4068.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings
[mzen's solution](#)

4069.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle
[mzen's solution](#)

4070.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[mzen's solution](#)

4071.

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[mzen's solution](#)

4072.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2300 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy

[mzen's solution](#)

4073.

1132D

[Stressful Training](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[mzen's solution](#)

4074.

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[mzen's solution](#)

4075.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[mzen's solution](#)

4076.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[mzen's solution](#)

4077.

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[mzen's solution](#)

4078.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[mzen's solution](#)

4079.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[mzen's solution](#)

4080.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings
[mzen's solution](#)

4081.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers
[mzen's solution](#)

4082.

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees
[mzen's solution](#)

4083.

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
[mzen's solution](#)

4084.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2300 · first AC: 2023-07-27 · Go (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers
[mzen's solution](#)

4085.

1843F2

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

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees
[mzen's solution](#)

4086.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory
[mzen's solution](#)

4087.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers
[mzen's solution](#)

4088.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees
[mzen's solution](#)

4089.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy,

implementation, interactive, math

[mzen's solution](#)

4090.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs

[mzen's solution](#)

4091.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[mzen's solution](#)

4092.

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, probabilities

[mzen's solution](#)

4093.

167C

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

Quality: 740 global accepts · Rating: 2300 · first AC: 2019-10-05 · last AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[mzen's solution](#)

4094.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2018-10-12 · last AC: 2022-10-04 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[mzen's solution](#)

4095.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[mzen's solution](#)

4096.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,369 global accepts · Rating: 2300 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[mzen's solution](#)

4097.

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[mzen's solution](#)

4098.

727E

[Games on a CD](#) · [Tutorial](#)

Quality: 1,553 global accepts · Rating: 2300 · first AC: 2022-09-11 · last AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, string suffix structures, strings

[mzen's solution](#)

4099.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[mzen's solution](#)

4100.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2022-08-13 · GNU C11 (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[mzen's solution](#)

4101.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,315 global accepts · Rating: 2300 · first AC: 2022-07-30 · GNU C11 (first AC) · Tags: dp, greedy

[mzen's solution](#)

4102.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[mzen's solution](#)

4103.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[mzen's solution](#)

4104.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,514 global accepts · Rating: 2300 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[mzen's solution](#)

4105.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, implementation, trees

[mzen's solution](#)

4106.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[mzen's solution](#)

4107.

1379D

[New Passenger Trams](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[mzen's solution](#)

4108.

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2300 · first AC: 2022-06-15 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[mzen's solution](#)

4109.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2022-06-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, trees

[mzen's solution](#)

4110.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[mzen's solution](#)

4111.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths, sortings

[mzen's solution](#)

4112.

1681F

[Unique Occurrences](#) · [Tutorial](#)

Quality: 2,322 global accepts · Rating: 2300 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[mzen's solution](#)

4113.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,378 global accepts · Rating: 2300 · first AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[mzen's solution](#)

4114.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,225 global accepts · Rating: 2300 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[mzen's solution](#)

4115.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-05-05 · GNU C11 (first AC) · Tags: dp

[mzen's solution](#)

4116.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[mzen's solution](#)

4117.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[mzen's solution](#)

4118.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[mzen's solution](#)

4119.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory
[mzen's solution](#)

4120.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2022-02-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, probabilities
[mzen's solution](#)

4121.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-02-26 · last AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees
[mzen's solution](#)

4122.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[mzen's solution](#)

4123.

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, trees
[mzen's solution](#)

4124.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees
[mzen's solution](#)

4125.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers
[mzen's solution](#)

4126.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer
[mzen's solution](#)

4127.

1425D

[Danger of Mad Snakes](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[mzen's solution](#)

4128.

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
[mzen's solution](#)

4129.

949D

[Curfew](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2300 · first AC: 2018-03-13 · last AC: 2020-09-04 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, sortings

[mzen's solution](#)

4130.

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2018-10-15 · last AC: 2020-08-27 · GNU C++11 (first AC) · Tags: combinatorics, strings

[mzen's solution](#)

4131.

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2018-04-24 · last AC: 2020-08-23 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[mzen's solution](#)

4132.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[mzen's solution](#)

4133.

610D

[Vika and Segments](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 2300 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, geometry, two pointers

[mzen's solution](#)

4134.

1245E

[Hyakugoku and Ladders](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities, shortest paths

[mzen's solution](#)

4135.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[mzen's solution](#)

4136.

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[mzen's solution](#)

4137.

1250G

[Discarding Game](#) · [Tutorial](#)

Quality: 775 global accepts · Rating: 2300 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[mzen's solution](#)

4138.

1252B

[Cleaning Robots](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2300 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[mzen's solution](#)

4139.

1252L

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

Quality: 642 global accepts · Rating: 2300 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[mzen's solution](#)

4140.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, sortings

[mzen's solution](#)

4141.

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[mzen's solution](#)

4142.

489E

[Hiking](#) · [Tutorial](#)

Quality: 1,147 global accepts · Rating: 2300 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[mzen's solution](#)

4143.

425C

[Sereja and Two Sequences](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2300 · first AC: 2019-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[mzen's solution](#)

4144.

727F

[Polycarp's problems](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2300 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[mzen's solution](#)

4145.

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[mzen's solution](#)

4146.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[mzen's solution](#)

4147.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory, two pointers

[mzen's solution](#)

4148.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices

[mzen's solution](#)

4149.

1096F

[Inversion Expectation](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2019-09-30 · PyPy 3 (first AC) · Tags: dp, math, probabilities

[mzen's solution](#)

4150.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices

[mzen's solution](#)

4151.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[mzen's solution](#)

4152.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2019-09-05 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, math

[mzen's solution](#)

4153.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[mzen's solution](#)

4154.

1190C

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

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: brute force, games, greedy

[mzen's solution](#)

4155.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[mzen's solution](#)

4156.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: dp, probabilities

[mzen's solution](#)

4157.

1015F

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

Quality: 1,477 global accepts · Rating: 2300 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: dp, strings

[mzen's solution](#)

4158.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2019-06-04 · last AC: 2019-06-04 · GNU C++11 (first AC) · Tags: combinatorics, data structures, math, sortings

[mzen's solution](#)

4159.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[mzen's solution](#)

4160.

1004D

[Sonya and Matrix](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2300 · first AC: 2018-10-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[mzen's solution](#)

4161.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,402 global accepts · Rating: 2300 · first AC: 2018-10-13 · GNU C++11 (first AC) · Tags: geometry, sortings

[mzen's solution](#)

4162.

628E

[Zbazi in Zeydabad](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2300 · first AC: 2018-10-10 · GNU C++11 (first AC) · Tags: data structures, implementation

[mzen's solution](#)

4163.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees

[mzen's solution](#)

4164.

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2018-10-08 · GNU C++11 (first AC) · Tags: combinatorics, math

[mzen's solution](#)

4165.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2300 · first AC: 2018-10-05 · last AC: 2018-10-05 · GNU C++11 (first AC) · Tags: data structures

[mzen's solution](#)

4166.

808E

[Selling Souvenirs](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, ternary search

[mzen's solution](#)

4167.

808G

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

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: dp, strings

[mzen's solution](#)

4168.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,452 global accepts · Rating: 2300 · first AC: 2018-10-02 · GNU C++11 (first AC) · Tags: math, number theory

[mzen's solution](#)

4169.

915E

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

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2018-10-02 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[mzen's solution](#)

4170.

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2018-09-27 · last AC: 2018-09-27 · GNU C++11 (first AC) · Tags: hashing, strings

[mzen's solution](#)

4171.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: data structures, dsu, trees

[mzen's solution](#)

4172.

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2018-09-18 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[mzen's solution](#)

4173.

935E

[Fafa and Ancient Mathematics](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2300 · first AC: 2018-02-20 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[mzen's solution](#)

4174.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: combinatorics, math

[mzen's solution](#)

4175.

509F

[Progress Monitoring](#) · [Tutorial](#)

Quality: 1,183 global accepts · Rating: 2300 · first AC: 2017-06-06 · GNU C++11 (first AC) · Tags: dp, trees

[mzen's solution](#)

4176.

711E

[ZS and The Birthday Paradox](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2017-05-25 · GNU C++11 (first AC) · Tags: math, number theory, probabilities

[mzen's solution](#)

4177.

2171H

[Shiori Miyagi and Maximum Array Score](#) · [Tutorial](#)

Quality: 1,014 global accepts · Rating: 2400 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings

[mzen's solution](#)

4178.

39G

[Inverse Function](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 2400 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[mzen's solution](#)

4179.

38H

[The Great Marathon](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 2400 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[mzen's solution](#)

4180.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[mzen's solution](#)

4181.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[mzen's solution](#)

4182.

73E

[Morrowindows](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2400 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[mzen's solution](#)

4183.

32E

[Hide-and-Seek](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2400 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, implementation

[mzen's solution](#)

4184.

31E

[TV Game](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2400 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[mzen's solution](#)

4185.

29E

[Quarrel](#) · [Tutorial](#)

Quality: 1,133 global accepts · Rating: 2400 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[mzen's solution](#)

4186.

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[mzen's solution](#)

4187.

28D

[Don't fear, DravDe is kind](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 2400 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, hashing

[mzen's solution](#)

4188.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2400 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp, fft, math

[mzen's solution](#)

4189.

58E

[Expression](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2400 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[mzen's solution](#)

4190.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2025-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[mzen's solution](#)

4191.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[mzen's solution](#)

4192.

256E

[Lucky Arrays](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2400 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[mzen's solution](#)

4193.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[mzen's solution](#)

4194.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[mzen's solution](#)

4195.

581F

[Zublicanes and Mumocrates](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2400 · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees, two pointers

[mzen's solution](#)

4196.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, ternary search

[mzen's solution](#)

4197.

887D

[Ratings and Reality Shows](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2400 · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, two pointers

[mzen's solution](#)

4198.

873F

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

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dsu, string suffix structures, strings

[mzen's solution](#)

4199.

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2025-01-08 · last AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: flows, trees

[mzen's solution](#)

4200.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, trees

[mzen's solution](#)

4201.

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees

[mzen's solution](#)

4202.

26D

[Tickets](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities
[mzen's solution](#)

4203.

26E

[Multithreading](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2400 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[mzen's solution](#)

4204.

1619H

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

Quality: 1,433 global accepts · Rating: 2400 · first AC: 2024-12-04 · GNU C11 (first AC) · Tags: brute force, data structures, divide and conquer, two pointers
[mzen's solution](#)

4205.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers
[mzen's solution](#)

4206.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2400 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation
[mzen's solution](#)

4207.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers
[mzen's solution](#)

4208.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
[mzen's solution](#)

4209.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy
[mzen's solution](#)

4210.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,763 global accepts · Rating: 2400 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, string suffix structures, strings
[mzen's solution](#)

4211.

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2400 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory
[mzen's solution](#)

4212.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[mzen's solution](#)

4213.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[mzen's solution](#)

4214.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[mzen's solution](#)

4215.

1132G

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

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[mzen's solution](#)

4216.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[mzen's solution](#)

4217.

1980F2

[Field Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[mzen's solution](#)

4218.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2400 · first AC: 2024-09-14 · last AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[mzen's solution](#)

4219.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[mzen's solution](#)

4220.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[mzen's solution](#)

4221.

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

[mzen's solution](#)

4222.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs
[mzen's solution](#)

4223.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers
[mzen's solution](#)

4224.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths
[mzen's solution](#)

4225.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2022-12-07 · last AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities
[mzen's solution](#)

4226.

21D

[Traveling Graph](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 2400 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, graph matchings, graphs
[mzen's solution](#)

4227.

17D

[Notepad](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2400 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: number theory
[mzen's solution](#)

4228.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings
[mzen's solution](#)

4229.

5E

[Bindian Signaling](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[mzen's solution](#)

4230.

160E

[Buses and People](#) · [Tutorial](#)

Quality: 682 global accepts · Rating: 2400 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings
[mzen's solution](#)

4231.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2018-09-24 · last AC: 2022-11-06 · GNU C++11 (first AC) · Tags: data structures, divide and conquer
[mzen's solution](#)

4232.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 2400 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings
[mzen's solution](#)

4233.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
[mzen's solution](#)

4234.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2018-09-25 · last AC: 2022-10-19 · GNU C++11 (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees
[mzen's solution](#)

4235.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp
[mzen's solution](#)

4236.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-10-02 · last AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy
[mzen's solution](#)

4237.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[mzen's solution](#)

4238.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp
[mzen's solution](#)

4239.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings
[mzen's solution](#)

4240.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2400 · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms
[mzen's solution](#)

4241.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2022-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math
[mzen's solution](#)

4242.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2400 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[mzen's solution](#)

4243.

1720D2

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

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[mzen's solution](#)

4244.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[mzen's solution](#)

4245.

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2022-08-07 · GNU C11 (first AC) · Tags: sortings

[mzen's solution](#)

4246.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-06 · GNU C11 (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[mzen's solution](#)

4247.

1706D2

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

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[mzen's solution](#)

4248.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[mzen's solution](#)

4249.

1374F

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

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[mzen's solution](#)

4250.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[mzen's solution](#)

4251.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures

[mzen's solution](#)

4252.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2022-06-06 · last AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, implementation, sortings

[mzen's solution](#)

4253.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[mzen's solution](#)

4254.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2022-05-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[mzen's solution](#)

4255.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[mzen's solution](#)

4256.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[mzen's solution](#)

4257.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[mzen's solution](#)

4258.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[mzen's solution](#)

4259.

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[mzen's solution](#)

4260.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[mzen's solution](#)

4261.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[mzen's solution](#)

4262.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, sortings

[mzen's solution](#)

4263.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[mzen's solution](#)

4264.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[mzen's solution](#)

4265.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings

[mzen's solution](#)

4266.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[mzen's solution](#)

4267.

1526E

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

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2022-03-29 · last AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[mzen's solution](#)

4268.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[mzen's solution](#)

4269.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[mzen's solution](#)

4270.

1591E

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

Rating: 2400 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[mzen's solution](#)

4271.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms,

implementation, interactive, math

[mzen's solution](#)

4272.

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[mzen's solution](#)

4273.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[mzen's solution](#)

4274.

1626E

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

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, trees

[mzen's solution](#)

4275.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[mzen's solution](#)

4276.

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[mzen's solution](#)

4277.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-03 · last AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, two pointers

[mzen's solution](#)

4278.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[mzen's solution](#)

4279.

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2019-02-18 · last AC: 2020-09-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp

[mzen's solution](#)

4280.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2019-02-18 · last AC: 2020-08-29 · GNU C++11 (first AC) · Tags: data structures

[mzen's solution](#)

4281.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[mzen's solution](#)

4282.

886E

[Maximum Element](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2018-10-13 · last AC: 2020-03-05 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[mzen's solution](#)

4283.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[mzen's solution](#)

4284.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[mzen's solution](#)

4285.

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: hashing, trees

[mzen's solution](#)

4286.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[mzen's solution](#)

4287.

567F

[Mausoleum](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2400 · first AC: 2019-10-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[mzen's solution](#)

4288.

856D

[Masha and Cactus](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2019-10-13 · last AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[mzen's solution](#)

4289.

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[mzen's solution](#)

4290.

1080F

[Katya and Segments Sets](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2400 · first AC: 2019-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, interactive, sortings

[mzen's solution](#)

4291.

639D

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

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

[mzen's solution](#)

4292.

1045H

[Self-exploration](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2400 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[mzen's solution](#)

4293.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dp

[mzen's solution](#)

4294.

720B

[Cactusophobia](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: 2400 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, flows

[mzen's solution](#)

4295.

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[mzen's solution](#)

4296.

767E

[Change-free](#) · [Tutorial](#)

Quality: 1,072 global accepts · Rating: 2400 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[mzen's solution](#)

4297.

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, trees

[mzen's solution](#)

4298.

847J

[Students Initiation](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graphs

[mzen's solution](#)

4299.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, trees

[mzen's solution](#)

4300.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2019-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[mzen's solution](#)

4301.

1184E3

[Daleks' Invasion \(hard\)](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2400 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[mzen's solution](#)

4302.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: data structures, sortings

[mzen's solution](#)

4303.

1186F

[Vus the Cossack and a Graph](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2400 · first AC: 2019-06-28 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, implementation
[mzen's solution](#)

4304.

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, hashing
[mzen's solution](#)

4305.

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2019-05-09 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math
[mzen's solution](#)

4306.

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[mzen's solution](#)

4307.

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2019-04-21 · GNU C++11 (first AC) · Tags: dp, greedy
[mzen's solution](#)

4308.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2019-03-14 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees
[mzen's solution](#)

4309.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2019-02-18 · GNU C++11 (first AC) · Tags: data structures, math, number theory
[mzen's solution](#)

4310.

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2400 · first AC: 2019-02-18 · GNU C++11 (first AC) · Tags: data structures, hashing
[mzen's solution](#)

4311.

1004E

[Sonya and Ice Cream](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2018-10-17 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees
[mzen's solution](#)

4312.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, trees
[mzen's solution](#)

4313.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2018-10-10 · last AC: 2018-10-10 · GNU C++11 (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[mzen's solution](#)

4314.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2018-10-06 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[mzen's solution](#)

4315.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2018-10-02 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, trees

[mzen's solution](#)

4316.

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2018-09-26 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[mzen's solution](#)

4317.

1016E

[Rest In The Shades](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2018-09-19 · GNU C++11 (first AC) · Tags: binary search, geometry

[mzen's solution](#)

4318.

1036F

[Relatively Prime Powers](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2018-09-18 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[mzen's solution](#)

4319.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2018-09-18 · GNU C++11 (first AC) · Tags: fft, geometry, number theory

[mzen's solution](#)

4320.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2018-09-18 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[mzen's solution](#)

4321.

1038E

[Maximum Matching](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2400 · first AC: 2018-09-15 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[mzen's solution](#)

4322.

939F

[Cutlet](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2018-02-21 · GNU C++11 (first AC) · Tags: data structures, dp

[mzen's solution](#)

4323.

920D

[Tanks](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2400 · first AC: 2018-02-05 · GNU C++11 (first AC) · Tags: dp, greedy, implementation
[mzen's solution](#)

4324.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2400 · first AC: 2018-01-19 · GNU C++11 (first AC) · Tags: data structures, trees
[mzen's solution](#)

4325.

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2017-08-03 · GNU C++11 (first AC) · Tags: binary search, brute force, combinatorics, math, matrices
[mzen's solution](#)

4326.

707E

[Garlands](#) · [Tutorial](#)

Quality: 1,342 global accepts · Rating: 2400 · first AC: 2017-06-17 · GNU C++11 (first AC) · Tags: data structures
[mzen's solution](#)

4327.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2017-02-28 · last AC: 2017-02-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees
[mzen's solution](#)

4328.

2185H

[BattleCows 2](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2500 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy
[mzen's solution](#)

4329.

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
[mzen's solution](#)

4330.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees
[mzen's solution](#)

4331.

46G

[Emperor's Problem](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 2500 · first AC: 2025-12-31 · last AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry
[mzen's solution](#)

4332.

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math
[mzen's solution](#)

4333.

45F

[Goats and Wolves](#) · [Tutorial](#)

Quality: 167 global accepts · Rating: 2500 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[mzen's solution](#)

4334.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2018-10-08 · last AC: 2025-11-29 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search
[mzen's solution](#)

4335.

44G

[Shooting Gallery](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2500 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation
[mzen's solution](#)

4336.

39I

[Tram](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 2500 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mzen's solution](#)

4337.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2500 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers
[mzen's solution](#)

4338.

778C

[Peterson Polyglot](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees
[mzen's solution](#)

4339.

2059E1

[Stop Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings
[mzen's solution](#)

4340.

297D

[Color the Carpet](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 2500 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[mzen's solution](#)

4341.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees
[mzen's solution](#)

4342.

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
[mzen's solution](#)

4343.

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,141 global accepts · Rating: 2500 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation

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4344.

23E

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Quality: 725 global accepts · Rating: 2500 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: dp

[mzen's solution](#)

4345.

23C

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Quality: 1,695 global accepts · Rating: 2500 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings

[mzen's solution](#)

4346.

17C

[Balance](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2500 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: dp

[mzen's solution](#)

4347.

15D

[Map](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2500 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[mzen's solution](#)

4348.

1945G

[Cook and Porridge](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, implementation

[mzen's solution](#)

4349.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[mzen's solution](#)

4350.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[mzen's solution](#)

4351.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2500 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[mzen's solution](#)

4352.

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[mzen's solution](#)

4353.

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[mzen's solution](#)

4354.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[mzen's solution](#)

4355.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[mzen's solution](#)

4356.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,746 global accepts · Rating: 2500 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, graph matchings

[mzen's solution](#)

4357.

2005E2

[Subtangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2500 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, games, greedy, implementation

[mzen's solution](#)

4358.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[mzen's solution](#)

4359.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[mzen's solution](#)

4360.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2500 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[mzen's solution](#)

4361.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[mzen's solution](#)

4362.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[mzen's solution](#)

4363.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[mzen's solution](#)

4364.

40E

[Number Table](#) · [Tutorial](#)

Quality: 810 global accepts · Rating: 2500 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics
[mzen's solution](#)

4365.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-06-29 · last AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math
[mzen's solution](#)

4366.

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[mzen's solution](#)

4367.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees
[mzen's solution](#)

4368.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees
[mzen's solution](#)

4369.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs
[mzen's solution](#)

4370.

924D

[Contact ATC](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2019-09-17 · last AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[mzen's solution](#)

4371.

314D

[Sereja and Straight Lines](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 2500 · first AC: 2017-10-14 · last AC: 2022-10-19 · GNU C++11 (first AC) · Tags: binary search, data structures, geometry, sortings, two pointers
[mzen's solution](#)

4372.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search
[mzen's solution](#)

4373.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[mzen's solution](#)

4374.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, implementation

[mzen's solution](#)

4375.

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: games, two pointers

[mzen's solution](#)

4376.

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[mzen's solution](#)

4377.

753C

[Interactive Bulls and Cows \(Hard\)](#) · [Tutorial](#)

Quality: 400 global accepts · Rating: 2500 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, interactive

[mzen's solution](#)

4378.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[mzen's solution](#)

4379.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[mzen's solution](#)

4380.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-13 · GNU C11 (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[mzen's solution](#)

4381.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-04 · GNU C11 (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[mzen's solution](#)

4382.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[mzen's solution](#)

4383.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings
[mzen's solution](#)

4384.

1374E2

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

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers
[mzen's solution](#)

4385.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, trees
[mzen's solution](#)

4386.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs
[mzen's solution](#)

4387.

1398F

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

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[mzen's solution](#)

4388.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[mzen's solution](#)

4389.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
[mzen's solution](#)

4390.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2500 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory
[mzen's solution](#)

4391.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[mzen's solution](#)

4392.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, number theory
[mzen's solution](#)

4393.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[mzen's solution](#)

4394.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-04-10 · last AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[mzen's solution](#)

4395.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[mzen's solution](#)

4396.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[mzen's solution](#)

4397.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[mzen's solution](#)

4398.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[mzen's solution](#)

4399.

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy

[mzen's solution](#)

4400.

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2022-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[mzen's solution](#)

4401.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[mzen's solution](#)

4402.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, string suffix structures,

strings

[mzen's solution](#)

4403.

1559D2

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

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[mzen's solution](#)

4404.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[mzen's solution](#)

4405.

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs

[mzen's solution](#)

4406.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2019-09-14 · last AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[mzen's solution](#)

4407.

1418G

[Three Occurrences](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[mzen's solution](#)

4408.

1076F

[Summer Practice Report](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2500 · first AC: 2018-11-12 · last AC: 2020-09-13 · GNU C++11 (first AC) · Tags: dp, greedy

[mzen's solution](#)

4409.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[mzen's solution](#)

4410.

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2018-09-17 · last AC: 2020-09-02 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, math

[mzen's solution](#)

4411.

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2018-10-11 · last AC: 2020-08-31 · GNU C++11 (first AC) · Tags: data structures, greedy

[mzen's solution](#)

4412.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2019-09-30 · last AC: 2020-08-24 · PyPy 3 (first AC) · Tags: combinatorics, dp, math, probabilities

[mzen's solution](#)

4413.

628F

[Bear and Fair Set](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2018-10-10 · last AC: 2020-03-10 · GNU C++11 (first AC) · Tags: flows, graphs

[mzen's solution](#)

4414.

1246D

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees

[mzen's solution](#)

4415.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation

[mzen's solution](#)

4416.

618E

[Robot Arm](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 2500 · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry

[mzen's solution](#)

4417.

852A

[Digits](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 2500 · first AC: 2019-10-11 · last AC: 2019-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[mzen's solution](#)

4418.

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2019-10-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math

[mzen's solution](#)

4419.

747F

[Igor and Interesting Numbers](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 2500 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[mzen's solution](#)

4420.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, number theory

[mzen's solution](#)

4421.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[mzen's solution](#)

4422.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[mzen's solution](#)

4423.

1228F

[One Node is Gone](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2500 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[mzen's solution](#)

4424.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,730 global accepts · Rating: 2500 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[mzen's solution](#)

4425.

1100D

[Dasha and Chess](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2500 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive

[mzen's solution](#)

4426.

444D

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

Quality: 862 global accepts · Rating: 2500 · first AC: 2019-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, hashing, strings, two pointers

[mzen's solution](#)

4427.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2019-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[mzen's solution](#)

4428.

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: data structures, geometry, math, sortings

[mzen's solution](#)

4429.

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2500 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[mzen's solution](#)

4430.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2019-06-04 · last AC: 2019-06-04 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[mzen's solution](#)

4431.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2019-03-14 · GNU C++11 (first AC) · Tags: brute force, data structures

[mzen's solution](#)

4432.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2019-03-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[mzen's solution](#)

4433.

1073F

[Choosing Two Paths](#) · [Tutorial](#)

Quality: 593 global accepts · Rating: 2500 · first AC: 2019-02-25 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees
[mzen's solution](#)

4434.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2019-02-18 · GNU C++11 (first AC) · Tags: data structures, number theory
[mzen's solution](#)

4435.

360C

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

Quality: 1,226 global accepts · Rating: 2500 · first AC: 2019-02-18 · GNU C++11 (first AC) · Tags: combinatorics, dp
[mzen's solution](#)

4436.

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2018-10-08 · last AC: 2018-10-08 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, geometry
[mzen's solution](#)

4437.

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2018-10-06 · GNU C++11 (first AC) · Tags: math, number theory
[mzen's solution](#)

4438.

912C

[Perun, Ult!](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2500 · first AC: 2018-02-12 · last AC: 2018-02-12 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings
[mzen's solution](#)

4439.

888F

[Connecting Vertices](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2017-11-10 · GNU C++11 (first AC) · Tags: dp, graphs
[mzen's solution](#)

4440.

832C

[Strange Radiation](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2500 · first AC: 2017-07-25 · GNU C++11 (first AC) · Tags: binary search, implementation, math
[mzen's solution](#)

4441.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2017-05-05 · GNU C++11 (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees
[mzen's solution](#)

4442.

39K

[Testing](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 2600 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mzen's solution](#)

4443.

37E

[Trial for Chief](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2600 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, shortest paths
[mzen's solution](#)

4444.

36E

[Two Paths](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2600 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, implementation
[mzen's solution](#)

4445.

33E

[Helper](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 2600 · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[mzen's solution](#)

4446.

13D

[Triangles](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 2600 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry
[mzen's solution](#)

4447.

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, fft, greedy, math, number theory
[mzen's solution](#)

4448.

30D

[King's Problem?](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2600 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy
[mzen's solution](#)

4449.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,495 global accepts · Rating: 2600 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math
[mzen's solution](#)

4450.

480D

[Parcels](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 2600 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs
[mzen's solution](#)

4451.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math
[mzen's solution](#)

4452.

542D

[Superhero's Job](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2600 · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, hashing, math, number theory
[mzen's solution](#)

4453.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, graphs

[mzen's solution](#)

4454.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[mzen's solution](#)

4455.

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures

[mzen's solution](#)

4456.

40D

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

Quality: 170 global accepts · Rating: 2600 · first AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[mzen's solution](#)

4457.

15E

[Triangles](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2600 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[mzen's solution](#)

4458.

23D

[Tetragon](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 2600 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[mzen's solution](#)

4459.

10E

[Greedy Change](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2600 · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[mzen's solution](#)

4460.

8E

[Beads](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2600 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs

[mzen's solution](#)

4461.

8D

[Two Friends](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2600 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[mzen's solution](#)

4462.

6D

[Lizards and Basements 2](#) · [Tutorial](#)

Quality: 2,279 global accepts · Rating: 2600 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[mzen's solution](#)

4463.

7E

[Defining Macros](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2600 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, expression parsing, implementation

[mzen's solution](#)

4464.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2024-12-03 · last AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures,

dp, implementation, matrices

[mzen's solution](#)

4465.

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory

[mzen's solution](#)

4466.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[mzen's solution](#)

4467.

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[mzen's solution](#)

4468.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[mzen's solution](#)

4469.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2600 · first AC: 2024-08-31 · last AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[mzen's solution](#)

4470.

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices

[mzen's solution](#)

4471.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, interactive, trees

[mzen's solution](#)

4472.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,946 global accepts · Rating: 2600 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[mzen's solution](#)

4473.

2C

[Commentator problem](#) · [Tutorial](#)

Quality: 2,025 global accepts · Rating: 2600 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[mzen's solution](#)

4474.

249E

[Endless Matrix](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2600 · first AC: 2022-11-20 · last AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: math

[mzen's solution](#)

4475.

249C

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

Rating: 2600 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities

[mzen's solution](#)

4476.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[mzen's solution](#)

4477.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[mzen's solution](#)

4478.

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings

[mzen's solution](#)

4479.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp

[mzen's solution](#)

4480.

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2022-09-18 · last AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[mzen's solution](#)

4481.

1241F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Rating: 2600 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[mzen's solution](#)

4482.

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2022-08-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[mzen's solution](#)

4483.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[mzen's solution](#)

4484.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, two pointers

[mzen's solution](#)

4485.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-04 · last AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[mzen's solution](#)

4486.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, probabilities

[mzen's solution](#)

4487.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices

[mzen's solution](#)

4488.

1389F

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

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2022-06-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graph matchings, sortings

[mzen's solution](#)

4489.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2600 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[mzen's solution](#)

4490.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[mzen's solution](#)

4491.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[mzen's solution](#)

4492.

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[mzen's solution](#)

4493.

1614E

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

Quality: 948 global accepts · Rating: 2600 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[mzen's solution](#)

4494.

1651E

[Sum of Matchings](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2600 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math

[mzen's solution](#)

4495.

1582G

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

Quality: 699 global accepts · Rating: 2600 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, number theory
[mzen's solution](#)

4496.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, number theory
[mzen's solution](#)

4497.

1423L

[Light switches](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 2600 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: meet-in-the-middle
[mzen's solution](#)

4498.

1416D

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

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2020-09-27 · last AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees
[mzen's solution](#)

4499.

274C

[The Last Hole!](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 2600 · first AC: 2019-02-20 · last AC: 2020-03-05 · GNU C++11 (first AC) · Tags: brute force, geometry
[mzen's solution](#)

4500.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer
[mzen's solution](#)

4501.

1027G

[X-mouse in the Campus](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2600 · first AC: 2019-10-25 · last AC: 2019-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory
[mzen's solution](#)

4502.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[mzen's solution](#)

4503.

814E

[An unavoidable detour for home](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2600 · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, shortest paths
[mzen's solution](#)

4504.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2019-10-12 · last AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs
[mzen's solution](#)

4505.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows

[mzen's solution](#)

4506.

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[mzen's solution](#)

4507.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[mzen's solution](#)

4508.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-08-25 · last AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[mzen's solution](#)

4509.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2019-07-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu

[mzen's solution](#)

4510.

1178F2

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

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[mzen's solution](#)

4511.

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 2600 · first AC: 2019-06-19 · GNU C++11 (first AC) · Tags: combinatorics, dp

[mzen's solution](#)

4512.

685D

[Kay and Eternity](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2600 · first AC: 2019-03-14 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[mzen's solution](#)

4513.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2019-02-18 · GNU C++11 (first AC) · Tags: data structures, trees

[mzen's solution](#)

4514.

1063D

[Candies for Children](#) · [Tutorial](#)

Quality: 472 global accepts · Rating: 2600 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: brute force, math

[mzen's solution](#)

4515.

612F

[Simba on the Circle](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2600 · first AC: 2018-10-11 · GNU C++11 (first AC) · Tags: dp

[mzen's solution](#)

4516.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2018-10-06 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, sortings
[mzen's solution](#)

4517.

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2018-09-24 · last AC: 2018-09-24 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing, strings
[mzen's solution](#)

4518.

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2018-09-19 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees
[mzen's solution](#)

4519.

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2018-04-21 · GNU C++11 (first AC) · Tags: binary search, data structures, dp
[mzen's solution](#)

4520.

513E1

[Subarray Cuts](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2018-03-02 · GNU C++11 (first AC) · Tags: dp
[mzen's solution](#)

4521.

935F

[Fafa and Array](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2600 · first AC: 2018-02-21 · GNU C++11 (first AC) · Tags: data structures, greedy
[mzen's solution](#)

4522.

42E

[Baldman and the military](#) · [Tutorial](#)

Quality: 244 global accepts · Rating: 2700 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, trees
[mzen's solution](#)

4523.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers
[mzen's solution](#)

4524.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees
[mzen's solution](#)

4525.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, trees
[mzen's solution](#)

4526.

44F

[BerPaint](#) · [Tutorial](#)

Quality: 80 global accepts · Rating: 2700 · first AC: 2025-01-09 · last AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, graphs

[mzen's solution](#)

4527.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[mzen's solution](#)

4528.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 2700 · first AC: 2024-12-17 · last AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

[mzen's solution](#)

4529.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[mzen's solution](#)

4530.

1279E

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

Quality: 455 global accepts · Rating: 2700 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[mzen's solution](#)

4531.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[mzen's solution](#)

4532.

1197F

[Coloring Game](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 2700 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, matrices

[mzen's solution](#)

4533.

2009G3

[Yunli's Subarray Queries \(extreme version\)](#) · [Tutorial](#)

Quality: 532 global accepts · Rating: 2700 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation

[mzen's solution](#)

4534.

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing

[mzen's solution](#)

4535.

1856E2

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

Quality: 1,755 global accepts · Rating: 2700 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[mzen's solution](#)

4536.

388D

[Fox and Perfect Sets](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: math

[mzen's solution](#)

4537.

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[mzen's solution](#)

4538.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2019-09-18 · last AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[mzen's solution](#)

4539.

1422E

[Minlexes](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2700 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, strings

[mzen's solution](#)

4540.

1671F

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

Quality: 428 global accepts · Rating: 2700 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[mzen's solution](#)

4541.

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings

[mzen's solution](#)

4542.

1519E

[Off by One](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[mzen's solution](#)

4543.

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2700 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[mzen's solution](#)

4544.

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[mzen's solution](#)

4545.

1543E

[The Final Pursuit](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2700 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[mzen's solution](#)

4546.

1627F

[Not Splitting](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2700 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths

[mzen's solution](#)

4547.

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2021-07-14 · last AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[mzen's solution](#)

4548.

812D

[Sagheer and Kindergarten](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 2700 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[mzen's solution](#)

4549.

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[mzen's solution](#)

4550.

772D

[Varying Kibibits](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2700 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[mzen's solution](#)

4551.

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[mzen's solution](#)

4552.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2019-10-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[mzen's solution](#)

4553.

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: fft, math, strings

[mzen's solution](#)

4554.

504D

[Misha and XOR](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2019-10-08 · last AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[mzen's solution](#)

4555.

933C

[A Colourful Prospect](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2700 · first AC: 2019-10-07 · last AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: geometry, graphs

[mzen's solution](#)

4556.

1010E

[Store](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 2700 · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[mzen's solution](#)

4557.

1025E

[Colored Cubes](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2700 · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, matrices

[mzen's solution](#)

4558.

1025F

[Disjoint Triangles](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2700 · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[mzen's solution](#)

4559.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[mzen's solution](#)

4560.

1184B3

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

Quality: 246 global accepts · Rating: 2700 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: flows, shortest paths

[mzen's solution](#)

4561.

1118F2

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

Quality: 633 global accepts · Rating: 2700 · first AC: 2019-06-06 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[mzen's solution](#)

4562.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,370 global accepts · Rating: 2700 · first AC: 2019-03-07 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees

[mzen's solution](#)

4563.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2019-03-07 · last AC: 2019-03-07 · GNU C++11 (first AC) · Tags: data structures

[mzen's solution](#)

4564.

1000G

[Two-Paths](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2018-09-24 · GNU C++11 (first AC) · Tags: data structures, dp, trees

[mzen's solution](#)

4565.

513E2

[Subarray Cuts](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 2700 · first AC: 2018-03-02 · GNU C++11 (first AC) · Tags: dp

[mzen's solution](#)

4566.

864F

[Cities Excursions](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2700 · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[mzen's solution](#)

4567.

2182G

[Short Garland](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2800 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[mzen's solution](#)

4568.

1993F2

[Dyn-scripted Robot \(Hard Version\)](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 2800 · first AC: 2025-11-04 · last AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math, number theory

[mzen's solution](#)

4569.

30E

[Tricky and Clever Password](#) · [Tutorial](#)

Quality: 920 global accepts · Rating: 2800 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, hashing, strings

[mzen's solution](#)

4570.

28E

[DravDe saves the world](#) · [Tutorial](#)

Quality: 109 global accepts · Rating: 2800 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math

[mzen's solution](#)

4571.

11E

[Forward, march!](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[mzen's solution](#)

4572.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: dp

[mzen's solution](#)

4573.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[mzen's solution](#)

4574.

2021E3

[Digital Village \(Extreme Version\)](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2800 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees

[mzen's solution](#)

4575.

1082F

[Speed Dial](#) · [Tutorial](#)

Quality: 541 global accepts · Rating: 2800 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings, trees

[mzen's solution](#)

4576.

1900F

[Local Deletions](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2800 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[mzen's solution](#)

4577.

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, probabilities

[mzen's solution](#)

4578.

1393E1

[Twilight and Ancient Scroll \(easier version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2800 · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[mzen's solution](#)

4579.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2800 · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[mzen's solution](#)

4580.

1419F

[Rain of Fire](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2800 · first AC: 2022-06-02 · last AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, implementation

[mzen's solution](#)

4581.

1455F

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

Quality: 519 global accepts · Rating: 2800 · first AC: 2022-05-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[mzen's solution](#)

4582.

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 694 global accepts · Rating: 2800 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, shortest paths

[mzen's solution](#)

4583.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[mzen's solution](#)

4584.

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2021-08-09 · last AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive

[mzen's solution](#)

4585.

1423M

[Milutin's Plums](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2800 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: interactive

[mzen's solution](#)

4586.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[mzen's solution](#)

4587.

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[mzen's solution](#)

4588.

850D

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

Quality: 468 global accepts · Rating: 2800 · first AC: 2019-10-14 · last AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[mzen's solution](#)

4589.

652F

[Ants on a Circle](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2800 · first AC: 2018-10-09 · last AC: 2020-03-05 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[mzen's solution](#)

4590.

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[mzen's solution](#)

4591.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2019-10-11 · last AC: 2019-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[mzen's solution](#)

4592.

1031F

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

Quality: 311 global accepts · Rating: 2800 · first AC: 2019-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math

[mzen's solution](#)

4593.

418D

[Big Problems for Organizers](#) · [Tutorial](#)

Quality: 546 global accepts · Rating: 2800 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, trees

[mzen's solution](#)

4594.

1012D

[AB-Strings](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 2800 · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[mzen's solution](#)

4595.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[mzen's solution](#)

4596.

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, geometry

[mzen's solution](#)

4597.

776F

[Sherlock's bet to Moriarty](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2800 · first AC: 2019-10-02 · last AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation, trees

[mzen's solution](#)

4598.

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, probabilities
[mzen's solution](#)

4599.

620F

[Xors on Segments](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2800 · first AC: 2018-05-10 · GNU C++11 (first AC) · Tags: data structures, strings, trees
[mzen's solution](#)

4600.

2146F

[Bubble Sort](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2900 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp
[mzen's solution](#)

4601.

2059E2

[Stop Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2900 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, hashing, strings
[mzen's solution](#)

4602.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,990 global accepts · Rating: 2900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: strings
[mzen's solution](#)

4603.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu
[mzen's solution](#)

4604.

2042E

[Vertex Pairs](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2900 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, divide and conquer, greedy, implementation, trees
[mzen's solution](#)

4605.

1860F

[Evaluate RBS](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 2900 · first AC: 2023-08-17 · last AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, implementation, math, sortings
[mzen's solution](#)

4606.

1455G

[Forbidden Value](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2900 · first AC: 2022-05-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
[mzen's solution](#)

4607.

1646F

[Playing Around the Table](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[mzen's solution](#)

4608.

325D

[Reclamation](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 2900 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: dsu

[mzen's solution](#)

4609.

455E

[Function](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2900 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[mzen's solution](#)

4610.

475F

[Meta-universe](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: 2900 · first AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[mzen's solution](#)

4611.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, probabilities

[mzen's solution](#)

4612.

1055F

[Tree and XOR](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: strings, trees

[mzen's solution](#)

4613.

1032G

[Chattering](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2900 · first AC: 2019-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[mzen's solution](#)

4614.

1051G

[Distinctification](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2900 · first AC: 2019-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy

[mzen's solution](#)

4615.

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle

[mzen's solution](#)

4616.

930E

[Coins Exhibition](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2900 · first AC: 2019-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[mzen's solution](#)

4617.

966E

[May Holidays](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: data structures, trees

[mzen's solution](#)

4618.

1423I

[Lookup Tables](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 3000 · first AC: 2020-10-05 · last AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[mzen's solution](#)

4619.

889E

[Mod Mod Mod](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2020-08-05 · last AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math

[mzen's solution](#)

4620.

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2019-07-20 · last AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar

[mzen's solution](#)

4621.

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[mzen's solution](#)

4622.

1250I

[Show Must Go On](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3100 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, shortest paths

[mzen's solution](#)

4623.

1393E2

[Twilight and Ancient Scroll \(harder version\)](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 3200 · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings, two pointers

[mzen's solution](#)

4624.

986F

[Oppa Funcan Style Remastered](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 3300 · first AC: 2019-05-08 · GNU C++11 (first AC) · Tags: graphs, math, number theory, shortest paths

[mzen's solution](#)

4625.

843D

[Dynamic Shortest Path](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 3400 · first AC: 2019-10-07 · last AC: 2019-10-07 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[mzen's solution](#)

4626.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, sortings

[mzen's solution](#)

4627.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[mzen's solution](#)

4628.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[mzen's solution](#)

4629.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[mzen's solution](#)

4630.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · Text (first AC) · Tags: *special, expression parsing, trees
[mzen's solution](#)

4631.

102694F

[The Lorax](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[mzen's solution](#)

4632.

102694E

[Filthy Rich Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[mzen's solution](#)

4633.

102694D

[Cycle Free Flow](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[mzen's solution](#)

4634.

102694C

[Sloth Naptime](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[mzen's solution](#)

4635.

102694B

[Dynamic Diameter](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[mzen's solution](#)

4636.

102694A

[Circumference of a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[mzen's solution](#)

4637.

102448C

[Call from Mendes](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[mzen's solution](#)

4638.

102448K

[Kongey Donk](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[mzen's solution](#)

4639.

102448J

[Jingle Bells](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[mzen's solution](#)

4640.

102448I

[Ivan and the swimming pool](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[mzen's solution](#)

4641.

102448H

[Hellcife is on fire](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[mzen's solution](#)

4642.

102448G

[Gorgeous Peter's Great Friend](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[mzen's solution](#)

4643.

102448F

[Finally, christmas!](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[mzen's solution](#)

4644.

102448E

[Everybody loves acai](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[mzen's solution](#)

4645.

102448D

[Drinking to turn red](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[mzen's solution](#)

4646.

102448B

[Beza's Hangover](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[mzen's solution](#)

4647.

102448A

[Accept or Reject](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[mzen's solution](#)

4648.

102394C

[Competition in Swiss-system](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[mzen's solution](#)

4649.

102394L

[LRU Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[mzen's solution](#)

4650.

102394B

[Binary Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[mzen's solution](#)

4651.

102394E

[Exchanging Gifts](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[mzen's solution](#)

4652.

102394A

[Artful Paintings](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[mzen's solution](#)

4653.

102394I

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

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[mzen's solution](#)

4654.

102394K

[Keeping Rabbits](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[mzen's solution](#)

4655.

102394F

[Fixing Banners](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[mzen's solution](#)

4656.

102394J

[Justifying the Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[mzen's solution](#)

4657.

396E

[On Iteration of One Well-Known Function](#) · [Tutorial](#)

Quality: 167 global accepts · Rating: — · first AC: 2019-09-30 · last AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: math
[mzen's solution](#)

4658.

396D

[On Sum of Number of Inversions in Permutations](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: — · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[mzen's solution](#)

4659.

396C

[On Changing Tree](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: — · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, trees
[mzen's solution](#)

4660.

396B

[On Sum of Fractions](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: — · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[mzen's solution](#)

4661.

396A

[On Number of Decompositions into Multipliers](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: — · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[mzen's solution](#)

4662.

102267G

[Diet](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[mzen's solution](#)

4663.

102267J

[Zoo](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[mzen's solution](#)

4664.

102267I

[Ultimate Army](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[mzen's solution](#)

4665.

102267F

[Arena Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[mzen's solution](#)

4666.

102267H

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

Rating: — · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[mzen's solution](#)

4667.

102267K

[Birthday Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[mzen's solution](#)

4668.

102267D

[Robots Easy](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[mzen's solution](#)

4669.

102267C

[Matryoshka Dolls](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[mzen's solution](#)

4670.

102267B

[Primes](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[mzen's solution](#)

4671.

102267A

[Picky Eater](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[mzen's solution](#)

4672.

102051H

[Nate and High School Nakama](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[mzen's solution](#)

4673.

102051G

[Nate and Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[mzen's solution](#)

4674.

102051D

[Nate and Dimension-Hopping Money](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[mzen's solution](#)

4675.

102051I

[Nate and Integer Coefficient](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[mzen's solution](#)

4676.

102051C

[Nate and Contest Invitation](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[mzen's solution](#)

4677.

102051A

[Nate and Actual 3D Girls](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[mzen's solution](#)

4678.

102051B

[Nate and Bones](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[mzen's solution](#)

4679.

102051F

[Nate and Fan Meet-and-Greet](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[mzen's solution](#)

4680.

101981L

[Lagrange the Chef](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[mzen's solution](#)

4681.

101981G

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[mzen's solution](#)

4682.

101981K

[Kangaroo Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[mzen's solution](#)

4683.

101981M

[Mediocre String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[mzen's solution](#)

4684.

101981A

[Adrien and Austin](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[mzen's solution](#)

4685.

101981I

[Magic Potion](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[mzen's solution](#)

4686.

101981J

[Prime Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[mzen's solution](#)

4687.

101981D

[Country Meow](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[mzen's solution](#)

4688.

101655M

[Mass Production](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-27 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4689.

101655H

[Holodeck Hacking](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-27 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4690.

101655E

[Enterprising Escape](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-27 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4691.

101655I

[Interstellar Trade](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-27 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4692.

101655D

[Delta Quadrant](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-27 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4693.

101655C

[Crusher's Code](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-27 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4694.

101655F

[Federation Favorites](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-27 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4695.

101655K

[Klingon Warfare](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-27 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4696.

101655B

[Bones's Battery](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-27 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4697.

101655A

[Assignments](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-27 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4698.

101655L

[Languages](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-27 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4699.

101655G

[Generations of Tribbles](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-27 · PyPy 3 (first AC) · Tags: —
[mzen's solution](#)

4700.

1193B

[Magic Tree](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: — · first AC: 2019-07-28 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dp, trees
[mzen's solution](#)

4701.

1192C

[Cubeword](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: — · first AC: 2019-07-25 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, dp, meet-in-the-middle
[mzen's solution](#)

4702.

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-28 · last AC: 2019-05-14 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4703.

101964K

[Points and Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-28 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4704.

100570F

[Tree Query](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-28 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4705.

101470J

[Strange Antennas](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-27 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4706.

101908A

[Slackline Adventure](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-27 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4707.

102006F

[Pretests](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-27 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4708.

101964G

[Matrix Queries](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-27 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4709.

101470E

[Points](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-22 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4710.

101617F

[Move Away](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-22 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4711.

101095P

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

Rating: — · first AC: 2019-02-22 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4712.

101095C

[Phone Cell](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-22 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4713.

101669D

[Harry Potter and The Vector Spell](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-21 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4714.

391D2

[Supercollider](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: — · first AC: 2018-05-10 · GNU C++11 (first AC) · Tags: data structures
[mzen's solution](#)

4715.

100803I

[Sweet War](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-24 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4716.

101492B

[Building a Bianzhong](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-23 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4717.

101435F

[Cable Management](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-03 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4718.

101397B

[New Keyboard](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-12 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4719.

101397A

[Small Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-12 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4720.

101484C

[Leading the Scoreboard](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-25 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4721.

101484B

[Nicoleta's Cleaning](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-25 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4722.

101484A

[Bath Temperature](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-25 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4723.

101521F

[Anniversaries](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-10 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4724.

101521J

[Posters](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-10 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4725.

101521H

[Pokemon GO](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-10 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4726.

101521K

[Lattice Points](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-10 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4727.

101521C

[Annoying Mathematics](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-10 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4728.

101521L

[Textbook Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-10 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4729.

101521B

[Salt Trading](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-10 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4730.

101521D

[Archery](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-10 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4731.

101521A

[Shuttle Bus](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-10 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4732.

100827F

[Knights](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-09 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4733.

100827H

[Pushups](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-09 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4734.

100827E

[Hill Number](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-09 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4735.

100827L

[Wormhole](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-09 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4736.

100827I

[Salary Inequity](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-09 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4737.

100827A

[Runes](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-09 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4738.

101532K

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

Rating: — · first AC: 2017-09-23 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4739.

101532J

[The Hell Boy](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-23 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4740.

101532I

[The Crazy Jumper](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-23 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4741.

101532H

[Corrupted Images](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-23 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4742.

101532G

[Magical Indices](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-23 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4743.

101532F

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

Rating: — · first AC: 2017-09-23 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4744.

101532E

[Game of Dice](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-23 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4745.

101532D

[Counting Test](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-23 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4746.

101532C

[Large Summation](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-23 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4747.

101532B

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

Rating: — · first AC: 2017-09-23 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4748.

101532A

[Subarrays Beauty](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-23 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4749.

101502I

[Move Between Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-15 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4750.

101502L

[Roads and Tracks](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-15 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4751.

101502G

[Most Common Suffix](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-15 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4752.

101502J

[Boxes Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-15 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4753.

101502K

[Malek and Summer Semester](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-15 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4754.

101502H

[Eyad and Math](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-15 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4755.

101502F

[Building Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-15 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4756.

101502E

[The Architect Omar](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-15 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4757.

101502D

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-15 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4758.

101502C

[Ahmad and Spells](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-15 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4759.

101502B

[Linear Algebra Test](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-15 · GNU C++11 (first AC) · Tags: —
[mzen's solution](#)

4760.

101502A

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4766.

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4767.

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4768.

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4769.

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4770.

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101059B

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4772.

101059A

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4773.

101353C

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4774.

101353H

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4775.

101353F

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4776.

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4780.

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4781.

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4782.

101350D

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101350B

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4784.

101350A

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4786.

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4788.

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4789.

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4790.

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4792.

101201A

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4793.

100499E

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4795.

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4796.

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4798.

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4800.

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4801.

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4803.

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4804.

101149I

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4805.

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