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Unique solved — p0tato

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

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Filters: none

Count: 3,840

1.

2218B

[The 67th 6-7 Integer Problem](#) · [Tutorial](#)

Quality: 33,652 global accepts · Rating: 800 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

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2.

2218C

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Quality: 26,404 global accepts · Rating: 800 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

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3.

2218A

[The 67th Integer Problem](#) · [Tutorial](#)

Quality: 34,890 global accepts · Rating: 800 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, implementation, math

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4.

2210A

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5.

2204B

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6.

2204A

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Quality: 21,736 global accepts · Rating: 800 · first AC: 2026-03-16 · PyPy 3-64 (first AC) · Tags: brute force, implementation

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7.

2205B

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8.

2205A

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9.

2157A

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sortings

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10.

2185B

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11.

2185A

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Quality: 43,078 global accepts · Rating: 800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

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12.

2183A

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13.

2178A

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14.

2161A

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15.

2172A

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16.

2164A

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17.

2156A

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18.

2154A

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19.

2153A

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20.

2153B

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[p0tato's solution](#)

21.

2145A

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22.

2155A

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23.

2152A

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24.

2133B

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25.

2133A

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26.

2147A

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27.

2144A

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28.

2148B

[Lasers](#) · [Tutorial](#)

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29.

2148A

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30.

2141A

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31.

2137A

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32.

2132A

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33.

2127A

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34.

2125A

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35.

2122A

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36.

2126B

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[p0tato's solution](#)

37.

2126A

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38.

2107A

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[p0tato's solution](#)

39.

2108A

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40.

2104A

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41.

2096A

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42.

2084A

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43.

2071A

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44.

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

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45.

2072A

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46.

2065B

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[p0tato's solution](#)

47.

2065A

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48.

2059A

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49.

2062A

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50.

2061A

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51.

2063A

[Minimal Coprime](#) · [Tutorial](#)

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52.

2056A

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53.

2043A

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54.

2047A

[Alyona and a Square Jigsaw Puzzle](#) · [Tutorial](#)

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55.

2034A

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56.

2039A

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57.

2031A

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58.

2029A

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59.

2035A

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60.

2027A

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61.

1992B

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62.

1992A

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63.

2033A

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64.

2025A

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65.

2020A

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66.

2013A

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67.

2008C

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68.

2008B

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

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69.

2008A

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70.

2004A

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71.

2002A

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Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

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72.

1991A

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73.

1994A

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74.

1983A

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75.

1987A

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76.

1978B

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77.

1978A

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78.

1941A

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79.

1985B

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[p0tato's solution](#)

80.

1985A

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81.

1984A

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82.

1878A

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83.

1981A

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84.

1975A

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

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85.

1974B

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86.

1974A

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87.

1971A

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88.

1971B

[Different String](#) · [Tutorial](#)

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89.

1968A

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90.

1968B

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91.

1955A

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92.

1942A

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93.

1948A

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94.

1923A

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95.

1930A

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96.

1929B

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97.

1929A

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98.

1931B

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99.

1931A

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100.

1925A

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101.

1922A

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102.

1921B

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103.

1921A

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104.

1920A

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Quality: 29,555 global accepts · Rating: 800 · first AC: 2024-01-15 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math

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105.

1914B

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106.

1914A

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107.

1916A

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108.

1909A

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Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
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109.

1905A

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110.

1896A

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1899A

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112.

1895B

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113.

1895A

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114.

1884A

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Quality: 19,155 global accepts · Rating: 800 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
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115.

1870A

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Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
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116.

1864A

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117.

1859A

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Quality: 54,404 global accepts · Rating: 800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

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118.

1857A

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Quality: 78,916 global accepts · Rating: 800 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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119.

1846B

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120.

1846A

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121.

1844A

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122.

1847A

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123.

1791C

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124.

1791B

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1791A

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126.

1789B

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two pointers

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1789A

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128.

1778A

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129.

1776A

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130.

1775A1

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131.

1773F

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132.

1772B

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1772A

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Quality: 60,425 global accepts · Rating: 800 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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1767B

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135.

1767A

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136.

1842A

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137.

1766A

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138.

1765B

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1840A

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140.

1838A

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141.

1839A

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1831A

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143.

1816A

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144.

1822A

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145.

1822B

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146.

1822C

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1797A

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148.

1754B

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149.

1749A

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1811A

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151.

1810B

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Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
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152.

1810A

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Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
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153.

1798A

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154.

4A

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155.

1744B

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156.

1744A

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157.

1743B

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[p0tato's solution](#)

158.

1743A

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implementation, math

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159.

1742B

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160.

1742A

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1741B

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162.

1741A

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1740B

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1740A

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165.

1739A

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166.

1736A

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1731A

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168.

1804A

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169.

1796A

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170.

1795A

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171.

1799A

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172.

1786A1

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173.

1786A2

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174.

1769A

[B47CmD0 4Cä@Cä3C](#)

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175.

1793A

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176.

1788A

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177.

1787A

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178.

1790B

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179.

1790A

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180.

1780A

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181.

1792A

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182.

1777A

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183.

1781A

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184.

1783A

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185.

1768A

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[p0tato's solution](#)

186.

1734B

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Quality: 16,404 global accepts · Rating: 800 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
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187.

1734A

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188.

1779A

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189.

1733A

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190.

1730A

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191.

1729B

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192.

1728B

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193.

1728A

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194.

1722C

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195.

1721A

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196.

1717A

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197.

1763A

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198.

1774A

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199.

1762A

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200.

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,455 global accepts · Rating: 800 · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[p0tato's solution](#)

201.

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,624 global accepts · Rating: 800 · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[p0tato's solution](#)

202.

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,899 global accepts · Rating: 800 · first AC: 2022-12-13 · last AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: math

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203.

1754A

[Technical Support](#) · [Tutorial](#)

Quality: 24,868 global accepts · Rating: 800 · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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204.

1758A

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

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

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205.

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

[p0tato's solution](#)

206.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,819 global accepts · Rating: 800 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

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207.

1760B

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

Quality: 53,339 global accepts · Rating: 800 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[p0tato's solution](#)

208.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,935 global accepts · Rating: 800 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

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209.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,599 global accepts · Rating: 800 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

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210.

1759B

[Lost Permutation](#) · [Tutorial](#)

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

[p0tato's solution](#)

211.

1759A

[Yes-Yes?](#) · [Tutorial](#)

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

[p0tato's solution](#)

212.

1748A

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

Quality: 25,312 global accepts · Rating: 800 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: math

[p0tato's solution](#)

213.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,484 global accepts · Rating: 800 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
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214.

1750B

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

Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
[p0tato's solution](#)

215.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math
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216.

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
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217.

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
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218.

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,056 global accepts · Rating: 800 · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
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219.

1738A

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Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
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220.

1725A

[Accumulation of Dominoes](#) · [Tutorial](#)

Quality: 10,135 global accepts · Rating: 800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: math
[p0tato's solution](#)

221.

1712B

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

Quality: 22,398 global accepts · Rating: 800 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, number theory
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222.

1712A

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Quality: 25,056 global accepts · Rating: 800 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[p0tato's solution](#)

223.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 800 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[p0tato's solution](#)

224.

1695A

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

Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-08-21 · C++17 (GCC 9-64) (first AC) · Tags: games
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225.

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2022-08-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[p0tato's solution](#)

226.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[p0tato's solution](#)

227.

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math, sortings
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228.

1719B

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

Quality: 19,168 global accepts · Rating: 800 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
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229.

1719A

[Chip Game](#) · [Tutorial](#)

Quality: 26,821 global accepts · Rating: 800 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: games, math
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230.

1713A

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

Quality: 22,813 global accepts · Rating: 800 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation
[p0tato's solution](#)

231.

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[p0tato's solution](#)

232.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,845 global accepts · Rating: 800 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[p0tato's solution](#)

233.

1714C

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Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy
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234.

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,776 global accepts · Rating: 800 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[p0tato's solution](#)

235.

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[p0tato's solution](#)

236.

1704A

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

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[p0tato's solution](#)

237.

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,594 global accepts · Rating: 800 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[p0tato's solution](#)

238.

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

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239.

1702B

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

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

[p0tato's solution](#)

240.

1702A

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

Quality: 38,179 global accepts · Rating: 800 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[p0tato's solution](#)

241.

1699A

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

Quality: 24,780 global accepts · Rating: 800 · first AC: 2022-07-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[p0tato's solution](#)

242.

1708A

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

Quality: 22,573 global accepts · Rating: 800 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[p0tato's solution](#)

243.

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

[p0tato's solution](#)

244.

1703C

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Quality: 40,839 global accepts · Rating: 800 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[p0tato's solution](#)

245.

1703B

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Quality: 66,168 global accepts · Rating: 800 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
[p0tato's solution](#)

246.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,238 global accepts · Rating: 800 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
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247.

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[p0tato's solution](#)

248.

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy
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249.

1698B

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250.

1698A

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Quality: 32,878 global accepts · Rating: 800 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force
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251.

1696A

[NIT orz!](#) · [Tutorial](#)

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252.

1697A

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253.

1690C

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254.

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,933 global accepts · Rating: 800 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
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255.

1690A

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Quality: 35,629 global accepts · Rating: 800 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[p0tato's solution](#)

256.

1689A

[Lex String](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 800 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings, two pointers
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257.

1692C

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[p0tato's solution](#)

258.

1692B

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Quality: 39,438 global accepts · Rating: 800 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
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259.

1692A

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Quality: 85,743 global accepts · Rating: 800 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation
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260.

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,208 global accepts · Rating: 800 · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
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261.

1686B

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262.

1686A

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

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263.

1684B

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264.

1684A

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Quality: 24,936 global accepts · Rating: 800 · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, math, strings
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265.

1682A

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266.

1681B

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[p0tato's solution](#)

267.

1681A

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[p0tato's solution](#)

268.

1680B

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[p0tato's solution](#)

269.

1680A

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Quality: 22,351 global accepts · Rating: 800 · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

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270.

1688A

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271.

1688B

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272.

1678B1

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Quality: 16,610 global accepts · Rating: 800 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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273.

1678A

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Quality: 19,173 global accepts · Rating: 800 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[p0tato's solution](#)

274.

1676C

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275.

1676B

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276.

1676A

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277.

1675A

[Food for Animals](#) · [Tutorial](#)

Quality: 36,808 global accepts · Rating: 800 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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278.

1670A

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Quality: 15,995 global accepts · Rating: 800 · first AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

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279.

1674B

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Quality: 29,408 global accepts · Rating: 800 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[p0tato's solution](#)

280.

1674A

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Quality: 27,970 global accepts · Rating: 800 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[p0tato's solution](#)

281.

1673A

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282.

1672B

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Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[p0tato's solution](#)

283.

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,817 global accepts · Rating: 800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: games, implementation, math

[p0tato's solution](#)

284.

1668A

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Quality: 16,784 global accepts · Rating: 800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[p0tato's solution](#)

285.

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,544 global accepts · Rating: 800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[p0tato's solution](#)

286.

1669C

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Quality: 41,475 global accepts · Rating: 800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[p0tato's solution](#)

287.

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,531 global accepts · Rating: 800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[p0tato's solution](#)

288.

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[p0tato's solution](#)

289.

1660B

[Vlad and Candies](#) · [Tutorial](#)

Quality: 29,754 global accepts · Rating: 800 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: math

[p0tato's solution](#)

290.

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,204 global accepts · Rating: 800 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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291.

1661A

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292.

1665A

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Quality: 26,206 global accepts · Rating: 800 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[p0tato's solution](#)

293.

1658B

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

Quality: 19,543 global accepts · Rating: 800 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[p0tato's solution](#)

294.

1658A

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

Quality: 20,907 global accepts · Rating: 800 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[p0tato's solution](#)

295.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[p0tato's solution](#)

296.

1647A

[Madoka and Math Dad](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[p0tato's solution](#)

297.

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[p0tato's solution](#)

298.

1657A

[Integer Moves](#) · [Tutorial](#)

Quality: 24,893 global accepts · Rating: 800 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[p0tato's solution](#)

299.

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: strings
[p0tato's solution](#)

300.

1654A

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

Quality: 19,390 global accepts · Rating: 800 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[p0tato's solution](#)

301.

1651B

[Prove Him Wrong](#) · [Tutorial](#)

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302.

1651A

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303.

1650A

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304.

1649A

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305.

1646B

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306.

1646A

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307.

1642A

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308.

1644B

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309.

1644A

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310.

1635B

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311.

1635A

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312.

1638A

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313.

1637A

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314.

1478A

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315.

1624A

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316.

1561A

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317.

1634A

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318.

1633B

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319.

1633A

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320.

1631A

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321.

1632A

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1629A

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323.

1629B

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324.

1626A

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325.

1627A

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326.

1625A

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327.

1621A

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328.

1616A

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329.

1623A

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330.

1622A

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331.

1615A

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332.

1619B

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333.

1619A

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334.

1586A

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335.

1620A

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336.

1617A

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337.

1591A

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338.

1608A

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1585A

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340.

1618B

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341.

1618A

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343.

1611B

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344.

1611A

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346.

1612A

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1584A

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348.

1605A

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350.

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351.

1583A

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352.

1582A

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353.

1602A

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354.

1593A

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355.

1598A

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356.

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1592A

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1579A

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361.

1547B

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362.

1547A

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math

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363.

1569A

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364.

1574A

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1566B

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1566A

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367.

1573A

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1567A

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369.

1382A

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370.

898A

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371.

672A

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372.

1556A

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373.

1562A

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374.

1560C

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375.

1560A

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1560B

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379.

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380.

1557A

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382.

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1549A

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384.

1554A

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1551B1

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1551A

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1553A

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389.

630A

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390.

1550A

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391.

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392.

1542A

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393.

1541A

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394.

1539B

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395.

1538B

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396.

1538A

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398.

1534A

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1536A

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1535A

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1526A

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403.

1529A

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404.

1422A

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405.

1335A

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406.

1527A

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407.

1525A

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408.

1520B

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409.

1520A

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410.

1519A

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411.

1519B

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412.

1515A

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413.

1517A

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414.

1516A

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415.

1514A

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416.

1513A

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417.

1511A

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418.

1504A

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419.

1501A

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420.

1499A

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421.

1497A

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422.

1493A

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423.

1506A

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424.

1492A

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1509A

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426.

1512B

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1512A

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428.

1498A

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429.

1484A

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430.

1491A

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431.

1487A

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1490A

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433.

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435.

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438.

1472A

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439.

1411A

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1468E

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441.

1466B

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442.

1466A

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1459A

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444.

1462A

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445.

1462B

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447.

1415A

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1453A

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1450A

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450.

1451A

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451.

1455A

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452.

1447A

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453.

1440A

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454.

1438A

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455.

1431A

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456.

1454B

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457.

1454A

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458.

1452C

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459.

1452A

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460.

1445A

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1443A

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1437A

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463.

1430B

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464.

1428A

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1436A

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1435A

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467.

1269A

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468.

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1408A

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1426A

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473.

1417A

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474.

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475.

1409A

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476.

939A

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477.

71A

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1013A

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481.

282A

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482.

755A

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483.

1294A

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484.

12A

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14A

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486.

16A

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487.

22A

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488.

32A

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489.

32B

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490.

34A

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491.

38A

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492.

41A

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493.

46A

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494.

47A

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495.

49A

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496.

50A

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497.

59A

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498.

78A

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499.

80A

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500.

92A

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501.

99A

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502.

104A

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503.

110A

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504.

112A

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505.

116A

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141A

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507.

144A

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508.

146A

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509.

148A

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510.

151A

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511.

155A

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512.

157A

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513.

158A

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514.

169A

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515.

172A

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516.

177A2

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517.

177A1

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518.

202A

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519.

214A

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520.

228A

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521.

231A

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522.

233A

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523.

236A

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524.

245A

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525.

248A

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526.

255A

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527.

262A

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528.

265A

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529.

266B

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530.

268A

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531.

271A

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532.

278A

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533.

281A

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534.

291A

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535.

294A

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536.

302A

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537.

306A

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538.

330A

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539.

339A

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540.

361A

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541.

363A

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542.

378A

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543.

381A

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544.

384A

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545.

386A

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546.

401A

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547.

411A

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548.

421A

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426A

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550.

427A

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551.

432A

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552.

440A

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553.

447A

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554.

448A

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555.

454A

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556.

467A

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469A

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558.

472A

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559.

486A

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560.

490A

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561.

492A

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562.

510A

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563.

513A

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564.

520A

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565.

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566.

546A

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567.

551A

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568.

595A

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569.

599A

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570.

609A

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571.

615A

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572.

620A

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573.

629A

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574.

658A

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575.

669A

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576.

673A

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577.

676A

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578.

678A

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680A

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580.

681A

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581.

686A

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582.

688A

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702A

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584.

707A

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585.

710A

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586.

712A

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587.

1405A

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716A

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589.

721A

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590.

723A

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591.

731A

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592.

732A

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593.

734B

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594.

735A

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595.

746A

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596.

747A

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597.

748A

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598.

750A

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599.

760A

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600.

764A

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601.

769A

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602.

780A

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603.

770A

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604.

794A

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605.

796A

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606.

802G1

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607.

811A

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608.

818A

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609.

821A

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610.

822A

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831B

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612.

832A

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613.

835A

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614.

851A

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615.

854A

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616.

855A

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617.

859A

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Quality: 8,619 global accepts · Rating: 800 · first AC: 2020-09-03 · PyPy 3 (first AC) · Tags: greedy, implementation

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618.

873A

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619.

884A

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620.

888A

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621.

894A

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622.

897A

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623.

899A

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624.

900A

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625.

1397A

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626.

624A

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627.

1400A

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628.

618A

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629.

1392B

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630.

1392A

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631.

119A

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632.

9A

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633.

837A

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634.

1398B

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635.

1398A

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[p0tato's solution](#)

636.

908A

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637.

912A

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Quality: 14,384 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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638.

918A

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Quality: 18,240 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

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639.

919A

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Quality: 16,957 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

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640.

931A

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Quality: 13,089 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

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641.

932A

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[p0tato's solution](#)

642.

937A

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643.

938A

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644.

946A

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645.

950A

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[p0tato's solution](#)

646.

952A

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Quality: 11,975 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: *special, math

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647.

954A

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[p0tato's solution](#)

648.

964A

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[p0tato's solution](#)

649.

976A

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Quality: 10,974 global accepts · Rating: 800 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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650.

984A

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[p0tato's solution](#)

651.

987A

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Quality: 17,502 global accepts · Rating: 800 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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652.

988A

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653.

992A

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654.

994A

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655.

999A

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656.

1002A1

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657.

1006A

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658.

1009A

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[p0tato's solution](#)

659.

1015A

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[p0tato's solution](#)

660.

1017A

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661.

1028A

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[p0tato's solution](#)

662.

1031A

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[p0tato's solution](#)

663.

1038A

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664.

1041A

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665.

1043A

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[p0tato's solution](#)

666.

1370A

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667.

1391B

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668.

1391A

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669.

1393A

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670.

1399B

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671.

1399A

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Quality: 80,591 global accepts · Rating: 800 · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

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672.

1047A

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673.

1054A

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Quality: 9,591 global accepts · Rating: 800 · first AC: 2020-08-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[p0tato's solution](#)

674.

1056A

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Quality: 7,308 global accepts · Rating: 800 · first AC: 2020-08-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[p0tato's solution](#)

675.

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 800 · first AC: 2020-08-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[p0tato's solution](#)

676.

1061A

[Coins](#) · [Tutorial](#)

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677.

1065A

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678.

1075A

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[p0tato's solution](#)

679.

1080A

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680.

1081A

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Quality: 13,278 global accepts · Rating: 800 · first AC: 2020-08-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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681.

1085A

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682.

1088A

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683.

1091A

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684.

1092A

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Quality: 17,275 global accepts · Rating: 800 · first AC: 2020-08-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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685.

1102A

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686.

1106A

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687.

1108A

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688.

1114A

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Quality: 19,755 global accepts · Rating: 800 · first AC: 2020-08-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

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689.

1144A

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Quality: 22,026 global accepts · Rating: 800 · first AC: 2020-07-31 · last AC: 2020-08-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[p0tato's solution](#)

690.

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,357 global accepts · Rating: 800 · first AC: 2020-08-01 · C++17 (GCC 9-64) (first AC) · Tags: math

[p0tato's solution](#)

691.

1099A

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Quality: 13,348 global accepts · Rating: 800 · first AC: 2020-08-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[p0tato's solution](#)

692.

1096A

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Quality: 19,632 global accepts · Rating: 800 · first AC: 2020-08-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[p0tato's solution](#)

693.

1283A

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694.

1118A

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695.

1130A

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[p0tato's solution](#)

696.

1131A

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[p0tato's solution](#)

697.

1136A

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Quality: 17,249 global accepts · Rating: 800 · first AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[p0tato's solution](#)

698.

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 800 · first AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[p0tato's solution](#)

699.

1143A

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[p0tato's solution](#)

700.

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,547 global accepts · Rating: 800 · first AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy

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701.

1150A

[Stock Arbitraging](#) · [Tutorial](#)

Quality: 12,518 global accepts · Rating: 800 · first AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[p0tato's solution](#)

702.

1152A

[Neko Finds Grapes](#) · [Tutorial](#)

Quality: 16,210 global accepts · Rating: 800 · first AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[p0tato's solution](#)

703.

1159A

[A pile of stones](#) · [Tutorial](#)

Quality: 13,409 global accepts · Rating: 800 · first AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[p0tato's solution](#)

704.

1162A

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Quality: 8,751 global accepts · Rating: 800 · first AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[p0tato's solution](#)

705.

1167A

[Telephone Number](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 800 · first AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, strings

[p0tato's solution](#)

706.

1173A

[Nauuo and Votes](#) · [Tutorial](#)

Quality: 17,259 global accepts · Rating: 800 · first AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[p0tato's solution](#)

707.

1388A

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

Quality: 25,954 global accepts · Rating: 800 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[p0tato's solution](#)

708.

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,981 global accepts · Rating: 800 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[p0tato's solution](#)

709.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[p0tato's solution](#)

710.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,875 global accepts · Rating: 800 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[p0tato's solution](#)

711.

1180A

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

Quality: 27,427 global accepts · Rating: 800 · first AC: 2020-07-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math

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712.

1183A

[Nearest Interesting Number](#) · [Tutorial](#)

Quality: 27,024 global accepts · Rating: 800 · first AC: 2020-07-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[p0tato's solution](#)

713.

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,382 global accepts · Rating: 800 · first AC: 2020-07-27 · C++17 (GCC 9-64) (first AC) · Tags: math

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714.

1189A

[Keanu Reeves](#) · [Tutorial](#)

Quality: 16,105 global accepts · Rating: 800 · first AC: 2020-07-27 · C++17 (GCC 9-64) (first AC) · Tags: strings

[p0tato's solution](#)

715.

1191A

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

Quality: 18,981 global accepts · Rating: 800 · first AC: 2020-07-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[p0tato's solution](#)

716.

1194A

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

Quality: 17,374 global accepts · Rating: 800 · first AC: 2020-07-27 · C++17 (GCC 9-64) (first AC) · Tags: math

[p0tato's solution](#)

717.

1206A

[Choose Two Numbers](#) · [Tutorial](#)

Quality: 26,050 global accepts · Rating: 800 · first AC: 2020-07-27 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[p0tato's solution](#)

718.

1209A

[Paint the Numbers](#) · [Tutorial](#)

Quality: 12,841 global accepts · Rating: 800 · first AC: 2020-07-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[p0tato's solution](#)

719.

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2020-07-27 · C++17 (GCC 9-64) (first AC) · Tags: strings

[p0tato's solution](#)

720.

910A

[The Way to Home](#) · [Tutorial](#)

Quality: 13,995 global accepts · Rating: 800 · first AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation

[p0tato's solution](#)

721.

1064A

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722.

1325B

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1104A

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725.

701A

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726.

443A

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664A

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1228A

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1230A

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1234A

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731.

1236A

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734.

1249A

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1250F

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736.

1200A

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737.

1005A

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738.

1257A

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739.

1270A

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1271A

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741.

1287A

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1296A

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1300A

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1301A

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746.

1305A

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747.

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748.

1146A

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749.

1360A

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1311A

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1077A

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711A

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793.

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344A

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734A

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677A

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136A

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263A

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867A

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1284A

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804.

1220A

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959A

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935A

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808.

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811.

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812.

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813.

791A

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815.

977A

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819.

2178B

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820.

2148C

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824.

2072B

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1973A

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905.

1505A

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152A

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267A

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34B

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Quality: 66,023 global accepts · Rating: 900 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

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926.

127A

[Wasted Time](#) · [Tutorial](#)

Quality: 12,591 global accepts · Rating: 900 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: geometry

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927.

808A

[Lucky Year](#) · [Tutorial](#)

Quality: 11,003 global accepts · Rating: 900 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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928.

208A

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Quality: 105,059 global accepts · Rating: 900 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: strings

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929.

424A

[Squats](#) · [Tutorial](#)

Quality: 9,185 global accepts · Rating: 900 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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930.

519A

[A and B and Chess](#) · [Tutorial](#)

Quality: 20,130 global accepts · Rating: 900 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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931.

556A

[Case of the Zeros and Ones](#) · [Tutorial](#)

Quality: 46,388 global accepts · Rating: 900 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy

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932.

439A

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Quality: 26,621 global accepts · Rating: 900 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

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933.

405A

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934.

168A

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935.

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,985 global accepts · Rating: 900 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

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936.

299B

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937.

501A

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938.

337A

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[p0tato's solution](#)

939.

244A

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[p0tato's solution](#)

940.

129A

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941.

263B

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942.

313A

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943.

496A

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Quality: 17,173 global accepts · Rating: 900 · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

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944.

580A

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945.

194A

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946.

276A

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947.

1451B

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948.

586A

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949.

588A

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Quality: 24,260 global accepts · Rating: 900 · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[p0tato's solution](#)

950.

598A

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Quality: 32,215 global accepts · Rating: 900 · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: math

[p0tato's solution](#)

951.

622B

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Quality: 10,959 global accepts · Rating: 900 · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[p0tato's solution](#)

952.

653A

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Quality: 9,181 global accepts · Rating: 900 · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, sortings

[p0tato's solution](#)

953.

670A

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[p0tato's solution](#)

954.

697A

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955.

706A

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956.

709A

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957.

729A

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958.

746B

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959.

747B

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960.

764B

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961.

765A

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962.

776A

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963.

793A

[Oleg and shares](#) · [Tutorial](#)

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964.

199A

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965.

807A

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Quality: 23,248 global accepts · Rating: 900 · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings
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966.

863A

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967.

892A

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[p0tato's solution](#)

968.

913A

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Quality: 24,178 global accepts · Rating: 900 · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[p0tato's solution](#)

969.

915A

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Quality: 16,021 global accepts · Rating: 900 · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[p0tato's solution](#)

970.

918B

[Radio Station](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: 900 · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
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971.

893A

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Quality: 11,054 global accepts · Rating: 900 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation
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972.

1440B

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Quality: 30,328 global accepts · Rating: 900 · first AC: 2020-11-25 · PyPy 3 (first AC) · Tags: greedy, math
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973.

572A

[Arrays](#) · [Tutorial](#)

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[p0tato's solution](#)

974.

1047B

[Cover Points](#) · [Tutorial](#)

Quality: 18,779 global accepts · Rating: 900 · first AC: 2020-11-20 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[p0tato's solution](#)

975.

768A

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

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[p0tato's solution](#)

976.

876A

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977.

567A

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978.

801B

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Quality: 11,202 global accepts · Rating: 900 · first AC: 2020-11-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

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979.

935B

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Quality: 12,418 global accepts · Rating: 900 · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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980.

948A

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981.

975A

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Quality: 10,277 global accepts · Rating: 900 · first AC: 2020-11-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

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982.

980A

[Links and Pearls](#) · [Tutorial](#)

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983.

989A

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Quality: 11,161 global accepts · Rating: 900 · first AC: 2020-11-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

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984.

1004A

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Quality: 11,858 global accepts · Rating: 900 · first AC: 2020-11-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[p0tato's solution](#)

985.

1445B

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Quality: 15,925 global accepts · Rating: 900 · first AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[p0tato's solution](#)

986.

1005B

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987.

1011A

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Quality: 13,265 global accepts · Rating: 900 · first AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

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988.

1057A

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Quality: 7,469 global accepts · Rating: 900 · first AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: *special, dfs and similar, trees

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989.

1080B

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[p0tato's solution](#)

990.

1089L

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[p0tato's solution](#)

991.

1093B

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[p0tato's solution](#)

992.

1430A

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Quality: 21,754 global accepts · Rating: 900 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[p0tato's solution](#)

993.

1436B

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Quality: 21,724 global accepts · Rating: 900 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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994.

549A

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Quality: 10,156 global accepts · Rating: 900 · first AC: 2020-10-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[p0tato's solution](#)

995.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,023 global accepts · Rating: 900 · first AC: 2020-10-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math
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996.

275A

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Quality: 36,466 global accepts · Rating: 900 · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[p0tato's solution](#)

997.

981A

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Quality: 10,328 global accepts · Rating: 900 · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings
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998.

96A

[Football](#) · [Tutorial](#)

Quality: 193,642 global accepts · Rating: 900 · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[p0tato's solution](#)

999.

820A

[Mister B and Book Reading](#) · [Tutorial](#)

Quality: 8,567 global accepts · Rating: 900 · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[p0tato's solution](#)

1000.

839A

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Quality: 14,928 global accepts · Rating: 900 · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[p0tato's solution](#)

1001.

1055A

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Quality: 13,448 global accepts · Rating: 900 · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: graphs
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1002.

870A

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Quality: 10,787 global accepts · Rating: 900 · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
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1003.

631A

[Interview](#) · [Tutorial](#)

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[p0tato's solution](#)

1004.

545A

[Toy Cars](#) · [Tutorial](#)

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1005.

554A

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[p0tato's solution](#)

1006.

376A

[Lever](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 900 · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
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1007.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,094 global accepts · Rating: 900 · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: math
[p0tato's solution](#)

1008.

847G

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1009.

205A

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Quality: 25,226 global accepts · Rating: 900 · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
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1010.

621A

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Quality: 22,676 global accepts · Rating: 900 · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation
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1011.

160A

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1012.

451A

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Quality: 75,690 global accepts · Rating: 900 · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[p0tato's solution](#)

1013.

320A

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1014.

745A

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Quality: 10,988 global accepts · Rating: 900 · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[p0tato's solution](#)

1015.

94A

[Restoring Password](#) · [Tutorial](#)

Quality: 12,266 global accepts · Rating: 900 · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
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1016.

879A

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Quality: 9,573 global accepts · Rating: 900 · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[p0tato's solution](#)

1017.

841A

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Quality: 14,048 global accepts · Rating: 900 · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
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1018.

814A

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Quality: 11,046 global accepts · Rating: 900 · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
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1019.

408A

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Quality: 11,983 global accepts · Rating: 900 · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation
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1020.

465A

[inc ARG](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 900 · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation
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1021.

369A

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1022.

387A

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1023.

1025A

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1024.

999B

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1025.

215A

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1026.

474A

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1027.

1032A

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Quality: 7,336 global accepts · Rating: 900 · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —
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1028.

1433C

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[p0tato's solution](#)

1029.

1095B

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

Quality: 24,339 global accepts · Rating: 900 · first AC: 2020-10-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[p0tato's solution](#)

1030.

1113A

[Sasha and His Trip](#) · [Tutorial](#)

Quality: 18,318 global accepts · Rating: 900 · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math
[p0tato's solution](#)

1031.

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 900 · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[p0tato's solution](#)

1032.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2020-09-20 · last AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[p0tato's solution](#)

1033.

44A

[Indian Summer](#) · [Tutorial](#)

Quality: 17,489 global accepts · Rating: 900 · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[p0tato's solution](#)

1034.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings
[p0tato's solution](#)

1035.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2020-10-08 · C++17 (GCC 9-64) (first AC) · Tags: math
[p0tato's solution](#)

1036.

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,954 global accepts · Rating: 900 · first AC: 2020-10-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings
[p0tato's solution](#)

1037.

415A

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

Quality: 9,591 global accepts · Rating: 900 · first AC: 2020-10-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[p0tato's solution](#)

1038.

1106C

[Lunar New Year and Number Division](#) · [Tutorial](#)

Quality: 15,909 global accepts · Rating: 900 · first AC: 2020-10-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, sortings
[p0tato's solution](#)

1039.

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,801 global accepts · Rating: 900 · first AC: 2020-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[p0tato's solution](#)

1040.

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[p0tato's solution](#)

1041.

1107A

[Digits Sequence Dividing](#) · [Tutorial](#)

Quality: 12,773 global accepts · Rating: 900 · first AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[p0tato's solution](#)

1042.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,204 global accepts · Rating: 900 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings
[p0tato's solution](#)

1043.

1141B

[Maximal Continuous Rest](#) · [Tutorial](#)

Quality: 23,080 global accepts · Rating: 900 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[p0tato's solution](#)

1044.

1144B

[Parity Alternated Deletions](#) · [Tutorial](#)

Quality: 18,336 global accepts · Rating: 900 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[p0tato's solution](#)

1045.

903A

[Hungry Student Problem](#) · [Tutorial](#)

Quality: 15,517 global accepts · Rating: 900 · first AC: 2020-09-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[p0tato's solution](#)

1046.

916A

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

Quality: 9,556 global accepts · Rating: 900 · first AC: 2020-09-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math
[p0tato's solution](#)

1047.

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,852 global accepts · Rating: 900 · first AC: 2020-09-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[p0tato's solution](#)

1048.

1138A

[Sushi for Two](#) · [Tutorial](#)

Quality: 22,070 global accepts · Rating: 900 · first AC: 2020-09-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation
[p0tato's solution](#)

1049.

246A

[Buggy Sorting](#) · [Tutorial](#)

Quality: 10,227 global accepts · Rating: 900 · first AC: 2020-09-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[p0tato's solution](#)

1050.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,775 global accepts · Rating: 900 · first AC: 2020-09-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[p0tato's solution](#)

1051.

1150B

[Tiling Challenge](#) · [Tutorial](#)

Quality: 11,851 global accepts · Rating: 900 · first AC: 2020-09-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[p0tato's solution](#)

1052.

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,862 global accepts · Rating: 900 · first AC: 2020-09-21 · PyPy 3 (first AC) · Tags: greedy, math
[p0tato's solution](#)

1053.

1169A

[Circle Metro](#) · [Tutorial](#)

Quality: 12,693 global accepts · Rating: 900 · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[p0tato's solution](#)

1054.

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,764 global accepts · Rating: 900 · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[p0tato's solution](#)

1055.

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,697 global accepts · Rating: 900 · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: math
[p0tato's solution](#)

1056.

1187A

[Stickers and Toys](#) · [Tutorial](#)

Quality: 15,544 global accepts · Rating: 900 · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: math
[p0tato's solution](#)

1057.

1197A

[DIY Wooden Ladder](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 900 · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings
[p0tato's solution](#)

1058.

1204B

[Mislove Has Lost an Array](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 900 · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[p0tato's solution](#)

1059.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: math
[p0tato's solution](#)

1060.

1206B

[Make Product Equal One](#) · [Tutorial](#)

Quality: 29,510 global accepts · Rating: 900 · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation
[p0tato's solution](#)

1061.

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 900 · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: math

[p0tato's solution](#)

1062.

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,679 global accepts · Rating: 900 · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[p0tato's solution](#)

1063.

1225A

[Forgetting Things](#) · [Tutorial](#)

Quality: 16,623 global accepts · Rating: 900 · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: math

[p0tato's solution](#)

1064.

1238A

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

Quality: 28,059 global accepts · Rating: 900 · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[p0tato's solution](#)

1065.

1248B

[Grow The Tree](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[p0tato's solution](#)

1066.

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,073 global accepts · Rating: 900 · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, sortings

[p0tato's solution](#)

1067.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-19 · last AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, implementation

[p0tato's solution](#)

1068.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,810 global accepts · Rating: 900 · first AC: 2020-09-17 · C++17 (GCC 9-64) (first AC) · Tags: math

[p0tato's solution](#)

1069.

1282A

[Temporarily unavailable](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 900 · first AC: 2020-09-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[p0tato's solution](#)

1070.

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,084 global accepts · Rating: 900 · first AC: 2020-09-17 · C++17 (GCC 9-64) (first AC) · Tags: math

[p0tato's solution](#)

1071.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2020-09-17 · C++17 (GCC 9-64) (first AC) · Tags: math

[p0tato's solution](#)

1072.

1313A

[Fast Food Restaurant](#) · [Tutorial](#)

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-09-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
[p0tato's solution](#)

1073.

1321A

[Contest for Robots](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 900 · first AC: 2020-09-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[p0tato's solution](#)

1074.

412B

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

Quality: 6,357 global accepts · Rating: 900 · first AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[p0tato's solution](#)

1075.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,974 global accepts · Rating: 900 · first AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[p0tato's solution](#)

1076.

137A

[Postcards and photos](#) · [Tutorial](#)

Quality: 7,834 global accepts · Rating: 900 · first AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[p0tato's solution](#)

1077.

84A

[Toy Army](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 900 · first AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[p0tato's solution](#)

1078.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,983 global accepts · Rating: 900 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[p0tato's solution](#)

1079.

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,069 global accepts · Rating: 900 · first AC: 2020-09-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures
[p0tato's solution](#)

1080.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,674 global accepts · Rating: 900 · first AC: 2020-09-09 · PyPy 3 (first AC) · Tags: games
[p0tato's solution](#)

1081.

373A

[Collecting Beats is Fun](#) · [Tutorial](#)

Quality: 11,465 global accepts · Rating: 900 · first AC: 2020-08-26 · PyPy 3 (first AC) · Tags: implementation
[p0tato's solution](#)

1082.

1401A

[Distance and Axis](#) · [Tutorial](#)

Quality: 28,635 global accepts · Rating: 900 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[p0tato's solution](#)

1083.

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 900 · first AC: 2020-08-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy
[p0tato's solution](#)

1084.

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,748 global accepts · Rating: 900 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: number theory
[p0tato's solution](#)

1085.

810A

[Straight <<A>>](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 900 · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[p0tato's solution](#)

1086.

591A

[Wizards' Duel](#) · [Tutorial](#)

Quality: 17,280 global accepts · Rating: 900 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[p0tato's solution](#)

1087.

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2020-08-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[p0tato's solution](#)

1088.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,387 global accepts · Rating: 900 · first AC: 2020-04-21 · last AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[p0tato's solution](#)

1089.

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,732 global accepts · Rating: 900 · first AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[p0tato's solution](#)

1090.

1291A

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

Quality: 20,683 global accepts · Rating: 900 · first AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, strings
[p0tato's solution](#)

1091.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,004 global accepts · Rating: 900 · first AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[p0tato's solution](#)

1092.

1008A

[Romaji](#) · [Tutorial](#)

Quality: 16,360 global accepts · Rating: 900 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[p0tato's solution](#)

1093.

1295A

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

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[p0tato's solution](#)

1094.

834A

[The Useless Toy](#) · [Tutorial](#)

Quality: 9,100 global accepts · Rating: 900 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[p0tato's solution](#)

1095.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 900 · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[p0tato's solution](#)

1096.

1374B

[Multiply by 2, divide by 6](#) · [Tutorial](#)

Quality: 71,581 global accepts · Rating: 900 · first AC: 2020-07-16 · C++17 (GCC 9-64) (first AC) · Tags: math

[p0tato's solution](#)

1097.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[p0tato's solution](#)

1098.

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,380 global accepts · Rating: 900 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[p0tato's solution](#)

1099.

1341A

[Nastya and Rice](#) · [Tutorial](#)

Quality: 30,429 global accepts · Rating: 900 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[p0tato's solution](#)

1100.

1337B

[Kana and Dragon Quest game](#) · [Tutorial](#)

Quality: 36,863 global accepts · Rating: 900 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[p0tato's solution](#)

1101.

1335B

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

Quality: 42,598 global accepts · Rating: 900 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[p0tato's solution](#)

1102.

1330A

[Dreamoon and Ranking Collection](#) · [Tutorial](#)

Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[p0tato's solution](#)

1103.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[p0tato's solution](#)

1104.

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[p0tato's solution](#)

1105.

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,392 global accepts · Rating: 1000 · first AC: 2026-03-16 · PyPy 3-64 (first AC) · Tags: math, number theory

[p0tato's solution](#)

1106.

2199A

[Game](#) · [Tutorial](#)

Quality: 1,341 global accepts · Rating: 1000 · first AC: 2026-03-02 · Kotlin 1.7 (first AC) · Tags: *special

[p0tato's solution](#)

1107.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,251 global accepts · Rating: 1000 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[p0tato's solution](#)

1108.

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,762 global accepts · Rating: 1000 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[p0tato's solution](#)

1109.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,812 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[p0tato's solution](#)

1110.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,547 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[p0tato's solution](#)

1111.

2147B

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

Quality: 16,960 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[p0tato's solution](#)

1112.

2144B

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

Quality: 18,470 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[p0tato's solution](#)

1113.

2148D

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

Quality: 26,738 global accepts · Rating: 1000 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[p0tato's solution](#)

1114.

2132C1

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

Quality: 27,735 global accepts · Rating: 1000 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[p0tato's solution](#)

1115.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[p0tato's solution](#)

1116.

2057B

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

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[p0tato's solution](#)

1117.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,102 global accepts · Rating: 1000 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[p0tato's solution](#)

1118.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers

[p0tato's solution](#)

1119.

2039B

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

Quality: 17,296 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[p0tato's solution](#)

1120.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,521 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[p0tato's solution](#)

1121.

2002B

[Removals Game](#) · [Tutorial](#)

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

[p0tato's solution](#)

1122.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,912 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[p0tato's solution](#)

1123.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,106 global accepts · Rating: 1000 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[p0tato's solution](#)

1124.

284B

[Cows and Poker Game](#) · [Tutorial](#)

Quality: 7,365 global accepts · Rating: 1000 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[p0tato's solution](#)

1125.

1975B

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

Quality: 21,070 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, sortings

[p0tato's solution](#)

1126.

1970A1

[Balanced Shuffle \(Easy\)](#) · [Tutorial](#)

Quality: 7,237 global accepts · Rating: 1000 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[p0tato's solution](#)

1127.

1968C

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

Quality: 29,262 global accepts · Rating: 1000 · first AC: 2024-05-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[p0tato's solution](#)

1128.

1955B

[Progressive Square](#) · [Tutorial](#)

Quality: 32,264 global accepts · Rating: 1000 · first AC: 2024-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[p0tato's solution](#)

1129.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,369 global accepts · Rating: 1000 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[p0tato's solution](#)

1130.

1802B

[Settlement of Guinea Pigs](#) · [Tutorial](#)

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[p0tato's solution](#)

1131.

1800B

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

Quality: 28,411 global accepts · Rating: 1000 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[p0tato's solution](#)

1132.

1927C

[Choose the Different Ones!](#) · [Tutorial](#)

Quality: 31,567 global accepts · Rating: 1000 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[p0tato's solution](#)

1133.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[p0tato's solution](#)

1134.

1040A

[Palindrome Dance](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[p0tato's solution](#)

1135.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,165 global accepts · Rating: 1000 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[p0tato's solution](#)

1136.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,777 global accepts · Rating: 1000 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[p0tato's solution](#)

1137.

1784A

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

Quality: 17,137 global accepts · Rating: 1000 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[p0tato's solution](#)

1138.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[p0tato's solution](#)

1139.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[p0tato's solution](#)

1140.

1825B

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

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[p0tato's solution](#)

1141.

1772C

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

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[p0tato's solution](#)

1142.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 1000 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[p0tato's solution](#)

1143.

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[p0tato's solution](#)

1144.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,884 global accepts · Rating: 1000 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[p0tato's solution](#)

1145.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,906 global accepts · Rating: 1000 · first AC: 2023-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[p0tato's solution](#)

1146.

1876A

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

Quality: 34,913 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[p0tato's solution](#)

1147.

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,897 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[p0tato's solution](#)

1148.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[p0tato's solution](#)

1149.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, two pointers

[p0tato's solution](#)

1150.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,570 global accepts · Rating: 1000 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers

[p0tato's solution](#)

1151.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,053 global accepts · Rating: 1000 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[p0tato's solution](#)

1152.

1816B

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

Quality: 16,689 global accepts · Rating: 1000 · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[p0tato's solution](#)

1153.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,331 global accepts · Rating: 1000 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[p0tato's solution](#)

1154.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[p0tato's solution](#)

1155.

1796B

[Asterisk-Minor Template](#) · [Tutorial](#)

Quality: 18,314 global accepts · Rating: 1000 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[p0tato's solution](#)

1156.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[p0tato's solution](#)

1157.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[p0tato's solution](#)

1158.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[p0tato's solution](#)

1159.

1781B

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

Quality: 14,757 global accepts · Rating: 1000 · first AC: 2023-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[p0tato's solution](#)

1160.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[p0tato's solution](#)

1161.

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[p0tato's solution](#)

1162.

1760D

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

Quality: 27,014 global accepts · Rating: 1000 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[p0tato's solution](#)

1163.

1761B

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

Quality: 14,714 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[p0tato's solution](#)

1164.

1725B

[Basketball Together](#) · [Tutorial](#)

Quality: 28,267 global accepts · Rating: 1000 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[p0tato's solution](#)

1165.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-08-21 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[p0tato's solution](#)

1166.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,604 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[p0tato's solution](#)

1167.

1713B

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

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[p0tato's solution](#)

1168.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,914 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[p0tato's solution](#)

1169.

1702D

[Not a Cheap String](#) · [Tutorial](#)

Quality: 25,935 global accepts · Rating: 1000 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[p0tato's solution](#)

1170.

1690D

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

Quality: 47,026 global accepts · Rating: 1000 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[p0tato's solution](#)

1171.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,311 global accepts · Rating: 1000 · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[p0tato's solution](#)

1172.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[p0tato's solution](#)

1173.

1674C

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

Quality: 26,354 global accepts · Rating: 1000 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, strings

[p0tato's solution](#)

1174.

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[p0tato's solution](#)

1175.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,952 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[p0tato's solution](#)

1176.

352A

[Jeff and Digits](#) · [Tutorial](#)

Quality: 28,531 global accepts · Rating: 1000 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[p0tato's solution](#)

1177.

1584B

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

Quality: 14,352 global accepts · Rating: 1000 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[p0tato's solution](#)

1178.

766A

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

Quality: 34,547 global accepts · Rating: 1000 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[p0tato's solution](#)

1179.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1000 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math
[p0tato's solution](#)

1180.

1177A

[Digits Sequence \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1000 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[p0tato's solution](#)

1181.

450A

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

Quality: 44,393 global accepts · Rating: 1000 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[p0tato's solution](#)

1182.

182B

[Vasya's Calendar](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1000 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[p0tato's solution](#)

1183.

465B

[Inbox \(100500\)](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1000 · first AC: 2022-03-07 · PyPy 3-64 (first AC) · Tags: implementation
[p0tato's solution](#)

1184.

864B

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

Quality: 9,983 global accepts · Rating: 1000 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[p0tato's solution](#)

1185.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[p0tato's solution](#)

1186.

1073A

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

Quality: 17,054 global accepts · Rating: 1000 · first AC: 2022-02-21 · PyPy 3-64 (first AC) · Tags: implementation, strings
[p0tato's solution](#)

1187.

476A

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

Quality: 51,608 global accepts · Rating: 1000 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[p0tato's solution](#)

1188.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[p0tato's solution](#)

1189.

1632B

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

Quality: 31,537 global accepts · Rating: 1000 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
[p0tato's solution](#)

1190.

761A

[Dasha and Stairs](#) · [Tutorial](#)

Quality: 15,138 global accepts · Rating: 1000 · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[p0tato's solution](#)

1191.

979A

[Pizza, Pizza, Pizza!!!](#) · [Tutorial](#)

Quality: 14,575 global accepts · Rating: 1000 · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: math

[p0tato's solution](#)

1192.

680B

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

Quality: 26,242 global accepts · Rating: 1000 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[p0tato's solution](#)

1193.

143A

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

Quality: 15,446 global accepts · Rating: 1000 · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[p0tato's solution](#)

1194.

1611C

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

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2022-01-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[p0tato's solution](#)

1195.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[p0tato's solution](#)

1196.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,312 global accepts · Rating: 1000 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[p0tato's solution](#)

1197.

1620B

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

Quality: 31,473 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[p0tato's solution](#)

1198.

604A

[Uncowed Forces](#) · [Tutorial](#)

Quality: 9,374 global accepts · Rating: 1000 · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[p0tato's solution](#)

1199.

1614B

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

Quality: 29,027 global accepts · Rating: 1000 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[p0tato's solution](#)

1200.

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[p0tato's solution](#)

1201.

447B

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

Quality: 21,023 global accepts · Rating: 1000 · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[p0tato's solution](#)

1202.

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
[p0tato's solution](#)

1203.

1607C

[Minimum Extraction](#) · [Tutorial](#)

Quality: 26,836 global accepts · Rating: 1000 · first AC: 2021-11-03 · PyPy 3-64 (first AC) · Tags: brute force, sortings
[p0tato's solution](#)

1204.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy
[p0tato's solution](#)

1205.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,264 global accepts · Rating: 1000 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[p0tato's solution](#)

1206.

831A

[Unimodal Array](#) · [Tutorial](#)

Quality: 11,027 global accepts · Rating: 1000 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[p0tato's solution](#)

1207.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,938 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[p0tato's solution](#)

1208.

1579E1

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

Quality: 25,200 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[p0tato's solution](#)

1209.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[p0tato's solution](#)

1210.

499A

[Watching a movie](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1000 · first AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[p0tato's solution](#)

1211.

322A

[Ciel and Dancing](#) · [Tutorial](#)

Quality: 8,943 global accepts · Rating: 1000 · first AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[p0tato's solution](#)

1212.

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[p0tato's solution](#)

1213.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,862 global accepts · Rating: 1000 · first AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[p0tato's solution](#)

1214.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,935 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[p0tato's solution](#)

1215.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,575 global accepts · Rating: 1000 · first AC: 2021-09-08 · PyPy 3 (first AC) · Tags: dp, math

[p0tato's solution](#)

1216.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1000 · first AC: 2021-09-08 · PyPy 3 (first AC) · Tags: implementation

[p0tato's solution](#)

1217.

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 1000 · first AC: 2021-09-08 · PyPy 3 (first AC) · Tags: greedy, implementation

[p0tato's solution](#)

1218.

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2021-09-08 · last AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[p0tato's solution](#)

1219.

886B

[Vlad and Cafes](#) · [Tutorial](#)

Quality: 8,413 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[p0tato's solution](#)

1220.

507A

[Amr and Music](#) · [Tutorial](#)

Quality: 21,742 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[p0tato's solution](#)

1221.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[p0tato's solution](#)

1222.

779A

[Pupils Redistribution](#) · [Tutorial](#)

Quality: 9,703 global accepts · Rating: 1000 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[p0tato's solution](#)

1223.

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,759 global accepts · Rating: 1000 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[p0tato's solution](#)

1224.

849A

[Odds and Ends](#) · [Tutorial](#)

Quality: 9,764 global accepts · Rating: 1000 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[p0tato's solution](#)

1225.

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,364 global accepts · Rating: 1000 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[p0tato's solution](#)

1226.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,053 global accepts · Rating: 1000 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation

[p0tato's solution](#)

1227.

816A

[Karen and Morning](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1000 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[p0tato's solution](#)

1228.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,920 global accepts · Rating: 1000 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks

[p0tato's solution](#)

1229.

1100A

[Roman and Browser](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[p0tato's solution](#)

1230.

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,272 global accepts · Rating: 1000 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[p0tato's solution](#)

1231.

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

[p0tato's solution](#)

1232.

1153A

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Quality: 12,106 global accepts · Rating: 1000 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

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1233.

998A

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1234.

452A

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1235.

637A

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1236.

1144C

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Quality: 16,362 global accepts · Rating: 1000 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

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1237.

109A

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Quality: 19,822 global accepts · Rating: 1000 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

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1238.

887A

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1239.

1051B

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1240.

1101A

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Quality: 18,814 global accepts · Rating: 1000 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: math

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1241.

1204A

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1242.

1211A

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1243.

1223B

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1244.

1199A

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1245.

659A

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Quality: 16,826 global accepts · Rating: 1000 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

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1246.

1203A

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1247.

1136B

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1248.

1155A

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1249.

560A

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1250.

1181A

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1251.

981B

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1252.

1073B

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1253.

804A

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1254.

688B

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Quality: 36,023 global accepts · Rating: 1000 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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1255.

1221A

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Quality: 18,161 global accepts · Rating: 1000 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
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1256.

699A

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Quality: 18,835 global accepts · Rating: 1000 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[p0tato's solution](#)

1257.

1199B

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Quality: 22,394 global accepts · Rating: 1000 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math
[p0tato's solution](#)

1258.

641A

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Quality: 6,322 global accepts · Rating: 1000 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation
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1259.

1020A

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Quality: 9,453 global accepts · Rating: 1000 · first AC: 2021-07-18 · PyPy 3 (first AC) · Tags: math
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1260.

400A

[Inna and Choose Options](#) · [Tutorial](#)

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[p0tato's solution](#)

1261.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings
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1262.

725A

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1263.

1077B

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1264.

1088B

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1265.

1195A

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Quality: 14,200 global accepts · Rating: 1000 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[p0tato's solution](#)

1266.

1225B1

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Quality: 12,519 global accepts · Rating: 1000 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[p0tato's solution](#)

1267.

733A

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Quality: 16,959 global accepts · Rating: 1000 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[p0tato's solution](#)

1268.

339B

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Quality: 81,372 global accepts · Rating: 1000 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[p0tato's solution](#)

1269.

1197B

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Quality: 14,510 global accepts · Rating: 1000 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
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1270.

1036A

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Quality: 10,583 global accepts · Rating: 1000 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: math
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1271.

1550B

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Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
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1272.

1234B1

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Quality: 19,767 global accepts · Rating: 1000 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation
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1273.

1230B

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Quality: 19,632 global accepts · Rating: 1000 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
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1274.

1539A

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Quality: 21,526 global accepts · Rating: 1000 · first AC: 2021-06-23 · PyPy 3 (first AC) · Tags: combinatorics, geometry, greedy, math
[p0tato's solution](#)

1275.

1243B1

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Quality: 15,359 global accepts · Rating: 1000 · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: strings
[p0tato's solution](#)

1276.

1140A

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Quality: 12,808 global accepts · Rating: 1000 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[p0tato's solution](#)

1277.

1521A

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

Quality: 42,041 global accepts · Rating: 1000 · first AC: 2021-05-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[p0tato's solution](#)

1278.

1520C

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Quality: 34,539 global accepts · Rating: 1000 · first AC: 2021-05-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[p0tato's solution](#)

1279.

1244B

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Quality: 17,543 global accepts · Rating: 1000 · first AC: 2021-05-05 · PyPy 3 (first AC) · Tags: brute force, implementation

[p0tato's solution](#)

1280.

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,893 global accepts · Rating: 1000 · first AC: 2021-05-05 · PyPy 3 (first AC) · Tags: math, number theory

[p0tato's solution](#)

1281.

1515B

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Quality: 27,063 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

[p0tato's solution](#)

1282.

1248A

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Quality: 15,105 global accepts · Rating: 1000 · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

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1283.

1251A

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Quality: 21,555 global accepts · Rating: 1000 · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, strings, two pointers

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1284.

1252A

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Quality: 5,997 global accepts · Rating: 1000 · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: —

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1285.

1256A

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Quality: 32,432 global accepts · Rating: 1000 · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: math

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1286.

1260A

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Quality: 15,817 global accepts · Rating: 1000 · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: math

[p0tato's solution](#)

1287.

1266A

[Competitive Programmer](#) · [Tutorial](#)

Quality: 17,511 global accepts · Rating: 1000 · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, math

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1288.

1266B

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Quality: 16,582 global accepts · Rating: 1000 · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[p0tato's solution](#)

1289.

1277A

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Quality: 14,487 global accepts · Rating: 1000 · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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1290.

1278A

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Quality: 18,292 global accepts · Rating: 1000 · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

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1291.

1300B

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1292.

1342A

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1293.

1346A

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1294.

1353C

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1295.

1359A

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1296.

1506C

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1297.

1499B

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1298.

1490B

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1299.

1485A

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1300.

1359B

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Quality: 29,383 global accepts · Rating: 1000 · first AC: 2021-02-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

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1301.

1A

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Quality: 320,186 global accepts · Rating: 1000 · first AC: 2021-02-03 · C++17 (GCC 9-64) (first AC) · Tags: math

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1302.

1476A

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Quality: 44,884 global accepts · Rating: 1000 · first AC: 2021-02-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

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1303.

106B

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Quality: 6,867 global accepts · Rating: 1000 · first AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

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1304.

859B

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Quality: 7,904 global accepts · Rating: 1000 · first AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math

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1305.

1374C

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Quality: 63,915 global accepts · Rating: 1000 · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

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1306.

1411B

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Quality: 30,335 global accepts · Rating: 1000 · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, number theory

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1307.

1430C

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Quality: 28,234 global accepts · Rating: 1000 · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

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1308.

1438B

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Quality: 29,069 global accepts · Rating: 1000 · first AC: 2021-01-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[p0tato's solution](#)

1309.

1447B

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Quality: 26,446 global accepts · Rating: 1000 · first AC: 2021-01-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
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1310.

893B

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Quality: 12,664 global accepts · Rating: 1000 · first AC: 2021-01-22 · PyPy 3 (first AC) · Tags: brute force, implementation
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1311.

1008B

[Turn the Rectangles](#) · [Tutorial](#)

Quality: 12,563 global accepts · Rating: 1000 · first AC: 2021-01-22 · PyPy 3 (first AC) · Tags: greedy, sortings
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1312.

1293B

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1313.

888B

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Quality: 10,724 global accepts · Rating: 1000 · first AC: 2021-01-22 · PyPy 3 (first AC) · Tags: greedy
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1314.

1027A

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1315.

732B

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1316.

1474B

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Quality: 40,325 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory
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1317.

1473B

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[p0tato's solution](#)

1318.

1469B

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Quality: 31,058 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
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1319.

1469A

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1320.

1450B

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Quality: 16,038 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy

[p0tato's solution](#)

1321.

742A

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Quality: 51,981 global accepts · Rating: 1000 · first AC: 2020-09-23 · PyPy 3 (first AC) · Tags: implementation, math, number theory

[p0tato's solution](#)

1322.

1151A

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Quality: 11,856 global accepts · Rating: 1000 · first AC: 2020-09-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, strings

[p0tato's solution](#)

1323.

1419D1

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1324.

1418A

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1325.

1405B

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Quality: 23,029 global accepts · Rating: 1000 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

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1326.

757A

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Quality: 11,821 global accepts · Rating: 1000 · first AC: 2020-08-27 · PyPy 3 (first AC) · Tags: implementation

[p0tato's solution](#)

1327.

1253A

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[p0tato's solution](#)

1328.

777A

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Quality: 10,884 global accepts · Rating: 1000 · first AC: 2020-08-25 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation, math

[p0tato's solution](#)

1329.

991A

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Quality: 11,232 global accepts · Rating: 1000 · first AC: 2020-08-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[p0tato's solution](#)

1330.

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1000 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory
[p0tato's solution](#)

1331.

798A

[Mike and palindrome](#) · [Tutorial](#)

Quality: 23,851 global accepts · Rating: 1000 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, strings

[p0tato's solution](#)

1332.

108A

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

Quality: 10,346 global accepts · Rating: 1000 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[p0tato's solution](#)

1333.

886A

[ACM ICPC](#) · [Tutorial](#)

Quality: 11,216 global accepts · Rating: 1000 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[p0tato's solution](#)

1334.

1395A

[Boboniu Likes to Color Balls](#) · [Tutorial](#)

Quality: 25,495 global accepts · Rating: 1000 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[p0tato's solution](#)

1335.

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2020-08-03 · C++17 (GCC 9-64) (first AC) · Tags: math

[p0tato's solution](#)

1336.

1388B

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

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[p0tato's solution](#)

1337.

1237A

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

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[p0tato's solution](#)

1338.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[p0tato's solution](#)

1339.

1133A

[Middle of the Contest](#) · [Tutorial](#)

Quality: 19,700 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[p0tato's solution](#)

1340.

1084A

[The Fair Nut and Elevator](#) · [Tutorial](#)

Quality: 8,229 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[p0tato's solution](#)

1341.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: math

[p0tato's solution](#)

1342.

1165B

[Polycarp Training](#) · [Tutorial](#)

Quality: 24,282 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[p0tato's solution](#)

1343.

120A

[Elevator](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1000 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[p0tato's solution](#)

1344.

1111A

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

Quality: 18,097 global accepts · Rating: 1000 · first AC: 2020-07-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[p0tato's solution](#)

1345.

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 19,211 global accepts · Rating: 1000 · first AC: 2020-07-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[p0tato's solution](#)

1346.

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,950 global accepts · Rating: 1000 · first AC: 2020-07-27 · last AC: 2020-07-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[p0tato's solution](#)

1347.

727A

[Transformation: from A to B](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 1000 · first AC: 2020-07-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, math

[p0tato's solution](#)

1348.

1249B1

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

Quality: 22,292 global accepts · Rating: 1000 · first AC: 2020-07-28 · C++17 (GCC 9-64) (first AC) · Tags: dsu, math

[p0tato's solution](#)

1349.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2020-07-27 · C++17 (GCC 9-64) (first AC) · Tags: math

[p0tato's solution](#)

1350.

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,124 global accepts · Rating: 1000 · first AC: 2020-07-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs

[p0tato's solution](#)

1351.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,470 global accepts · Rating: 1000 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[p0tato's solution](#)

1352.

102B

[Sum of Digits](#) · [Tutorial](#)

Quality: 31,941 global accepts · Rating: 1000 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[p0tato's solution](#)

1353.

5A

[Chat Servers Outgoing Traffic](#) · [Tutorial](#)

Quality: 11,124 global accepts · Rating: 1000 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[p0tato's solution](#)

1354.

1362A

[Johnny and Ancient Computer](#) · [Tutorial](#)

Quality: 34,080 global accepts · Rating: 1000 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[p0tato's solution](#)

1355.

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[p0tato's solution](#)

1356.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[p0tato's solution](#)

1357.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,678 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[p0tato's solution](#)

1358.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,049 global accepts · Rating: 1000 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[p0tato's solution](#)

1359.

2218D

[The 67th OEIS Problem](#) · [Tutorial](#)

Quality: 18,399 global accepts · Rating: 1100 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[p0tato's solution](#)

1360.

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
[p0tato's solution](#)

1361.

2183B

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

Quality: 16,173 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[p0tato's solution](#)

1362.

2155B

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

Quality: 16,988 global accepts · Rating: 1100 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs

[p0tato's solution](#)

1363.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[p0tato's solution](#)

1364.

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,911 global accepts · Rating: 1100 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[p0tato's solution](#)

1365.

2125C

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

Quality: 22,750 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[p0tato's solution](#)

1366.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[p0tato's solution](#)

1367.

2126C

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

Quality: 26,277 global accepts · Rating: 1100 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[p0tato's solution](#)

1368.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1100 · first AC: 2025-05-05 · PyPy 3-64 (first AC) · Tags: games, greedy, math

[p0tato's solution](#)

1369.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,387 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[p0tato's solution](#)

1370.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,569 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[p0tato's solution](#)

1371.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[p0tato's solution](#)

1372.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,886 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[p0tato's solution](#)

1373.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,689 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[p0tato's solution](#)

1374.

2063B

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

Quality: 23,193 global accepts · Rating: 1100 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[p0tato's solution](#)

1375.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[p0tato's solution](#)

1376.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,732 global accepts · Rating: 1100 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[p0tato's solution](#)

1377.

2029B

[Replacement](#) · [Tutorial](#)

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

[p0tato's solution](#)

1378.

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

[p0tato's solution](#)

1379.

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

[p0tato's solution](#)

1380.

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

[p0tato's solution](#)

1381.

1574B

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

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2024-08-29 · PyPy 3-64 (first AC) · Tags: combinatorics, greedy, math

[p0tato's solution](#)

1382.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[p0tato's solution](#)

1383.

1991B

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

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

[p0tato's solution](#)

1384.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[p0tato's solution](#)

1385.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[p0tato's solution](#)

1386.

1958A

[1-3-5](#) · [Tutorial](#)

Quality: 2,569 global accepts · Rating: 1100 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special, dp

[p0tato's solution](#)

1387.

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,555 global accepts · Rating: 1100 · first AC: 2024-05-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, sortings, strings

[p0tato's solution](#)

1388.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[p0tato's solution](#)

1389.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,272 global accepts · Rating: 1100 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[p0tato's solution](#)

1390.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: 1100 · first AC: 2024-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[p0tato's solution](#)

1391.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,796 global accepts · Rating: 1100 · first AC: 2024-02-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[p0tato's solution](#)

1392.

1921D

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

Quality: 24,277 global accepts · Rating: 1100 · first AC: 2024-01-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

[p0tato's solution](#)

1393.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-15 · PyPy 3-64 (first AC) · Tags: games, greedy, math, sortings

[p0tato's solution](#)

1394.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,530 global accepts · Rating: 1100 · first AC: 2024-01-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[p0tato's solution](#)

1395.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,590 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, trees

[p0tato's solution](#)

1396.

1910A

[Username](#) · [Tutorial](#)

Quality: 1,987 global accepts · Rating: 1100 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[p0tato's solution](#)

1397.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,917 global accepts · Rating: 1100 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[p0tato's solution](#)

1398.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,859 global accepts · Rating: 1100 · first AC: 2023-11-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[p0tato's solution](#)

1399.

1899B

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

Quality: 33,355 global accepts · Rating: 1100 · first AC: 2023-11-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory

[p0tato's solution](#)

1400.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,703 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[p0tato's solution](#)

1401.

1873E

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

Quality: 43,456 global accepts · Rating: 1100 · first AC: 2023-10-01 · last AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[p0tato's solution](#)

1402.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[p0tato's solution](#)

1403.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,713 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[p0tato's solution](#)

1404.

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[p0tato's solution](#)

1405.

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,724 global accepts · Rating: 1100 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math
[p0tato's solution](#)

1406.

1838B

[Minimize Permutation Subarrays](#) · [Tutorial](#)

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[p0tato's solution](#)

1407.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,549 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[p0tato's solution](#)

1408.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,805 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers
[p0tato's solution](#)

1409.

1797B

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

Quality: 24,614 global accepts · Rating: 1100 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[p0tato's solution](#)

1410.

1811C

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

Quality: 22,227 global accepts · Rating: 1100 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[p0tato's solution](#)

1411.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,457 global accepts · Rating: 1100 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[p0tato's solution](#)

1412.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[p0tato's solution](#)

1413.

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[p0tato's solution](#)

1414.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,976 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[p0tato's solution](#)

1415.

1783B

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

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[p0tato's solution](#)

1416.

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

[p0tato's solution](#)

1417.

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[p0tato's solution](#)

1418.

1759C

[Thermostat](#) · [Tutorial](#)

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

[p0tato's solution](#)

1419.

1726B

[Mainak and Interesting Sequence](#) · [Tutorial](#)

Quality: 16,848 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[p0tato's solution](#)

1420.

1702C

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

Quality: 25,123 global accepts · Rating: 1100 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[p0tato's solution](#)

1421.

1708B

[Difference of GCDs](#) · [Tutorial](#)

Quality: 28,411 global accepts · Rating: 1100 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[p0tato's solution](#)

1422.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,205 global accepts · Rating: 1100 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, strings

[p0tato's solution](#)

1423.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,403 global accepts · Rating: 1100 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[p0tato's solution](#)

1424.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,660 global accepts · Rating: 1100 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[p0tato's solution](#)

1425.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[p0tato's solution](#)

1426.

1673B

[A Perfectly Balanced String?](#) · [Tutorial](#)

Quality: 21,772 global accepts · Rating: 1100 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings

[p0tato's solution](#)

1427.

1672C

[Unequal Array](#) · [Tutorial](#)

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

[p0tato's solution](#)

1428.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,610 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[p0tato's solution](#)

1429.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,421 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[p0tato's solution](#)

1430.

1656B

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

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers

[p0tato's solution](#)

1431.

1421B

[Putting Bricks in the Wall](#) · [Tutorial](#)

Quality: 13,474 global accepts · Rating: 1100 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[p0tato's solution](#)

1432.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[p0tato's solution](#)

1433.

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,525 global accepts · Rating: 1100 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[p0tato's solution](#)

1434.

1173B

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1534.

2056C

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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
[p0tato's solution](#)

1535.

2046A

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

Quality: 16,808 global accepts · Rating: 1200 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[p0tato's solution](#)

1536.

2047C

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

Rating: 1200 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings
[p0tato's solution](#)

1537.

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory
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1538.

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
[p0tato's solution](#)

1539.

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
[p0tato's solution](#)

1540.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math
[p0tato's solution](#)

1541.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, sortings
[p0tato's solution](#)

1542.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,412 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[p0tato's solution](#)

1543.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[p0tato's solution](#)

1544.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,536 global accepts · Rating: 1200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math
[p0tato's solution](#)

1545.

1975C

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

Quality: 17,165 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy
[p0tato's solution](#)

1546.

1954C

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

Quality: 22,744 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[p0tato's solution](#)

1547.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,512 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[p0tato's solution](#)

1548.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy
[p0tato's solution](#)

1549.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[p0tato's solution](#)

1550.

1130B

[Two Cakes](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1200 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[p0tato's solution](#)

1551.

1027B

[Numbers on the Chessboard](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[p0tato's solution](#)

1552.

1925B

[A Balanced Problemset?](#) · [Tutorial](#)

Quality: 23,129 global accepts · Rating: 1200 · first AC: 2024-01-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[p0tato's solution](#)

1553.

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[p0tato's solution](#)

1554.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,089 global accepts · Rating: 1200 · first AC: 2024-01-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[p0tato's solution](#)

1555.

1916C

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

Quality: 19,882 global accepts · Rating: 1200 · first AC: 2023-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[p0tato's solution](#)

1556.

1909B

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

Quality: 30,959 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[p0tato's solution](#)

1557.

1874A

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

Quality: 19,387 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation

[p0tato's solution](#)

1558.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[p0tato's solution](#)

1559.

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

[p0tato's solution](#)

1560.

1859C

[Another Permutation Problem](#) · [Tutorial](#)

Quality: 18,656 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math
[p0tato's solution](#)

1561.

1857C

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

Quality: 41,751 global accepts · Rating: 1200 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[p0tato's solution](#)

1562.

725B

[Food on the Plane](#) · [Tutorial](#)

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[p0tato's solution](#)

1563.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,668 global accepts · Rating: 1200 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings
[p0tato's solution](#)

1564.

1822D

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

Quality: 19,020 global accepts · Rating: 1200 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[p0tato's solution](#)

1565.

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,846 global accepts · Rating: 1200 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math
[p0tato's solution](#)

1566.

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[p0tato's solution](#)

1567.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,097 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers
[p0tato's solution](#)

1568.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,560 global accepts · Rating: 1200 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[p0tato's solution](#)

1569.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,141 global accepts · Rating: 1200 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[p0tato's solution](#)

1570.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,630 global accepts · Rating: 1200 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[p0tato's solution](#)

1571.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[p0tato's solution](#)

1572.

1185B

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

Quality: 14,221 global accepts · Rating: 1200 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[p0tato's solution](#)

1573.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: games

[p0tato's solution](#)

1574.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[p0tato's solution](#)

1575.

1738B

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

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[p0tato's solution](#)

1576.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[p0tato's solution](#)

1577.

1713C

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

Quality: 18,873 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math

[p0tato's solution](#)

1578.

1704C

[Virus](#) · [Tutorial](#)

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

[p0tato's solution](#)

1579.

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

[p0tato's solution](#)

1580.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,731 global accepts · Rating: 1200 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[p0tato's solution](#)

1581.

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

[p0tato's solution](#)

1582.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,791 global accepts · Rating: 1200 · first AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[p0tato's solution](#)

1583.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation

[p0tato's solution](#)

1584.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,254 global accepts · Rating: 1200 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, strings

[p0tato's solution](#)

1585.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,386 global accepts · Rating: 1200 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[p0tato's solution](#)

1586.

630R

[Game](#) · [Tutorial](#)

Quality: 9,587 global accepts · Rating: 1200 · first AC: 2022-04-13 · PyPy 3-64 (first AC) · Tags: games, math

[p0tato's solution](#)

1587.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,686 global accepts · Rating: 1200 · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[p0tato's solution](#)

1588.

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,710 global accepts · Rating: 1200 · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[p0tato's solution](#)

1589.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,711 global accepts · Rating: 1200 · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search

[p0tato's solution](#)

1590.

1656C

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

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

[p0tato's solution](#)

1591.

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms,

graphs, implementation

[p0tato's solution](#)

1592.

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

[p0tato's solution](#)

1593.

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,513 global accepts · Rating: 1200 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, implementation, sortings

[p0tato's solution](#)

1594.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,930 global accepts · Rating: 1200 · first AC: 2022-03-05 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, math

[p0tato's solution](#)

1595.

151B

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,862 global accepts · Rating: 1200 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[p0tato's solution](#)

1596.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: math

[p0tato's solution](#)

1597.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[p0tato's solution](#)

1598.

940A

[Points on the line](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[p0tato's solution](#)

1599.

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[p0tato's solution](#)

1600.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[p0tato's solution](#)

1601.

1635C

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

Quality: 25,130 global accepts · Rating: 1200 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[p0tato's solution](#)

1602.

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[p0tato's solution](#)

1603.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,461 global accepts · Rating: 1200 · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[p0tato's solution](#)

1604.

895A

[Pizza Separation](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 1200 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[p0tato's solution](#)

1605.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[p0tato's solution](#)

1606.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,662 global accepts · Rating: 1200 · first AC: 2021-12-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[p0tato's solution](#)

1607.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[p0tato's solution](#)

1608.

645B

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

Quality: 3,701 global accepts · Rating: 1200 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[p0tato's solution](#)

1609.

203A

[Two Problems](#) · [Tutorial](#)

Quality: 4,424 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[p0tato's solution](#)

1610.

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,654 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[p0tato's solution](#)

1611.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,336 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, strings

[p0tato's solution](#)

1612.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[p0tato's solution](#)

1613.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[p0tato's solution](#)

1614.

1581B

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

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math
[p0tato's solution](#)

1615.

1497C1

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

Quality: 29,226 global accepts · Rating: 1200 · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[p0tato's solution](#)

1616.

315B

[Sereja and Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1200 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[p0tato's solution](#)

1617.

1013B

[And](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1200 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[p0tato's solution](#)

1618.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math, sortings
[p0tato's solution](#)

1619.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1200 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: math
[p0tato's solution](#)

1620.

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math
[p0tato's solution](#)

1621.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,479 global accepts · Rating: 1200 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory
[p0tato's solution](#)

1622.

1102C

[Doors Breaking and Repairing](#) · [Tutorial](#)

Quality: 14,168 global accepts · Rating: 1200 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: games
[p0tato's solution](#)

1623.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,532 global accepts · Rating: 1200 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data

structures, greedy

[p0tato's solution](#)

1624.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,708 global accepts · Rating: 1200 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings

[p0tato's solution](#)

1625.

1490D

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

Quality: 21,674 global accepts · Rating: 1200 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, implementation

[p0tato's solution](#)

1626.

1006B

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

Quality: 14,655 global accepts · Rating: 1200 · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[p0tato's solution](#)

1627.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,150 global accepts · Rating: 1200 · first AC: 2020-12-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, implementation

[p0tato's solution](#)

1628.

714B

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

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2020-12-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[p0tato's solution](#)

1629.

879B

[Table Tennis](#) · [Tutorial](#)

Quality: 14,405 global accepts · Rating: 1200 · first AC: 2020-12-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[p0tato's solution](#)

1630.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[p0tato's solution](#)

1631.

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[p0tato's solution](#)

1632.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[p0tato's solution](#)

1633.

1032B

[Personalized Cup](#) · [Tutorial](#)

Quality: 5,145 global accepts · Rating: 1200 · first AC: 2020-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[p0tato's solution](#)

1634.

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,577 global accepts · Rating: 1200 · first AC: 2020-10-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar

[p0tato's solution](#)

1635.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,810 global accepts · Rating: 1200 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[p0tato's solution](#)

1636.

1006C

[Three Parts of the Array](#) · [Tutorial](#)

Quality: 25,361 global accepts · Rating: 1200 · first AC: 2020-09-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[p0tato's solution](#)

1637.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[p0tato's solution](#)

1638.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,461 global accepts · Rating: 1200 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[p0tato's solution](#)

1639.

1409C

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

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2020-09-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[p0tato's solution](#)

1640.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[p0tato's solution](#)

1641.

1051A

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

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[p0tato's solution](#)

1642.

645A

[Amity Assessment](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[p0tato's solution](#)

1643.

385B

[Bear and Strings](#) · [Tutorial](#)

Quality: 10,834 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math, strings

[p0tato's solution](#)

1644.

454B

[Little Pony and Sort by Shift](#) · [Tutorial](#)

Quality: 19,164 global accepts · Rating: 1200 · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[p0tato's solution](#)

1645.

55A

[Flea travel](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 1200 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[p0tato's solution](#)

1646.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[p0tato's solution](#)

1647.

1399C

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

Quality: 32,650 global accepts · Rating: 1200 · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, two pointers

[p0tato's solution](#)

1648.

1140D

[Minimum Triangulation](#) · [Tutorial](#)

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2020-08-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[p0tato's solution](#)

1649.

1153B

[Serval and Toy Bricks](#) · [Tutorial](#)

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2020-08-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[p0tato's solution](#)

1650.

989B

[A Tide of Riverscape](#) · [Tutorial](#)

Quality: 7,286 global accepts · Rating: 1200 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[p0tato's solution](#)

1651.

48B

[Land Lot](#) · [Tutorial](#)

Quality: 3,042 global accepts · Rating: 1200 · first AC: 2020-07-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[p0tato's solution](#)

1652.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2020-07-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[p0tato's solution](#)

1653.

803B

[Distances to Zero](#) · [Tutorial](#)

Quality: 7,578 global accepts · Rating: 1200 · first AC: 2020-07-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[p0tato's solution](#)

1654.

1185C1

[Exam in BerSU \(easy version\)](#) · [Tutorial](#)

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2020-07-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[p0tato's solution](#)

1655.

583B

[Robot's Task](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 1200 · first AC: 2020-07-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[p0tato's solution](#)

1656.

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,611 global accepts · Rating: 1200 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[p0tato's solution](#)

1657.

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,855 global accepts · Rating: 1200 · first AC: 2020-07-22 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[p0tato's solution](#)

1658.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[p0tato's solution](#)

1659.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[p0tato's solution](#)

1660.

1362B

[Johnny and His Hobbies](#) · [Tutorial](#)

Quality: 21,042 global accepts · Rating: 1200 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[p0tato's solution](#)

1661.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,287 global accepts · Rating: 1200 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, two pointers

[p0tato's solution](#)

1662.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,372 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[p0tato's solution](#)

1663.

1352C

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

Quality: 69,764 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[p0tato's solution](#)

1664.

1352B

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

Quality: 44,819 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[p0tato's solution](#)

1665.

1343C

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

Quality: 44,066 global accepts · Rating: 1200 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[p0tato's solution](#)

1666.

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,342 global accepts · Rating: 1200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[p0tato's solution](#)

1667.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[p0tato's solution](#)

1668.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,082 global accepts · Rating: 1200 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[p0tato's solution](#)

1669.

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,492 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[p0tato's solution](#)

1670.

2187A

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

Quality: 15,867 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[p0tato's solution](#)

1671.

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

1672.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,109 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[p0tato's solution](#)

1673.

2172M

[Maximum Distance To Port](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[p0tato's solution](#)

1674.

2145C

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

Quality: 15,400 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings

[p0tato's solution](#)

1675.

2152B

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

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[p0tato's solution](#)

1676.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,690 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[p0tato's solution](#)

1677.

2144C

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

Quality: 14,988 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[p0tato's solution](#)

1678.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[p0tato's solution](#)

1679.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,428 global accepts · Rating: 1300 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[p0tato's solution](#)

1680.

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[p0tato's solution](#)

1681.

2072D

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

Quality: 17,639 global accepts · Rating: 1300 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[p0tato's solution](#)

1682.

2059B

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

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[p0tato's solution](#)

1683.

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

[p0tato's solution](#)

1684.

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

[p0tato's solution](#)

1685.

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

[p0tato's solution](#)

1686.

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

[p0tato's solution](#)

1687.

2023A

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

Quality: 16,567 global accepts · Rating: 1300 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[p0tato's solution](#)

1688.

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

[p0tato's solution](#)

1689.

1999E

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

Quality: 23,620 global accepts · Rating: 1300 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math

[p0tato's solution](#)

1690.

1991C

[Absolute Zero](#) · [Tutorial](#)

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

[p0tato's solution](#)

1691.

1978C

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

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[p0tato's solution](#)

1692.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[p0tato's solution](#)

1693.

1981B

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

Quality: 16,433 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[p0tato's solution](#)

1694.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,425 global accepts · Rating: 1300 · first AC: 2024-05-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[p0tato's solution](#)

1695.

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,500 global accepts · Rating: 1300 · first AC: 2024-04-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[p0tato's solution](#)

1696.

1942C1

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

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

[p0tato's solution](#)

1697.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,095 global accepts · Rating: 1300 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[p0tato's solution](#)

1698.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,479 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[p0tato's solution](#)

1699.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,626 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[p0tato's solution](#)

1700.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math

[p0tato's solution](#)

1701.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[p0tato's solution](#)

1702.

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[p0tato's solution](#)

1703.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[p0tato's solution](#)

1704.

1867C

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

Quality: 12,669 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[p0tato's solution](#)

1705.

1868A

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

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[p0tato's solution](#)

1706.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms,

math, number theory

[p0tato's solution](#)

1707.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,319 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, trees

[p0tato's solution](#)

1708.

1844C

[Particles](#) · [Tutorial](#)

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

[p0tato's solution](#)

1709.

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,443 global accepts · Rating: 1300 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[p0tato's solution](#)

1710.

1815A

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

Quality: 15,973 global accepts · Rating: 1300 · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[p0tato's solution](#)

1711.

1819A

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

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

[p0tato's solution](#)

1712.

1810C

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

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

[p0tato's solution](#)

1713.

1217A

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

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[p0tato's solution](#)

1714.

1381A1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Quality: 21,721 global accepts · Rating: 1300 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, strings

[p0tato's solution](#)

1715.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[p0tato's solution](#)

1716.

1774C

[Ice and Fire](#) · [Tutorial](#)

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

[p0tato's solution](#)

1717.

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
[p0tato's solution](#)

1718.

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
[p0tato's solution](#)

1719.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math
[p0tato's solution](#)

1720.

1726C

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

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy
[p0tato's solution](#)

1721.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1300 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs
[p0tato's solution](#)

1722.

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
[p0tato's solution](#)

1723.

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
[p0tato's solution](#)

1724.

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[p0tato's solution](#)

1725.

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
[p0tato's solution](#)

1726.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,109 global accepts · Rating: 1300 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[p0tato's solution](#)

1727.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[p0tato's solution](#)

1728.

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

[p0tato's solution](#)**1729.**

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,014 global accepts · Rating: 1300 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings

[p0tato's solution](#)**1730.**

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

[p0tato's solution](#)**1731.**

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,827 global accepts · Rating: 1300 · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[p0tato's solution](#)**1732.**

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,955 global accepts · Rating: 1300 · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: math, two pointers

[p0tato's solution](#)**1733.**

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,331 global accepts · Rating: 1300 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[p0tato's solution](#)**1734.**

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[p0tato's solution](#)**1735.**

1650D

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

Quality: 14,693 global accepts · Rating: 1300 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[p0tato's solution](#)**1736.**

1030C

[Vasya and Golden Ticket](#) · [Tutorial](#)

Quality: 9,925 global accepts · Rating: 1300 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[p0tato's solution](#)**1737.**

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[p0tato's solution](#)

1738.

1065B

[Vasya and Isolated Vertices](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs
[p0tato's solution](#)

1739.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, math
[p0tato's solution](#)

1740.

1249C1

[Good Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 16,557 global accepts · Rating: 1300 · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
[p0tato's solution](#)

1741.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings
[p0tato's solution](#)

1742.

681B

[Economy Game](#) · [Tutorial](#)

Quality: 9,436 global accepts · Rating: 1300 · first AC: 2022-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force
[p0tato's solution](#)

1743.

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,855 global accepts · Rating: 1300 · first AC: 2020-05-09 · last AC: 2022-01-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[p0tato's solution](#)

1744.

1615B

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

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[p0tato's solution](#)

1745.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · last AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings
[p0tato's solution](#)

1746.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,866 global accepts · Rating: 1300 · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[p0tato's solution](#)

1747.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,822 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, number theory
[p0tato's solution](#)

1748.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,400 global accepts · Rating: 1300 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures,

math, two pointers

[p0tato's solution](#)

1749.

330B

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

Quality: 19,387 global accepts · Rating: 1300 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs

[p0tato's solution](#)

1750.

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[p0tato's solution](#)

1751.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,806 global accepts · Rating: 1300 · first AC: 2021-11-22 · PyPy 3-64 (first AC) · Tags: binary search, math

[p0tato's solution](#)

1752.

1603A

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

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

[p0tato's solution](#)

1753.

1601A

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

Quality: 21,091 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[p0tato's solution](#)

1754.

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

[p0tato's solution](#)

1755.

1547D

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

Quality: 18,588 global accepts · Rating: 1300 · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[p0tato's solution](#)

1756.

1556B

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

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[p0tato's solution](#)

1757.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,083 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[p0tato's solution](#)

1758.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[p0tato's solution](#)

1759.

1005C

[Summarize to the Power of Two](#) · [Tutorial](#)

Quality: 13,053 global accepts · Rating: 1300 · first AC: 2021-04-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
[p0tato's solution](#)

1760.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,344 global accepts · Rating: 1300 · first AC: 2021-03-29 · Java 11 (first AC) · Tags: binary search, bitmasks, data structures, greedy
[p0tato's solution](#)

1761.

820B

[Mister B and Angle in Polygon](#) · [Tutorial](#)

Quality: 5,509 global accepts · Rating: 1300 · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, math
[p0tato's solution](#)

1762.

1471C

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

Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings
[p0tato's solution](#)

1763.

1265B

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

Quality: 13,524 global accepts · Rating: 1300 · first AC: 2020-12-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, two pointers
[p0tato's solution](#)

1764.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,598 global accepts · Rating: 1300 · first AC: 2020-12-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[p0tato's solution](#)

1765.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings
[p0tato's solution](#)

1766.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1300 · first AC: 2020-12-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, number theory
[p0tato's solution](#)

1767.

1315B

[Homecoming](#) · [Tutorial](#)

Quality: 9,608 global accepts · Rating: 1300 · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, strings
[p0tato's solution](#)

1768.

996B

[World Cup](#) · [Tutorial](#)

Quality: 9,899 global accepts · Rating: 1300 · first AC: 2020-12-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math
[p0tato's solution](#)

1769.

62A

[A Student's Dream](#) · [Tutorial](#)

Quality: 3,773 global accepts · Rating: 1300 · first AC: 2020-12-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[p0tato's solution](#)

1770.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1300 · first AC: 2020-12-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[p0tato's solution](#)

1771.

899C

[Dividing the numbers](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 1300 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math

[p0tato's solution](#)

1772.

459B

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

Quality: 47,488 global accepts · Rating: 1300 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, implementation, sortings

[p0tato's solution](#)

1773.

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 1300 · first AC: 2020-11-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[p0tato's solution](#)

1774.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1300 · first AC: 2020-11-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[p0tato's solution](#)

1775.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, sortings

[p0tato's solution](#)

1776.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,836 global accepts · Rating: 1300 · first AC: 2020-10-21 · PyPy 3 (first AC) · Tags: combinatorics, math

[p0tato's solution](#)

1777.

39F

[Pacifist frogs](#) · [Tutorial](#)

Quality: 1,962 global accepts · Rating: 1300 · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[p0tato's solution](#)

1778.

1424G

[Years](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 1300 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[p0tato's solution](#)

1779.

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,975 global accepts · Rating: 1300 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[p0tato's solution](#)

1780.

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,002 global accepts · Rating: 1300 · first AC: 2020-09-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, implementation, strings

[p0tato's solution](#)

1781.

625C

[K-special Tables](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1300 · first AC: 2020-09-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[p0tato's solution](#)

1782.

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,714 global accepts · Rating: 1300 · first AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[p0tato's solution](#)

1783.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[p0tato's solution](#)

1784.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,834 global accepts · Rating: 1300 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[p0tato's solution](#)

1785.

430C

[Xor-tree](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-08-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[p0tato's solution](#)

1786.

117A

[Elevator](#) · [Tutorial](#)

Quality: 2,226 global accepts · Rating: 1300 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[p0tato's solution](#)

1787.

653B

[Bear and Compressing](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 1300 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, strings

[p0tato's solution](#)

1788.

1225B2

[TV Subscriptions \(Hard Version\)](#) · [Tutorial](#)

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers

[p0tato's solution](#)

1789.

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers

[p0tato's solution](#)

1790.

1004B

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

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2020-07-28 · last AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[p0tato's solution](#)

1791.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,874 global accepts · Rating: 1300 · first AC: 2020-07-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[p0tato's solution](#)

1792.

722A

[Broken Clock](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1300 · first AC: 2020-07-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[p0tato's solution](#)

1793.

1249B2

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

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2020-07-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, math

[p0tato's solution](#)

1794.

1063A

[Oh Those Palindromes](#) · [Tutorial](#)

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2020-07-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[p0tato's solution](#)

1795.

94B

[Friends](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1300 · first AC: 2020-07-28 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation, math

[p0tato's solution](#)

1796.

907A

[Masha and Bears](#) · [Tutorial](#)

Quality: 5,961 global accepts · Rating: 1300 · first AC: 2020-07-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[p0tato's solution](#)

1797.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,901 global accepts · Rating: 1300 · first AC: 2020-07-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[p0tato's solution](#)

1798.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2020-07-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory

[p0tato's solution](#)

1799.

1382C1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, strings

[p0tato's solution](#)

1800.

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,390 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[p0tato's solution](#)

1801.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[p0tato's solution](#)

1802.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 42,995 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[p0tato's solution](#)

1803.

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[p0tato's solution](#)

1804.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,461 global accepts · Rating: 1300 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[p0tato's solution](#)

1805.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,044 global accepts · Rating: 1300 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[p0tato's solution](#)

1806.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[p0tato's solution](#)

1807.

1323C

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

Rating: 1300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[p0tato's solution](#)

1808.

2199B

[Two Towers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 1400 · first AC: 2026-03-02 · Kotlin 1.7 (first AC) · Tags: *special, greedy, math

[p0tato's solution](#)

1809.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[p0tato's solution](#)

1810.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1400 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[p0tato's solution](#)

1811.

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

[p0tato's solution](#)

1812.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,700 global accepts · Rating: 1400 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[p0tato's solution](#)

1813.

2156C

[Maximum GCD on Whiteboard](#) · [Tutorial](#)

Quality: 12,284 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[p0tato's solution](#)

1814.

2154C1

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

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[p0tato's solution](#)

1815.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,218 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[p0tato's solution](#)

1816.

2132C2

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

Quality: 13,336 global accepts · Rating: 1400 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[p0tato's solution](#)

1817.

2127C

[Trip Shopping](#) · [Tutorial](#)

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

[p0tato's solution](#)

1818.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,015 global accepts · Rating: 1400 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[p0tato's solution](#)

1819.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[p0tato's solution](#)

1820.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[p0tato's solution](#)

1821.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,139 global accepts · Rating: 1400 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[p0tato's solution](#)

1822.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[p0tato's solution](#)

1823.

2033E

[Sakurako, Kosuke, and the Permutation](#) · [Tutorial](#)

Quality: 14,139 global accepts · Rating: 1400 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[p0tato's solution](#)

1824.

2033C

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

Quality: 17,813 global accepts · Rating: 1400 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[p0tato's solution](#)

1825.

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

[p0tato's solution](#)

1826.

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

[p0tato's solution](#)

1827.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[p0tato's solution](#)

1828.

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

[p0tato's solution](#)

1829.

851B

[Arpa and an exam about geometry](#) · [Tutorial](#)

Quality: 5,890 global accepts · Rating: 1400 · first AC: 2020-11-20 · last AC: 2024-07-17 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

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1830.

1983C

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

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

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1831.

284A

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Quality: 7,346 global accepts · Rating: 1400 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
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1832.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,794 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[p0tato's solution](#)

1833.

1974C

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

Quality: 19,040 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures
[p0tato's solution](#)

1834.

1958B

[Clock in the Pool](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 1400 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special, math
[p0tato's solution](#)

1835.

1970C1

[Game on Tree \(Easy\)](#) · [Tutorial](#)

Quality: 5,038 global accepts · Rating: 1400 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: games
[p0tato's solution](#)

1836.

1967B1

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

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[p0tato's solution](#)

1837.

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings
[p0tato's solution](#)

1838.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,706 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math, sortings
[p0tato's solution](#)

1839.

1951C

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Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[p0tato's solution](#)

1840.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[p0tato's solution](#)

1841.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games,

greedy, sortings
[p0tato's solution](#)

1842.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,658 global accepts · Rating: 1400 · first AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math

[p0tato's solution](#)

1843.

1927E

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

Quality: 17,054 global accepts · Rating: 1400 · first AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, two pointers

[p0tato's solution](#)

1844.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,453 global accepts · Rating: 1400 · first AC: 2024-02-24 · last AC: 2024-02-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[p0tato's solution](#)

1845.

1929C

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

Quality: 17,285 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[p0tato's solution](#)

1846.

1931E

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

Quality: 25,727 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[p0tato's solution](#)

1847.

888C

[K-Dominant Character](#) · [Tutorial](#)

Quality: 8,981 global accepts · Rating: 1400 · first AC: 2024-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[p0tato's solution](#)

1848.

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2024-02-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[p0tato's solution](#)

1849.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,730 global accepts · Rating: 1400 · first AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[p0tato's solution](#)

1850.

1771B

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

Quality: 21,331 global accepts · Rating: 1400 · first AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[p0tato's solution](#)

1851.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,508 global accepts · Rating: 1400 · first AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[p0tato's solution](#)

1852.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[p0tato's solution](#)

1853.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1400 · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry, math
[p0tato's solution](#)

1854.

1824A

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

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[p0tato's solution](#)

1855.

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[p0tato's solution](#)

1856.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,970 global accepts · Rating: 1400 · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[p0tato's solution](#)

1857.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings
[p0tato's solution](#)

1858.

981C

[Useful Decomposition](#) · [Tutorial](#)

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees
[p0tato's solution](#)

1859.

131C

[The World is a Theatre](#) · [Tutorial](#)

Quality: 12,584 global accepts · Rating: 1400 · first AC: 2024-01-12 · PyPy 3-64 (first AC) · Tags: combinatorics, math
[p0tato's solution](#)

1860.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2024-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[p0tato's solution](#)

1861.

1866B

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

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2024-01-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[p0tato's solution](#)

1862.

1875C

[Jellyfish and Green Apple](#) · [Tutorial](#)

Quality: 13,880 global accepts · Rating: 1400 · first AC: 2024-01-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[p0tato's solution](#)

1863.

1919C

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

Quality: 28,577 global accepts · Rating: 1400 · first AC: 2024-01-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[p0tato's solution](#)

1864.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,964 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[p0tato's solution](#)

1865.

1883F

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

Quality: 11,863 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[p0tato's solution](#)

1866.

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,238 global accepts · Rating: 1400 · first AC: 2024-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[p0tato's solution](#)

1867.

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2024-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[p0tato's solution](#)

1868.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2024-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[p0tato's solution](#)

1869.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,569 global accepts · Rating: 1400 · first AC: 2024-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms

[p0tato's solution](#)

1870.

1914E1

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

Quality: 14,243 global accepts · Rating: 1400 · first AC: 2024-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, sortings

[p0tato's solution](#)

1871.

1914E2

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

Quality: 14,749 global accepts · Rating: 1400 · first AC: 2024-01-05 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[p0tato's solution](#)

1872.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[p0tato's solution](#)

1873.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,542 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[p0tato's solution](#)

1874.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[p0tato's solution](#)

1875.

1893A

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

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[p0tato's solution](#)

1876.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, math

[p0tato's solution](#)

1877.

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[p0tato's solution](#)

1878.

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

[p0tato's solution](#)

1879.

1854A1

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

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

[p0tato's solution](#)

1880.

120E

[Put Knight!](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1400 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[p0tato's solution](#)

1881.

1844D

[Row Major](#) · [Tutorial](#)

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

[p0tato's solution](#)

1882.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
[p0tato's solution](#)

1883.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,167 global accepts · Rating: 1400 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[p0tato's solution](#)

1884.

1215B

[The Number of Products](#) · [Tutorial](#)

Quality: 18,349 global accepts · Rating: 1400 · first AC: 2023-06-22 · last AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[p0tato's solution](#)

1885.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[p0tato's solution](#)

1886.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[p0tato's solution](#)

1887.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,487 global accepts · Rating: 1400 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[p0tato's solution](#)

1888.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[p0tato's solution](#)

1889.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,710 global accepts · Rating: 1400 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[p0tato's solution](#)

1890.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[p0tato's solution](#)

1891.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[p0tato's solution](#)

1892.

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1400 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[p0tato's solution](#)

1893.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,320 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[p0tato's solution](#)

1894.

1831C

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

Rating: 1400 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[p0tato's solution](#)

1895.

1830A

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

Quality: 20,318 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[p0tato's solution](#)

1896.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2020-12-09 · last AC: 2023-05-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, sortings

[p0tato's solution](#)

1897.

1800E1

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

Quality: 15,586 global accepts · Rating: 1400 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[p0tato's solution](#)

1898.

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[p0tato's solution](#)

1899.

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[p0tato's solution](#)

1900.

111A

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

Quality: 5,171 global accepts · Rating: 1400 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[p0tato's solution](#)

1901.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings, two pointers

[p0tato's solution](#)

1902.

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

[p0tato's solution](#)

1903.

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,679 global accepts · Rating: 1400 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[p0tato's solution](#)

1904.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[p0tato's solution](#)

1905.

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,260 global accepts · Rating: 1400 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[p0tato's solution](#)

1906.

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

[p0tato's solution](#)

1907.

1761C

[Set Construction](#) · [Tutorial](#)

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

[p0tato's solution](#)

1908.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,267 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory

[p0tato's solution](#)

1909.

1748B

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

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[p0tato's solution](#)

1910.

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[p0tato's solution](#)

1911.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[p0tato's solution](#)

1912.

1719C

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

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[p0tato's solution](#)

1913.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,527 global accepts · Rating: 1400 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[p0tato's solution](#)

1914.

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
[p0tato's solution](#)

1915.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[p0tato's solution](#)

1916.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,406 global accepts · Rating: 1400 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings, two pointers
[p0tato's solution](#)

1917.

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,992 global accepts · Rating: 1400 · first AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math
[p0tato's solution](#)

1918.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings
[p0tato's solution](#)

1919.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation
[p0tato's solution](#)

1920.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings
[p0tato's solution](#)

1921.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: math
[p0tato's solution](#)

1922.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,492 global accepts · Rating: 1400 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
[p0tato's solution](#)

1923.

1144D

[Equalize Them All](#) · [Tutorial](#)

Quality: 10,838 global accepts · Rating: 1400 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[p0tato's solution](#)

1924.

1156A

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1925.

1263C

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1926.

1201C

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1927.

1285C

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1928.

1648A

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1929.

1649C

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1930.

1644C

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1931.

1624D

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1932.

1634B

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1933.

1061B

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1934.

934A

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1935.

1628A

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1936.

1629C

[Meximum Array](#) · [Tutorial](#)

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1937.

1627C

[Not Assigning](#) · [Tutorial](#)

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1938.

1513B

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1939.

1066C

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Quality: 10,358 global accepts · Rating: 1400 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation
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1940.

1088C

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1941.

1605C

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1942.

1606C

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1943.

955B

[Not simply beautiful strings](#) · [Tutorial](#)

Quality: 5,163 global accepts · Rating: 1400 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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1944.

1162B

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Quality: 6,060 global accepts · Rating: 1400 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[p0tato's solution](#)

1945.

1475C

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Quality: 27,203 global accepts · Rating: 1400 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math

[p0tato's solution](#)

1946.

1600J

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[p0tato's solution](#)

1947.

1559D1

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

Quality: 16,028 global accepts · Rating: 1400 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

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1948.

1579D

[Productive Meeting](#) · [Tutorial](#)

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[p0tato's solution](#)

1949.

538B

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Quality: 19,332 global accepts · Rating: 1400 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[p0tato's solution](#)

1950.

1451C

[String Equality](#) · [Tutorial](#)

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[p0tato's solution](#)

1951.

359B

[Permutation](#) · [Tutorial](#)

Quality: 8,707 global accepts · Rating: 1400 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math

[p0tato's solution](#)

1952.

1425F

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Quality: 7,171 global accepts · Rating: 1400 · first AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: interactive

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1953.

995B

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Quality: 7,445 global accepts · Rating: 1400 · first AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
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1954.

1282B1

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

Quality: 12,150 global accepts · Rating: 1400 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings
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1955.

1551B2

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Quality: 16,664 global accepts · Rating: 1400 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
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1956.

689A

[Mike and Cellphone](#) · [Tutorial](#)

Quality: 5,489 global accepts · Rating: 1400 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation
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1957.

1102B

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Quality: 11,153 global accepts · Rating: 1400 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
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1958.

1540A

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1959.

315A

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1960.

1292A

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1961.

248B

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1962.

1380B

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Quality: 15,282 global accepts · Rating: 1400 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy
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1963.

124B

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Quality: 4,872 global accepts · Rating: 1400 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, implementation

[p0tato's solution](#)

1964.

120D

[Three Sons](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 1400 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[p0tato's solution](#)

1965.

1519C

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[p0tato's solution](#)

1966.

1541C

[Great Graphs](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

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1967.

1526B

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Quality: 36,734 global accepts · Rating: 1400 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

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1968.

1515C

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1969.

1200C

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Quality: 10,636 global accepts · Rating: 1400 · first AC: 2021-04-27 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[p0tato's solution](#)

1970.

962C

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Quality: 8,357 global accepts · Rating: 1400 · first AC: 2021-04-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

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1971.

1505C

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Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation

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1972.

1490E

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1973.

1103A

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Quality: 10,598 global accepts · Rating: 1400 · first AC: 2020-12-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[p0tato's solution](#)

1974.

1462D

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Quality: 18,136 global accepts · Rating: 1400 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
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1975.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation
[p0tato's solution](#)

1976.

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[p0tato's solution](#)

1977.

41B

[Martian Dollar](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1400 · first AC: 2020-12-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force
[p0tato's solution](#)

1978.

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,059 global accepts · Rating: 1400 · first AC: 2020-12-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation
[p0tato's solution](#)

1979.

1046C

[Space Formula](#) · [Tutorial](#)

Quality: 3,356 global accepts · Rating: 1400 · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[p0tato's solution](#)

1980.

1046F

[Splitting money](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 1400 · first AC: 2020-12-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[p0tato's solution](#)

1981.

548B

[Mike and Fun](#) · [Tutorial](#)

Quality: 8,990 global accepts · Rating: 1400 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation
[p0tato's solution](#)

1982.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,492 global accepts · Rating: 1400 · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings
[p0tato's solution](#)

1983.

441B

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

Quality: 7,511 global accepts · Rating: 1400 · first AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[p0tato's solution](#)

1984.

1443C

[The Delivery Dilemma](#) · [Tutorial](#)

Quality: 16,828 global accepts · Rating: 1400 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings
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1985.

1312C

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Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-10-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[p0tato's solution](#)

1986.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,372 global accepts · Rating: 1400 · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation

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1987.

1427B

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Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

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1988.

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[p0tato's solution](#)

1989.

414B

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Quality: 29,178 global accepts · Rating: 1400 · first AC: 2020-08-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, number theory

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1990.

1167C

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Quality: 26,000 global accepts · Rating: 1400 · first AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

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1991.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,466 global accepts · Rating: 1400 · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, interactive, math

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1992.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[p0tato's solution](#)

1993.

1362C

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Quality: 23,703 global accepts · Rating: 1400 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

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1994.

1363B

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Quality: 26,123 global accepts · Rating: 1400 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[p0tato's solution](#)

1995.

1354C1

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Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math, ternary search

[p0tato's solution](#)

1996.

1355D

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Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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1997.

1350B

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Quality: 29,456 global accepts · Rating: 1400 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

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1998.

1348B

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Quality: 27,487 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

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1999.

1330B

[Dreamoon Likes Permutations](#) · [Tutorial](#)

Quality: 14,536 global accepts · Rating: 1400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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2000.

1324D

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Quality: 34,090 global accepts · Rating: 1400 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

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2001.

2218F

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Quality: 7,263 global accepts · Rating: 1500 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, trees

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2002.

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,728 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

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2003.

1949B

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2004.

2185E

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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

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2005.

2183D1

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

Quality: 8,853 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

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2006.

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

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2007.

2153C

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

Quality: 11,774 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[p0tato's solution](#)

2008.

2155C

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

Quality: 10,252 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

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2009.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,743 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[p0tato's solution](#)

2010.

2137E

[Mexification](#) · [Tutorial](#)

Quality: 10,169 global accepts · Rating: 1500 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

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2011.

2107C

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

Quality: 12,095 global accepts · Rating: 1500 · first AC: 2025-05-05 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[p0tato's solution](#)

2012.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[p0tato's solution](#)

2013.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

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2014.

2070C

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Quality: 13,826 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

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2015.

2072E

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Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[p0tato's solution](#)

2016.

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[p0tato's solution](#)

2017.

2026C

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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

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2018.

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

[p0tato's solution](#)

2019.

2008E

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

Quality: 13,225 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

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2020.

1999G1

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

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

[p0tato's solution](#)

2021.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,014 global accepts · Rating: 1500 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[p0tato's solution](#)

2022.

1958C

[Firewood](#) · [Tutorial](#)

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2023.

1971E

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2024.

1740D

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2025.

1924A

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2026.

1765N

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2027.

1742F

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2028.

1742G

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2029.

1765K

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2030.

1767D

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2031.

1791F

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2032.

1776L

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2033.

1789C

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2034.

1795C

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2035.

1809C

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2036.

1814C

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2037.

977E

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2038.

1850G

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2039.

1851E

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2040.

1858B

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2041.

1872E

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2042.

1873G

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2043.

1881E

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2044.

1882C

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Quality: 14,463 global accepts · Rating: 1500 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[p0tato's solution](#)

2045.

1883D

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Quality: 14,529 global accepts · Rating: 1500 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
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2046.

1891C

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2047.

1898B

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2048.

1915F

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Quality: 22,198 global accepts · Rating: 1500 · first AC: 2024-01-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings
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2049.

1744E1

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Quality: 12,650 global accepts · Rating: 1500 · first AC: 2023-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
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2050.

1876B

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Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, number theory, sortings
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2051.

1167D

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Quality: 7,370 global accepts · Rating: 1500 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
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2052.

1857E

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Quality: 14,841 global accepts · Rating: 1500 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings
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2053.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[p0tato's solution](#)

2054.

1553D

[Backspace](#) · [Tutorial](#)

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2055.

1842C

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

[p0tato's solution](#)

2056.

1575J

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Quality: 4,265 global accepts · Rating: 1500 · first AC: 2021-10-02 · last AC: 2023-05-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dsu, implementation

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2057.

1256D

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2058.

1817A

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2059.

1811E

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Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math, number theory

[p0tato's solution](#)

2060.

1804C

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Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[p0tato's solution](#)

2061.

1800E2

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

Quality: 15,270 global accepts · Rating: 1500 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[p0tato's solution](#)

2062.

1792C

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Quality: 16,757 global accepts · Rating: 1500 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[p0tato's solution](#)

2063.

1209C

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Quality: 7,860 global accepts · Rating: 1500 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[p0tato's solution](#)

2064.

991C

[Candies](#) · [Tutorial](#)

Quality: 11,512 global accepts · Rating: 1500 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation

[p0tato's solution](#)

2065.

677C

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Quality: 6,956 global accepts · Rating: 1500 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, implementation, strings

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2066.

1774B

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

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2067.

1242A

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Quality: 13,267 global accepts · Rating: 1500 · first AC: 2022-12-16 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math, number theory

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2068.

1201B

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Quality: 25,465 global accepts · Rating: 1500 · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[p0tato's solution](#)

2069.

1760F

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Quality: 14,786 global accepts · Rating: 1500 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[p0tato's solution](#)

2070.

1759E

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

[p0tato's solution](#)

2071.

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

[p0tato's solution](#)

2072.

1207C

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Quality: 10,445 global accepts · Rating: 1500 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

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2073.

1304C

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2074.

1385D

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Quality: 21,959 global accepts · Rating: 1500 · first AC: 2020-07-17 · last AC: 2022-10-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

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2075.

1418C

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Quality: 28,133 global accepts · Rating: 1500 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, shortest paths
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2076.

1737C

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Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation, math
[p0tato's solution](#)

2077.

1738C

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

Quality: 12,773 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math
[p0tato's solution](#)

2078.

1739C

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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
[p0tato's solution](#)

2079.

1725G

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Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math
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2080.

1722G

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Quality: 14,179 global accepts · Rating: 1500 · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[p0tato's solution](#)

2081.

1711C

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Rating: 1500 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
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2082.

1710A

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2083.

1673C

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2084.

1659C

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2085.

1325C

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2086.

1163B1

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Quality: 7,330 global accepts · Rating: 1500 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

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2087.

1646C

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Quality: 19,515 global accepts · Rating: 1500 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

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2088.

1630A

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2089.

1631C

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Rating: 1500 · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

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2090.

990C

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Quality: 6,293 global accepts · Rating: 1500 · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[p0tato's solution](#)

2091.

400C

[Inna and Huge Candy Matrix](#) · [Tutorial](#)

Quality: 3,010 global accepts · Rating: 1500 · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[p0tato's solution](#)

2092.

1234C

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Quality: 13,485 global accepts · Rating: 1500 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

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2093.

1621B

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Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

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2094.

707C

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Quality: 13,481 global accepts · Rating: 1500 · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

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2095.

1338A

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Quality: 30,344 global accepts · Rating: 1500 · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[p0tato's solution](#)

2096.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[p0tato's solution](#)

2097.

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[p0tato's solution](#)

2098.

855B

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Quality: 9,944 global accepts · Rating: 1500 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

[p0tato's solution](#)

2099.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[p0tato's solution](#)

2100.

1547E

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Quality: 16,373 global accepts · Rating: 1500 · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

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2101.

991D

[Bishwock](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 1500 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

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2102.

510B

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Quality: 16,206 global accepts · Rating: 1500 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar

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2103.

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[p0tato's solution](#)

2104.

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

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2105.

846A

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Quality: 4,685 global accepts · Rating: 1500 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[p0tato's solution](#)

2106.

75B

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Quality: 3,621 global accepts · Rating: 1500 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: expression parsing, implementation, strings

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2107.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,096 global accepts · Rating: 1500 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[p0tato's solution](#)

2108.

354A

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,658 global accepts · Rating: 1500 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[p0tato's solution](#)

2109.

1272D

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

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[p0tato's solution](#)

2110.

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation

[p0tato's solution](#)

2111.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,535 global accepts · Rating: 1500 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[p0tato's solution](#)

2112.

863B

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Quality: 10,934 global accepts · Rating: 1500 · first AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

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2113.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 1500 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, hashing, number theory

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2114.

1551C

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Quality: 14,541 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, strings

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2115.

710C

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Quality: 5,552 global accepts · Rating: 1500 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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2116.

1218F

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Quality: 3,192 global accepts · Rating: 1500 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
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2117.

1404A

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Quality: 19,390 global accepts · Rating: 1500 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[p0tato's solution](#)

2118.

316E1

[Summer Homework](#) · [Tutorial](#)

Quality: 1,548 global accepts · Rating: 1500 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures
[p0tato's solution](#)

2119.

245D

[Restoring Table](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 1500 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[p0tato's solution](#)

2120.

1546C

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

Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: sortings
[p0tato's solution](#)

2121.

1526C1

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

Quality: 27,189 global accepts · Rating: 1500 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy
[p0tato's solution](#)

2122.

1515D

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

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers
[p0tato's solution](#)

2123.

1490F

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

Quality: 18,382 global accepts · Rating: 1500 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings
[p0tato's solution](#)

2124.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[p0tato's solution](#)

2125.

1466D

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

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, trees
[p0tato's solution](#)

2126.

1462E1

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

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, math,

sortings, two pointers

[p0tato's solution](#)

2127.

743C

[Vladik and fractions](#) · [Tutorial](#)

Quality: 13,402 global accepts · Rating: 1500 · first AC: 2020-12-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[p0tato's solution](#)

2128.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[p0tato's solution](#)

2129.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,304 global accepts · Rating: 1500 · first AC: 2020-12-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, sortings

[p0tato's solution](#)

2130.

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-10-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[p0tato's solution](#)

2131.

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[p0tato's solution](#)

2132.

409H

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

Quality: 9,488 global accepts · Rating: 1500 · first AC: 2020-10-06 · C++17 (GCC 9-64) (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation

[p0tato's solution](#)

2133.

821C

[Okabe and Boxes](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1500 · first AC: 2020-10-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, trees

[p0tato's solution](#)

2134.

1417C

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

Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[p0tato's solution](#)

2135.

374B

[Inna and Nine](#) · [Tutorial](#)

Quality: 3,489 global accepts · Rating: 1500 · first AC: 2020-09-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy

[p0tato's solution](#)

2136.

1419D2

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

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[p0tato's solution](#)

2137.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[p0tato's solution](#)

2138.

282C

[XOR and OR](#) · [Tutorial](#)

Quality: 10,183 global accepts · Rating: 1500 · first AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math
[p0tato's solution](#)

2139.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2020-09-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[p0tato's solution](#)

2140.

1405C

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

Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings
[p0tato's solution](#)

2141.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,466 global accepts · Rating: 1500 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory, sortings
[p0tato's solution](#)

2142.

1400C

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

Quality: 18,504 global accepts · Rating: 1500 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy
[p0tato's solution](#)

2143.

599B

[Spongebob and Joke](#) · [Tutorial](#)

Quality: 4,578 global accepts · Rating: 1500 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[p0tato's solution](#)

2144.

1391C

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

Quality: 16,027 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, math
[p0tato's solution](#)

2145.

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1500 · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[p0tato's solution](#)

2146.

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,134 global accepts · Rating: 1500 · first AC: 2020-07-30 · last AC: 2020-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math
[p0tato's solution](#)

2147.

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,080 global accepts · Rating: 1500 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[p0tato's solution](#)

2148.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,564 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, two pointers
[p0tato's solution](#)

2149.

1372C

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

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[p0tato's solution](#)

2150.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[p0tato's solution](#)

2151.

1368B

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

Quality: 21,427 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
[p0tato's solution](#)

2152.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,015 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers
[p0tato's solution](#)

2153.

1341C

[Nastya and Strange Generator](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[p0tato's solution](#)

2154.

1339C

[Powered Addition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy
[p0tato's solution](#)

2155.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,859 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings
[p0tato's solution](#)

2156.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings
[p0tato's solution](#)

2157.

2199C

[Minesweeper](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 1600 · first AC: 2026-03-02 · Kotlin 1.7 (first AC) · Tags: *special, constructive algorithms, greedy
[p0tato's solution](#)

2158.

2157D

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

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers
[p0tato's solution](#)

2159.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms
[p0tato's solution](#)

2160.

2196B

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

Quality: 8,581 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers
[p0tato's solution](#)

2161.

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,892 global accepts · Rating: 1600 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, math
[p0tato's solution](#)

2162.

2132D

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

Quality: 8,823 global accepts · Rating: 1600 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, implementation, math
[p0tato's solution](#)

2163.

2125D

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

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities
[p0tato's solution](#)

2164.

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math
[p0tato's solution](#)

2165.

1537E1

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

Quality: 16,312 global accepts · Rating: 1600 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers
[p0tato's solution](#)

2166.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,717 global accepts · Rating: 1600 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, trees
[p0tato's solution](#)

2167.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,105 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees
[p0tato's solution](#)

2168.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,539 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings
[p0tato's solution](#)

2169.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures
[p0tato's solution](#)

2170.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp
[p0tato's solution](#)

2171.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,199 global accepts · Rating: 1600 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math
[p0tato's solution](#)

2172.

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,240 global accepts · Rating: 1600 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[p0tato's solution](#)

2173.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[p0tato's solution](#)

2174.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,616 global accepts · Rating: 1600 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math
[p0tato's solution](#)

2175.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers
[p0tato's solution](#)

2176.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,629 global accepts · Rating: 1600 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math
[p0tato's solution](#)

2177.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,212 global accepts · Rating: 1600 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[p0tato's solution](#)

2178.

1958D

[Staircase](#) · [Tutorial](#)

Quality: 711 global accepts · Rating: 1600 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special
[p0tato's solution](#)

2179.

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,468 global accepts · Rating: 1600 · first AC: 2024-05-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math
[p0tato's solution](#)

2180.

1968E

[Cells Arrangement](#) · [Tutorial](#)

Quality: 12,638 global accepts · Rating: 1600 · first AC: 2024-05-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[p0tato's solution](#)

2181.

1928C

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

Quality: 10,355 global accepts · Rating: 1600 · first AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[p0tato's solution](#)

2182.

508C

[Anya and Ghosts](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1600 · first AC: 2024-02-28 · last AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[p0tato's solution](#)

2183.

337C

[Quiz](#) · [Tutorial](#)

Quality: 5,230 global accepts · Rating: 1600 · first AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, matrices, number theory
[p0tato's solution](#)

2184.

599C

[Day at the Beach](#) · [Tutorial](#)

Quality: 5,076 global accepts · Rating: 1600 · first AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[p0tato's solution](#)

2185.

605A

[Sorting Railway Cars](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1600 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[p0tato's solution](#)

2186.

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, math
[p0tato's solution](#)

2187.

777C

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

Quality: 6,818 global accepts · Rating: 1600 · first AC: 2024-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[p0tato's solution](#)

2188.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,547 global accepts · Rating: 1600 · first AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[p0tato's solution](#)

2189.

1771C

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

Quality: 11,596 global accepts · Rating: 1600 · first AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[p0tato's solution](#)

2190.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,125 global accepts · Rating: 1600 · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, strings

[p0tato's solution](#)

2191.

1795D

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

Quality: 13,070 global accepts · Rating: 1600 · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[p0tato's solution](#)

2192.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[p0tato's solution](#)

2193.

1801A

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

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[p0tato's solution](#)

2194.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,650 global accepts · Rating: 1600 · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[p0tato's solution](#)

2195.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,127 global accepts · Rating: 1600 · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math

[p0tato's solution](#)

2196.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 1600 · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[p0tato's solution](#)

2197.

1843E

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

Quality: 17,806 global accepts · Rating: 1600 · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[p0tato's solution](#)

2198.

1849C

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

Quality: 12,531 global accepts · Rating: 1600 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[p0tato's solution](#)

2199.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,412 global accepts · Rating: 1600 · first AC: 2024-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, math

[p0tato's solution](#)

2200.

1920C

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

Quality: 19,917 global accepts · Rating: 1600 · first AC: 2024-01-15 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[p0tato's solution](#)

2201.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,330 global accepts · Rating: 1600 · first AC: 2024-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp

[p0tato's solution](#)

2202.

1875D

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

Quality: 11,404 global accepts · Rating: 1600 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[p0tato's solution](#)

2203.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,108 global accepts · Rating: 1600 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[p0tato's solution](#)

2204.

1886C

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

Quality: 16,599 global accepts · Rating: 1600 · first AC: 2024-01-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[p0tato's solution](#)

2205.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,521 global accepts · Rating: 1600 · first AC: 2024-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[p0tato's solution](#)

2206.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,793 global accepts · Rating: 1600 · first AC: 2024-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, number theory

[p0tato's solution](#)

2207.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,386 global accepts · Rating: 1600 · first AC: 2024-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[p0tato's solution](#)

2208.

1910C

[Poisonous Swamp](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 1600 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[p0tato's solution](#)

2209.

1910B

[Security Guard](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 1600 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, greedy

[p0tato's solution](#)

2210.

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,621 global accepts · Rating: 1600 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[p0tato's solution](#)

2211.

1861C

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

Quality: 12,314 global accepts · Rating: 1600 · first AC: 2023-11-08 · last AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[p0tato's solution](#)

2212.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[p0tato's solution](#)

2213.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math

[p0tato's solution](#)

2214.

1528A

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

Quality: 18,988 global accepts · Rating: 1600 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[p0tato's solution](#)

2215.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,474 global accepts · Rating: 1600 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[p0tato's solution](#)

2216.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[p0tato's solution](#)

2217.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, sortings
[p0tato's solution](#)

2218.

1234D

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

Quality: 18,588 global accepts · Rating: 1600 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[p0tato's solution](#)

2219.

1840E

[Character Blocking](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1600 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, implementation
[p0tato's solution](#)

2220.

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,796 global accepts · Rating: 1600 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: dp
[p0tato's solution](#)

2221.

1514C

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

Quality: 18,286 global accepts · Rating: 1600 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory
[p0tato's solution](#)

2222.

1555D

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

Quality: 15,468 global accepts · Rating: 1600 · first AC: 2021-07-30 · last AC: 2023-05-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings
[p0tato's solution](#)

2223.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,988 global accepts · Rating: 1600 · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings
[p0tato's solution](#)

2224.

1822E

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

Quality: 12,356 global accepts · Rating: 1600 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings
[p0tato's solution](#)

2225.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive
[p0tato's solution](#)

2226.

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1600 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math
[p0tato's solution](#)

2227.

1798D

[Shocking Arrangement](#) · [Tutorial](#)

Quality: 14,076 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[p0tato's solution](#)

2228.

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-02-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[p0tato's solution](#)

2229.

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,837 global accepts · Rating: 1600 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[p0tato's solution](#)

2230.

1787C

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

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[p0tato's solution](#)

2231.

1782C

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

Rating: 1600 · first AC: 2023-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[p0tato's solution](#)

2232.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,388 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[p0tato's solution](#)

2233.

225B

[Well-known Numbers](#) · [Tutorial](#)

Quality: 3,394 global accepts · Rating: 1600 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, number theory

[p0tato's solution](#)

2234.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[p0tato's solution](#)

2235.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory, two pointers

[p0tato's solution](#)

2236.

322B

[Ciel and Flowers](#) · [Tutorial](#)

Quality: 13,197 global accepts · Rating: 1600 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[p0tato's solution](#)

2237.

1774D

[Same Count One](#) · [Tutorial](#)

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

[p0tato's solution](#)

2238.

845B

[Luba And The Ticket](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1600 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[p0tato's solution](#)

2239.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[p0tato's solution](#)

2240.

347C

[Alice and Bob](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory

[p0tato's solution](#)

2241.

1748C

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

Quality: 13,006 global accepts · Rating: 1600 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[p0tato's solution](#)

2242.

1753B

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

Quality: 14,995 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[p0tato's solution](#)

2243.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,274 global accepts · Rating: 1600 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[p0tato's solution](#)

2244.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,348 global accepts · Rating: 1600 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[p0tato's solution](#)

2245.

1476C

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

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy

[p0tato's solution](#)

2246.

1498C

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

Quality: 12,119 global accepts · Rating: 1600 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[p0tato's solution](#)

2247.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[p0tato's solution](#)

2248.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,698 global accepts · Rating: 1600 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[p0tato's solution](#)

2249.

1714D

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

Quality: 10,323 global accepts · Rating: 1600 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[p0tato's solution](#)

2250.

1702E

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

Quality: 17,844 global accepts · Rating: 1600 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[p0tato's solution](#)

2251.

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[p0tato's solution](#)

2252.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,445 global accepts · Rating: 1600 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[p0tato's solution](#)

2253.

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

[p0tato's solution](#)

2254.

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

[p0tato's solution](#)

2255.

1688D

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

Rating: 1600 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[p0tato's solution](#)

2256.

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[p0tato's solution](#)

2257.

1582D

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

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2022-04-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[p0tato's solution](#)

2258.

1671D

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

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[p0tato's solution](#)

2259.

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[p0tato's solution](#)

2260.

1660D

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

Quality: 11,497 global accepts · Rating: 1600 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, two pointers

[p0tato's solution](#)

2261.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, trees

[p0tato's solution](#)

2262.

1658D1

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

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[p0tato's solution](#)

2263.

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[p0tato's solution](#)

2264.

1163B2

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

Quality: 7,646 global accepts · Rating: 1600 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[p0tato's solution](#)

2265.

1085C

[Connect Three](#) · [Tutorial](#)

Quality: 5,643 global accepts · Rating: 1600 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[p0tato's solution](#)

2266.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,072 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[p0tato's solution](#)

2267.

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[p0tato's solution](#)

2268.

812B

[Sagheer, the Hausmeister](#) · [Tutorial](#)

Quality: 5,522 global accepts · Rating: 1600 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp
[p0tato's solution](#)

2269.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy
[p0tato's solution](#)

2270.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,541 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, sortings
[p0tato's solution](#)

2271.

1165E

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

Quality: 10,017 global accepts · Rating: 1600 · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[p0tato's solution](#)

2272.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,263 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[p0tato's solution](#)

2273.

733D

[Kostya the Sculptor](#) · [Tutorial](#)

Quality: 4,363 global accepts · Rating: 1600 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing
[p0tato's solution](#)

2274.

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[p0tato's solution](#)

2275.

723D

[Lakes in Berland](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation
[p0tato's solution](#)

2276.

725C

[Hidden Word](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 1600 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, strings
[p0tato's solution](#)

2277.

319A

[Malek Dance Club](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1600 · first AC: 2021-10-11 · PyPy 3 (first AC) · Tags: combinatorics, math
[p0tato's solution](#)

2278.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: sortings, two pointers
[p0tato's solution](#)

2279.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,472 global accepts · Rating: 1600 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu
[p0tato's solution](#)

2280.

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[p0tato's solution](#)

2281.

1203D1

[Remove the Substring \(easy version\)](#) · [Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[p0tato's solution](#)

2282.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,991 global accepts · Rating: 1600 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms
[p0tato's solution](#)

2283.

756B

[Travel Card](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1600 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp
[p0tato's solution](#)

2284.

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[p0tato's solution](#)

2285.

992C

[Nastya and a Wardrobe](#) · [Tutorial](#)

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: math
[p0tato's solution](#)

2286.

207B1

[Military Trainings](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 1600 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[p0tato's solution](#)

2287.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy
[p0tato's solution](#)

2288.

150B

[Quantity of Strings](#) · [Tutorial](#)

Quality: 5,315 global accepts · Rating: 1600 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math
[p0tato's solution](#)

2289.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[p0tato's solution](#)

2290.

825B

[Five-In-a-Row](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1600 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[p0tato's solution](#)

2291.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[p0tato's solution](#)

2292.

597B

[Restaurant](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1600 · first AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[p0tato's solution](#)

2293.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[p0tato's solution](#)

2294.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[p0tato's solution](#)

2295.

1526C2

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

Quality: 29,731 global accepts · Rating: 1600 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[p0tato's solution](#)

2296.

1512E

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

Quality: 11,383 global accepts · Rating: 1600 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[p0tato's solution](#)

2297.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,400 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[p0tato's solution](#)

2298.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[p0tato's solution](#)

2299.

682C

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

Quality: 8,082 global accepts · Rating: 1600 · first AC: 2020-12-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[p0tato's solution](#)

2300.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, two pointers

[p0tato's solution](#)

2301.

305A

[Strange Addition](#) · [Tutorial](#)

Quality: 5,222 global accepts · Rating: 1600 · first AC: 2020-12-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[p0tato's solution](#)

2302.

1461D

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

Quality: 10,284 global accepts · Rating: 1600 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[p0tato's solution](#)

2303.

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,656 global accepts · Rating: 1600 · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[p0tato's solution](#)

2304.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2020-12-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[p0tato's solution](#)

2305.

1373D

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

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2020-12-09 · last AC: 2020-12-09 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[p0tato's solution](#)

2306.

1046H

[Palindrome Pairs](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-12-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, hashing

[p0tato's solution](#)

2307.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[p0tato's solution](#)

2308.

75C

[Modified GCD](#) · [Tutorial](#)

Quality: 15,648 global accepts · Rating: 1600 · first AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, number theory

[p0tato's solution](#)

2309.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,775 global accepts · Rating: 1600 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, trees

[p0tato's solution](#)

2310.

1352G

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

Quality: 24,799 global accepts · Rating: 1600 · first AC: 2020-10-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[p0tato's solution](#)

2311.

916C

[Jamie and Interesting Graph](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1600 · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths
[p0tato's solution](#)

2312.

1424J

[Lonely Numbers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: math
[p0tato's solution](#)

2313.

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[p0tato's solution](#)

2314.

1397C

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

Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[p0tato's solution](#)

2315.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,602 global accepts · Rating: 1600 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math
[p0tato's solution](#)

2316.

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2020-08-01 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths
[p0tato's solution](#)

2317.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,050 global accepts · Rating: 1600 · first AC: 2020-08-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar
[p0tato's solution](#)

2318.

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,198 global accepts · Rating: 1600 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings
[p0tato's solution](#)

2319.

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2020-07-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[p0tato's solution](#)

2320.

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,375 global accepts · Rating: 1600 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[p0tato's solution](#)

2321.

715A

[Plus and Square Root](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1600 · first AC: 2020-07-16 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[p0tato's solution](#)

2322.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,077 global accepts · Rating: 1600 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: games, trees

[p0tato's solution](#)

2323.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[p0tato's solution](#)

2324.

1348C

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

Quality: 15,483 global accepts · Rating: 1600 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[p0tato's solution](#)

2325.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,664 global accepts · Rating: 1600 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[p0tato's solution](#)

2326.

1337C

[Linova and Kingdom](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[p0tato's solution](#)

2327.

1334C

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

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[p0tato's solution](#)

2328.

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[p0tato's solution](#)

2329.

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

[p0tato's solution](#)

2330.

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

[p0tato's solution](#)

2331.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[p0tato's solution](#)

2332.

2159A

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

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[p0tato's solution](#)

2333.

2152D

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

Quality: 6,747 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[p0tato's solution](#)

2334.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,048 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[p0tato's solution](#)

2335.

2147D

[Game on Array](#) · [Tutorial](#)

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

[p0tato's solution](#)

2336.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,340 global accepts · Rating: 1700 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[p0tato's solution](#)

2337.

2132E

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

Quality: 7,593 global accepts · Rating: 1700 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search

[p0tato's solution](#)

2338.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[p0tato's solution](#)

2339.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings

[p0tato's solution](#)

2340.

2096C

[Wonderful City](#) · [Tutorial](#)

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

[p0tato's solution](#)

2341.

2089A

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

Quality: 7,193 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[p0tato's solution](#)

2342.

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,696 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[p0tato's solution](#)

2343.

2072F

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

Quality: 8,446 global accepts · Rating: 1700 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[p0tato's solution](#)

2344.

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2024-12-15 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, dp, graphs

[p0tato's solution](#)

2345.

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, strings

[p0tato's solution](#)

2346.

1982D

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

Quality: 9,768 global accepts · Rating: 1700 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[p0tato's solution](#)

2347.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

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

[p0tato's solution](#)

2348.

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

[p0tato's solution](#)

2349.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[p0tato's solution](#)

2350.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy,

sortings, trees

[p0tato's solution](#)

2351.

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

[p0tato's solution](#)

2352.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[p0tato's solution](#)

2353.

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,145 global accepts · Rating: 1700 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[p0tato's solution](#)

2354.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[p0tato's solution](#)

2355.

2006A

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

Quality: 9,367 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[p0tato's solution](#)

2356.

567D

[One-Dimensional Battle Ships](#) · [Tutorial](#)

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[p0tato's solution](#)

2357.

1999G2

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

Quality: 11,029 global accepts · Rating: 1700 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[p0tato's solution](#)

2358.

269B

[Greenhouse Effect](#) · [Tutorial](#)

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp

[p0tato's solution](#)

2359.

923A

[Primal Sport](#) · [Tutorial](#)

Quality: 5,419 global accepts · Rating: 1700 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[p0tato's solution](#)

2360.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,092 global accepts · Rating: 1700 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[p0tato's solution](#)

2361.

439C

[Devu and Partitioning of the Array](#) · [Tutorial](#)

Quality: 4,170 global accepts · Rating: 1700 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[p0tato's solution](#)

2362.

464A

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

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[p0tato's solution](#)

2363.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,887 global accepts · Rating: 1700 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[p0tato's solution](#)

2364.

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, implementation

[p0tato's solution](#)

2365.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,051 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[p0tato's solution](#)

2366.

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,116 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[p0tato's solution](#)

2367.

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, interactive, sortings

[p0tato's solution](#)

2368.

1985H1

[Maximize the Largest Component \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1700 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[p0tato's solution](#)

2369.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[p0tato's solution](#)

2370.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[p0tato's solution](#)

2371.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,487 global accepts · Rating: 1700 · first AC: 2024-05-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, sortings

[p0tato's solution](#)

2372.

1970C2

[Game on Tree \(Medium\)](#) · [Tutorial](#)

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, trees

[p0tato's solution](#)

2373.

1942C2

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

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

[p0tato's solution](#)

2374.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,278 global accepts · Rating: 1700 · first AC: 2024-03-28 · last AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[p0tato's solution](#)

2375.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,593 global accepts · Rating: 1700 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, math

[p0tato's solution](#)

2376.

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,920 global accepts · Rating: 1700 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[p0tato's solution](#)

2377.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, interactive

[p0tato's solution](#)

2378.

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy

[p0tato's solution](#)

2379.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,305 global accepts · Rating: 1700 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[p0tato's solution](#)

2380.

387C

[George and Number](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 1700 · first AC: 2024-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[p0tato's solution](#)

2381.

439D

[Devu and his Brother](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 1700 · first AC: 2024-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, ternary search, two pointers

[p0tato's solution](#)

2382.

1936A

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

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[p0tato's solution](#)

2383.

605B

[Lazy Student](#) · [Tutorial](#)

Quality: 3,849 global accepts · Rating: 1700 · first AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[p0tato's solution](#)

2384.

590A

[Median Smoothing](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1700 · first AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[p0tato's solution](#)

2385.

460C

[Present](#) · [Tutorial](#)

Quality: 6,786 global accepts · Rating: 1700 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[p0tato's solution](#)

2386.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[p0tato's solution](#)

2387.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,008 global accepts · Rating: 1700 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs

[p0tato's solution](#)

2388.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,135 global accepts · Rating: 1700 · first AC: 2024-02-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[p0tato's solution](#)

2389.

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[p0tato's solution](#)

2390.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[p0tato's solution](#)

2391.

827A

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

Quality: 4,332 global accepts · Rating: 1700 · first AC: 2023-12-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, strings

[p0tato's solution](#)

2392.

718A

[Efim and Strange Grade](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2023-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[p0tato's solution](#)

2393.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[p0tato's solution](#)

2394.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[p0tato's solution](#)

2395.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,486 global accepts · Rating: 1700 · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[p0tato's solution](#)

2396.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[p0tato's solution](#)

2397.

1889B

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

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[p0tato's solution](#)

2398.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[p0tato's solution](#)

2399.

1868B1

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

Quality: 8,325 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[p0tato's solution](#)

2400.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms,

data structures, dp, greedy, math

[p0tato's solution](#)

2401.

1132C

[Painting the Fence](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 1700 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[p0tato's solution](#)

2402.

321A

[Ciel and Robot](#) · [Tutorial](#)

Quality: 3,901 global accepts · Rating: 1700 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math

[p0tato's solution](#)

2403.

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,437 global accepts · Rating: 1700 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[p0tato's solution](#)

2404.

977F

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

Quality: 25,129 global accepts · Rating: 1700 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: dp

[p0tato's solution](#)

2405.

1085D

[Minimum Diameter Tree](#) · [Tutorial](#)

Quality: 5,907 global accepts · Rating: 1700 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees

[p0tato's solution](#)

2406.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[p0tato's solution](#)

2407.

1092C

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 6,347 global accepts · Rating: 1700 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: strings

[p0tato's solution](#)

2408.

1032C

[Playing Piano](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1700 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp

[p0tato's solution](#)

2409.

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,577 global accepts · Rating: 1700 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[p0tato's solution](#)

2410.

203D

[Hit Ball](#) · [Tutorial](#)

Quality: 1,513 global accepts · Rating: 1700 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math

[p0tato's solution](#)

2411.

1118E

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

Quality: 4,456 global accepts · Rating: 1700 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[p0tato's solution](#)

2412.

533C

[Board Game](#) · [Tutorial](#)

Quality: 2,439 global accepts · Rating: 1700 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, implementation, math

[p0tato's solution](#)

2413.

283B

[Cow Program](#) · [Tutorial](#)

Quality: 3,931 global accepts · Rating: 1700 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[p0tato's solution](#)

2414.

451C

[Predict Outcome of the Game](#) · [Tutorial](#)

Quality: 3,580 global accepts · Rating: 1700 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[p0tato's solution](#)

2415.

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, math, number theory

[p0tato's solution](#)

2416.

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[p0tato's solution](#)

2417.

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, greedy

[p0tato's solution](#)

2418.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[p0tato's solution](#)

2419.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[p0tato's solution](#)

2420.

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[p0tato's solution](#)

2421.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,375 global accepts · Rating: 1700 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[p0tato's solution](#)

2422.

457A

[Golden System](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 1700 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: math, meet-in-the-middle

[p0tato's solution](#)

2423.

747E

[Comments](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 1700 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, expression parsing, implementation, strings

[p0tato's solution](#)

2424.

449A

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

Quality: 4,126 global accepts · Rating: 1700 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[p0tato's solution](#)

2425.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,901 global accepts · Rating: 1700 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, two pointers

[p0tato's solution](#)

2426.

32C

[Flea](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 1700 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: math

[p0tato's solution](#)

2427.

1706D1

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

Quality: 7,716 global accepts · Rating: 1700 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[p0tato's solution](#)

2428.

578A

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

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[p0tato's solution](#)

2429.

327C

[Magic Five](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1700 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[p0tato's solution](#)

2430.

1528B

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

Quality: 10,665 global accepts · Rating: 1700 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[p0tato's solution](#)

2431.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[p0tato's solution](#)

2432.

1594D

[The Number of Imposters](#) · [Tutorial](#)

Quality: 9,396 global accepts · Rating: 1700 · first AC: 2021-10-08 · last AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[p0tato's solution](#)

2433.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[p0tato's solution](#)

2434.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,008 global accepts · Rating: 1700 · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[p0tato's solution](#)

2435.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[p0tato's solution](#)

2436.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[p0tato's solution](#)

2437.

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, shortest paths

[p0tato's solution](#)

2438.

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[p0tato's solution](#)

2439.

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[p0tato's solution](#)

2440.

1822G1

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

Quality: 9,477 global accepts · Rating: 1700 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[p0tato's solution](#)

2441.

1810D

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

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

[p0tato's solution](#)

2442.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[p0tato's solution](#)

2443.

1799C

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

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[p0tato's solution](#)

2444.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1700 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings
[p0tato's solution](#)

2445.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,295 global accepts · Rating: 1700 · first AC: 2023-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, sortings, two pointers
[p0tato's solution](#)

2446.

1783C

[Yet Another Tournament](#) · [Tutorial](#)

Quality: 10,882 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[p0tato's solution](#)

2447.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,499 global accepts · Rating: 1700 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
[p0tato's solution](#)

2448.

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings
[p0tato's solution](#)

2449.

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory
[p0tato's solution](#)

2450.

1068C

[Colored Rooks](#) · [Tutorial](#)

Quality: 3,349 global accepts · Rating: 1700 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs
[p0tato's solution](#)

2451.

1118D1

[Coffee and Coursework \(Easy version\)](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 1700 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[p0tato's solution](#)

2452.

1118D2

[Coffee and Coursework \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,800 global accepts · Rating: 1700 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy
[p0tato's solution](#)

2453.

931C

[Laboratory Work](#) · [Tutorial](#)

Quality: 3,488 global accepts · Rating: 1700 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[p0tato's solution](#)

2454.

1118C

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

Quality: 6,101 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[p0tato's solution](#)

2455.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,391 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
[p0tato's solution](#)

2456.

49C

[Disposition](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[p0tato's solution](#)

2457.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,326 global accepts · Rating: 1700 · first AC: 2022-12-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs
[p0tato's solution](#)

2458.

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings
[p0tato's solution](#)

2459.

1384C

[String Transformation 1](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees
[p0tato's solution](#)

2460.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers
[p0tato's solution](#)

2461.

789B

[Masha and geometric depression](#) · [Tutorial](#)

Quality: 4,927 global accepts · Rating: 1700 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[p0tato's solution](#)

2462.

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, ternary search

[p0tato's solution](#)

2463.

1382C2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, implementation, strings

[p0tato's solution](#)

2464.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,809 global accepts · Rating: 1700 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[p0tato's solution](#)

2465.

1044A

[The Tower is Going Home](#) · [Tutorial](#)

Quality: 3,076 global accepts · Rating: 1700 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, two pointers

[p0tato's solution](#)

2466.

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,325 global accepts · Rating: 1700 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[p0tato's solution](#)

2467.

617D

[Polyline](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1700 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[p0tato's solution](#)

2468.

729C

[Road to Cinema](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 1700 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[p0tato's solution](#)

2469.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[p0tato's solution](#)

2470.

1413D

[Shurikens](#) · [Tutorial](#)

Quality: 6,916 global accepts · Rating: 1700 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[p0tato's solution](#)

2471.

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[p0tato's solution](#)

2472.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,249 global accepts · Rating: 1700 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[p0tato's solution](#)

2473.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,161 global accepts · Rating: 1700 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[p0tato's solution](#)

2474.

1760G

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

Quality: 10,313 global accepts · Rating: 1700 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[p0tato's solution](#)

2475.

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, shortest paths

[p0tato's solution](#)

2476.

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 11,001 global accepts · Rating: 1700 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, shortest paths

[p0tato's solution](#)

2477.

1324E

[Sleeping Schedule](#) · [Tutorial](#)

Quality: 17,011 global accepts · Rating: 1700 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[p0tato's solution](#)

2478.

1625C

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

Quality: 13,286 global accepts · Rating: 1700 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: dp

[p0tato's solution](#)

2479.

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

[p0tato's solution](#)

2480.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[p0tato's solution](#)

2481.

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,014 global accepts · Rating: 1700 · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation

[p0tato's solution](#)

2482.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,375 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[p0tato's solution](#)

2483.

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,210 global accepts · Rating: 1700 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math

[p0tato's solution](#)

2484.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[p0tato's solution](#)

2485.

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[p0tato's solution](#)

2486.

1693B

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

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[p0tato's solution](#)

2487.

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

[p0tato's solution](#)

2488.

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[p0tato's solution](#)

2489.

1688E

[Railway System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, interactive, sortings

[p0tato's solution](#)

2490.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[p0tato's solution](#)

2491.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

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

[p0tato's solution](#)

2492.

758C

[Unfair Poll](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1700 · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[p0tato's solution](#)

2493.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,345 global accepts · Rating: 1700 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: dp

[p0tato's solution](#)

2494.

1219C

[Periodic integer number](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 1700 · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[p0tato's solution](#)

2495.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[p0tato's solution](#)

2496.

1111B

[Average Superhero Gang Power](#) · [Tutorial](#)

Quality: 6,515 global accepts · Rating: 1700 · first AC: 2022-04-10 · last AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[p0tato's solution](#)

2497.

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,106 global accepts · Rating: 1700 · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: math

[p0tato's solution](#)

2498.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[p0tato's solution](#)

2499.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,538 global accepts · Rating: 1700 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[p0tato's solution](#)

2500.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,944 global accepts · Rating: 1700 · first AC: 2022-03-27 · last AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[p0tato's solution](#)

2501.

1210A

[Anadi and Domino](#) · [Tutorial](#)

Quality: 5,536 global accepts · Rating: 1700 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs

[p0tato's solution](#)

2502.

229B

[Planets](#) · [Tutorial](#)

Quality: 5,785 global accepts · Rating: 1700 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graphs, shortest paths

[p0tato's solution](#)

2503.

198A

[About Bacteria](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 1700 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[p0tato's solution](#)

2504.

131E

[Yet Another Task with Queens](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: sortings
[p0tato's solution](#)

2505.

818D

[Multicolored Cars](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1700 · first AC: 2022-03-16 · last AC: 2022-03-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[p0tato's solution](#)

2506.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,841 global accepts · Rating: 1700 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings
[p0tato's solution](#)

2507.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[p0tato's solution](#)

2508.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,856 global accepts · Rating: 1700 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force
[p0tato's solution](#)

2509.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs
[p0tato's solution](#)

2510.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: math, strings
[p0tato's solution](#)

2511.

1310A

[Recommendations](#) · [Tutorial](#)

Quality: 5,582 global accepts · Rating: 1700 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[p0tato's solution](#)

2512.

1586C

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

Rating: 1700 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers
[p0tato's solution](#)

2513.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[p0tato's solution](#)

2514.

1583C

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

Quality: 7,440 global accepts · Rating: 1700 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[p0tato's solution](#)

2515.

20A

[BerOS file system](#) · [Tutorial](#)

Quality: 7,128 global accepts · Rating: 1700 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[p0tato's solution](#)

2516.

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

[p0tato's solution](#)

2517.

1478C

[Nezzar and Symmetric Array](#) · [Tutorial](#)

Quality: 10,623 global accepts · Rating: 1700 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, sortings

[p0tato's solution](#)

2518.

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2022-02-05 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[p0tato's solution](#)

2519.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy

[p0tato's solution](#)

2520.

816C

[Karen and Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[p0tato's solution](#)

2521.

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1700 · first AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[p0tato's solution](#)

2522.

560D

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

Rating: 1700 · first AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: hashing, implementation, strings

[p0tato's solution](#)

2523.

559B

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

Quality: 11,672 global accepts · Rating: 1700 · first AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, hashing, sortings, strings

[p0tato's solution](#)

2524.

1628B

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

Quality: 12,714 global accepts · Rating: 1700 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[p0tato's solution](#)

2525.

1629D

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

Rating: 1700 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[p0tato's solution](#)

2526.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[p0tato's solution](#)

2527.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, interactive, math

[p0tato's solution](#)

2528.

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2021-12-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[p0tato's solution](#)

2529.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[p0tato's solution](#)

2530.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1700 · first AC: 2021-12-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[p0tato's solution](#)

2531.

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[p0tato's solution](#)

2532.

1571E

[Fix the String](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 1700 · first AC: 2021-10-15 · Kotlin 1.5 (first AC) · Tags: *special, bitmasks, dp, greedy

[p0tato's solution](#)

2533.

761D

[Dasha and Very Difficult Problem](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 1700 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings

[p0tato's solution](#)

2534.

831C

[Jury Marks](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 1700 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[p0tato's solution](#)

2535.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[p0tato's solution](#)

2536.

766C

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

Quality: 4,941 global accepts · Rating: 1700 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings

[p0tato's solution](#)

2537.

1592C

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

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[p0tato's solution](#)

2538.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math, number theory

[p0tato's solution](#)

2539.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[p0tato's solution](#)

2540.

1578H

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

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[p0tato's solution](#)

2541.

1581C

[Portal](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[p0tato's solution](#)

2542.

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

[p0tato's solution](#)

2543.

201A

[Clear Symmetry](#) · [Tutorial](#)

Quality: 3,246 global accepts · Rating: 1700 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math

[p0tato's solution](#)

2544.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[p0tato's solution](#)

2545.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy, implementation

[p0tato's solution](#)

2546.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[p0tato's solution](#)

2547.

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1700 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[p0tato's solution](#)

2548.

1480C

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

Rating: 1700 · first AC: 2021-02-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, math, ternary search

[p0tato's solution](#)

2549.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2020-12-28 · last AC: 2021-02-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[p0tato's solution](#)

2550.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2021-01-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[p0tato's solution](#)

2551.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, strings

[p0tato's solution](#)

2552.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2020-12-24 · last AC: 2020-12-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[p0tato's solution](#)

2553.

1462E2

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

Quality: 11,367 global accepts · Rating: 1700 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[p0tato's solution](#)

2554.

66D

[Petya and His Friends](#) · [Tutorial](#)

Quality: 3,612 global accepts · Rating: 1700 · first AC: 2020-12-14 · PyPy 3 (first AC) · Tags: constructive algorithms, math, number theory

[p0tato's solution](#)

2555.

1228C

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

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[p0tato's solution](#)

2556.

297A

[Parity Game](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2020-12-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[p0tato's solution](#)

2557.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-12-09 · C++17 (GCC 9-64) (first AC) · Tags: games, geometry, math
[p0tato's solution](#)

2558.

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2020-12-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math, number theory
[p0tato's solution](#)

2559.

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,201 global accepts · Rating: 1700 · first AC: 2020-12-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, math
[p0tato's solution](#)

2560.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-10-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[p0tato's solution](#)

2561.

29C

[Mail Stamps](#) · [Tutorial](#)

Quality: 6,479 global accepts · Rating: 1700 · first AC: 2020-09-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation
[p0tato's solution](#)

2562.

1042C

[Array Product](#) · [Tutorial](#)

Quality: 4,970 global accepts · Rating: 1700 · first AC: 2020-09-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[p0tato's solution](#)

2563.

76D

[Plus and xor](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 1700 · first AC: 2020-09-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math
[p0tato's solution](#)

2564.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
[p0tato's solution](#)

2565.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[p0tato's solution](#)

2566.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[p0tato's solution](#)

2567.

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2020-07-16 · last AC: 2020-07-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math

[p0tato's solution](#)

2568.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,656 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[p0tato's solution](#)

2569.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[p0tato's solution](#)

2570.

1362D

[Johnny and Contribution](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, sortings

[p0tato's solution](#)

2571.

2218G

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

Quality: 3,616 global accepts · Rating: 1800 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[p0tato's solution](#)

2572.

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2026-03-16 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, math

[p0tato's solution](#)

2573.

2199D

[Two Arrays](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 1800 · first AC: 2026-03-02 · Kotlin 1.7 (first AC) · Tags: *special, math

[p0tato's solution](#)

2574.

167B

[Wizards and Huge Prize](#) · [Tutorial](#)

Quality: 2,452 global accepts · Rating: 1800 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[p0tato's solution](#)

2575.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[p0tato's solution](#)

2576.

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,285 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[p0tato's solution](#)

2577.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[p0tato's solution](#)

2578.

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

[p0tato's solution](#)

2579.

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 1800 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[p0tato's solution](#)

2580.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,964 global accepts · Rating: 1800 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers

[p0tato's solution](#)

2581.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,294 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[p0tato's solution](#)

2582.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,661 global accepts · Rating: 1800 · first AC: 2025-10-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, dp

[p0tato's solution](#)

2583.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[p0tato's solution](#)

2584.

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: 1800 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[p0tato's solution](#)

2585.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 6,999 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[p0tato's solution](#)

2586.

2141D

[Avoid Minimums](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 1800 · first AC: 2025-09-12 · Kotlin 1.7 (first AC) · Tags: *special, greedy, math

[p0tato's solution](#)

2587.

2141C

[Minimum on Subarrays](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 1800 · first AC: 2025-09-12 · Kotlin 1.7 (first AC) · Tags: *special, brute force

[p0tato's solution](#)

2588.

2138C1

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

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[p0tato's solution](#)

2589.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

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

[p0tato's solution](#)

2590.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[p0tato's solution](#)

2591.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,471 global accepts · Rating: 1800 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[p0tato's solution](#)

2592.

2043D

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

Quality: 7,678 global accepts · Rating: 1800 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

[p0tato's solution](#)

2593.

1732C1

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

Quality: 7,570 global accepts · Rating: 1800 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[p0tato's solution](#)

2594.

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[p0tato's solution](#)

2595.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[p0tato's solution](#)

2596.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[p0tato's solution](#)

2597.

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

[p0tato's solution](#)

2598.

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

[p0tato's solution](#)

2599.

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

[p0tato's solution](#)

2600.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[p0tato's solution](#)

2601.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[p0tato's solution](#)

2602.

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,420 global accepts · Rating: 1800 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[p0tato's solution](#)

2603.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,468 global accepts · Rating: 1800 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[p0tato's solution](#)

2604.

234F

[Fence](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 1800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp

[p0tato's solution](#)

2605.

38E

[Let's Go Rolling!](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 1800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[p0tato's solution](#)

2606.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1800 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings
[p0tato's solution](#)

2607.

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings
[p0tato's solution](#)

2608.

478C

[Table Decorations](#) · [Tutorial](#)

Quality: 20,591 global accepts · Rating: 1800 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[p0tato's solution](#)

2609.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, shortest paths, sortings
[p0tato's solution](#)

2610.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,200 global accepts · Rating: 1800 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp
[p0tato's solution](#)

2611.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, trees
[p0tato's solution](#)

2612.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games
[p0tato's solution](#)

2613.

1981C

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

Quality: 6,341 global accepts · Rating: 1800 · first AC: 2024-05-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math
[p0tato's solution](#)

2614.

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,318 global accepts · Rating: 1800 · first AC: 2024-05-20 · C++14 (GCC 6-32) (first AC) · Tags: dp
[p0tato's solution](#)

2615.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,426 global accepts · Rating: 1800 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: dp
[p0tato's solution](#)

2616.

1968F

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

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[p0tato's solution](#)

2617.

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[p0tato's solution](#)

2618.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,078 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, sortings

[p0tato's solution](#)

2619.

255D

[Mr. Bender and Square](#) · [Tutorial](#)

Quality: 2,201 global accepts · Rating: 1800 · first AC: 2024-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[p0tato's solution](#)

2620.

402D

[Upgrading Array](#) · [Tutorial](#)

Quality: 2,787 global accepts · Rating: 1800 · first AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[p0tato's solution](#)

2621.

538D

[Weird Chess](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 1800 · first AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[p0tato's solution](#)

2622.

519D

[A and B and Interesting Substrings](#) · [Tutorial](#)

Quality: 6,899 global accepts · Rating: 1800 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, two pointers

[p0tato's solution](#)

2623.

448D

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

Quality: 16,667 global accepts · Rating: 1800 · first AC: 2024-02-26 · last AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force

[p0tato's solution](#)

2624.

612D

[The Union of k-Segments](#) · [Tutorial](#)

Quality: 4,361 global accepts · Rating: 1800 · first AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[p0tato's solution](#)

2625.

483B

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

Quality: 4,348 global accepts · Rating: 1800 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[p0tato's solution](#)

2626.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-24 · last AC: 2024-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[p0tato's solution](#)

2627.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings
[p0tato's solution](#)

2628.

743D

[Chloe and pleasant prizes](#) · [Tutorial](#)

Quality: 4,729 global accepts · Rating: 1800 · first AC: 2024-02-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[p0tato's solution](#)

2629.

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2024-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation
[p0tato's solution](#)

2630.

777D

[Cloud of Hashtags](#) · [Tutorial](#)

Quality: 5,250 global accepts · Rating: 1800 · first AC: 2021-12-10 · last AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, strings
[p0tato's solution](#)

2631.

813B

[The Golden Age](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1800 · first AC: 2024-02-03 · PyPy 3-64 (first AC) · Tags: brute force, math
[p0tato's solution](#)

2632.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2024-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
[p0tato's solution](#)

2633.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees
[p0tato's solution](#)

2634.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-18 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math
[p0tato's solution](#)

2635.

894B

[Ralph And His Magic Field](#) · [Tutorial](#)

Quality: 4,699 global accepts · Rating: 1800 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, number theory
[p0tato's solution](#)

2636.

1910D

[Remove and Add](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 1800 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, greedy
[p0tato's solution](#)

2637.

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 1800 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[p0tato's solution](#)

2638.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[p0tato's solution](#)

2639.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[p0tato's solution](#)

2640.

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,617 global accepts · Rating: 1800 · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp

[p0tato's solution](#)

2641.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[p0tato's solution](#)

2642.

1872F

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

Quality: 7,536 global accepts · Rating: 1800 · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[p0tato's solution](#)

2643.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[p0tato's solution](#)

2644.

1225D

[Power Products](#) · [Tutorial](#)

Quality: 10,041 global accepts · Rating: 1800 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory

[p0tato's solution](#)

2645.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,908 global accepts · Rating: 1800 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, math, probabilities

[p0tato's solution](#)

2646.

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[p0tato's solution](#)

2647.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,874 global accepts · Rating: 1800 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[p0tato's solution](#)

2648.

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[p0tato's solution](#)

2649.

220B

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

Quality: 12,883 global accepts · Rating: 1800 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[p0tato's solution](#)

2650.

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1800 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[p0tato's solution](#)

2651.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[p0tato's solution](#)

2652.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[p0tato's solution](#)

2653.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[p0tato's solution](#)

2654.

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 1800 · first AC: 2022-09-04 · last AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[p0tato's solution](#)

2655.

190B

[Surrounded](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 1800 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[p0tato's solution](#)

2656.

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: dp

[p0tato's solution](#)

2657.

610C

[Harmony Analysis](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1800 · first AC: 2023-07-20 · last AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[p0tato's solution](#)

2658.

603B

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

Quality: 2,710 global accepts · Rating: 1800 · first AC: 2022-12-23 · last AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory

[p0tato's solution](#)

2659.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[p0tato's solution](#)

2660.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[p0tato's solution](#)

2661.

252B

[Unsorting Array](#) · [Tutorial](#)

Quality: 1,876 global accepts · Rating: 1800 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[p0tato's solution](#)

2662.

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math, number theory

[p0tato's solution](#)

2663.

263D

[Cycle in Graph](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 1800 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[p0tato's solution](#)

2664.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[p0tato's solution](#)

2665.

1398D

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

Quality: 12,541 global accepts · Rating: 1800 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[p0tato's solution](#)

2666.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[p0tato's solution](#)

2667.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths
[p0tato's solution](#)

2668.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, graph matchings, greedy
[p0tato's solution](#)

2669.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,564 global accepts · Rating: 1800 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: dp
[p0tato's solution](#)

2670.

1030D

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

Quality: 6,254 global accepts · Rating: 1800 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: geometry, number theory
[p0tato's solution](#)

2671.

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,271 global accepts · Rating: 1800 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees
[p0tato's solution](#)

2672.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,305 global accepts · Rating: 1800 · first AC: 2021-04-16 · last AC: 2023-05-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[p0tato's solution](#)

2673.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers
[p0tato's solution](#)

2674.

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[p0tato's solution](#)

2675.

1768D

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

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[p0tato's solution](#)

2676.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers
[p0tato's solution](#)

2677.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[p0tato's solution](#)

2678.

733C

[Epidemic in Monstropolis](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 1800 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers
[p0tato's solution](#)

2679.

442B

[Andrey and Problem](#) · [Tutorial](#)

Quality: 6,110 global accepts · Rating: 1800 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, probabilities
[p0tato's solution](#)

2680.

1151C

[Problem for Nazar](#) · [Tutorial](#)

Quality: 5,605 global accepts · Rating: 1800 · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[p0tato's solution](#)

2681.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[p0tato's solution](#)

2682.

145B

[Lucky Number 2](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1800 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[p0tato's solution](#)

2683.

979B

[Treasure Hunt](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[p0tato's solution](#)

2684.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,914 global accepts · Rating: 1800 · first AC: 2022-12-03 · last AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths
[p0tato's solution](#)

2685.

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers
[p0tato's solution](#)

2686.

1759F

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

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory
[p0tato's solution](#)

2687.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[p0tato's solution](#)

2688.

1446B

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

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings
[p0tato's solution](#)

2689.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy
[p0tato's solution](#)

2690.

1678B2

[Tokitsukaze and Good 01-String \(hard version\)](#) · [Tutorial](#)

Quality: 7,354 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation
[p0tato's solution](#)

2691.

1720D1

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

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers
[p0tato's solution](#)

2692.

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-09-04 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math
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2693.

1719D1

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Rating: 1800 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
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2694.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
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2695.

1713D

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2696.

1709C

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2697.

747D

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2698.

1705D

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2699.

1674F

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2700.

963A

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2701.

1327E

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2702.

1666C

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Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry

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2703.

873D

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2704.

1038D

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2705.

1477A

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2706.

1396B

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Quality: 12,933 global accepts · Rating: 1800 · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy

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2707.

1283D

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2708.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[p0tato's solution](#)

2709.

1649D

[Integral Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, sortings

[p0tato's solution](#)

2710.

1296E1

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Quality: 8,209 global accepts · Rating: 1800 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[p0tato's solution](#)

2711.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

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[p0tato's solution](#)

2712.

1635D

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[p0tato's solution](#)

2713.

1637D

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2714.

1283E

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[p0tato's solution](#)

2715.

1478D

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Rating: 1800 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[p0tato's solution](#)

2716.

1011E

[Border](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-02-05 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[p0tato's solution](#)

2717.

1010C

[Border](#) · [Tutorial](#)

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[p0tato's solution](#)

2718.

1630B

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[p0tato's solution](#)

2719.

1631D

[Range and Partition](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[p0tato's solution](#)

2720.

1187C

[Vasya And Array](#) · [Tutorial](#)

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2721.

883K

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[p0tato's solution](#)

2722.

1339D

[Edge Weight Assignment](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, trees

[p0tato's solution](#)

2723.

1338B

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Quality: 9,523 global accepts · Rating: 1800 · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[p0tato's solution](#)

2724.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,274 global accepts · Rating: 1800 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, math

[p0tato's solution](#)

2725.

1617D1

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Quality: 5,171 global accepts · Rating: 1800 · first AC: 2021-12-16 · last AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[p0tato's solution](#)

2726.

1491D

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Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-12-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

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2727.

730A

[Toda 2](#) · [Tutorial](#)

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[p0tato's solution](#)

2728.

1133E

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[p0tato's solution](#)

2729.

846F

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Quality: 2,656 global accepts · Rating: 1800 · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, probabilities, two pointers
[p0tato's solution](#)

2730.

724C

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Quality: 2,281 global accepts · Rating: 1800 · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings
[p0tato's solution](#)

2731.

1571D

[Sweepstake](#) · [Tutorial](#)

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[p0tato's solution](#)

2732.

768C

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Quality: 3,974 global accepts · Rating: 1800 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, sortings
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2733.

725D

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Quality: 3,093 global accepts · Rating: 1800 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[p0tato's solution](#)

2734.

730B

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Quality: 2,780 global accepts · Rating: 1800 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive
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2735.

1575D

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2736.

1556C

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Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
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2737.

1556D

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[p0tato's solution](#)

2738.

1554D

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Quality: 10,561 global accepts · Rating: 1800 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[p0tato's solution](#)

2739.

1549D

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Rating: 1800 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, two pointers

[p0tato's solution](#)

2740.

140C

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Quality: 4,755 global accepts · Rating: 1800 · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[p0tato's solution](#)

2741.

1466E

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Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math

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2742.

1462F

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2743.

1328D

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Quality: 14,524 global accepts · Rating: 1800 · first AC: 2020-10-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

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2744.

1334D

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Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-10-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[p0tato's solution](#)

2745.

1426E

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Quality: 8,138 global accepts · Rating: 1800 · first AC: 2020-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[p0tato's solution](#)

2746.

1109B

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Quality: 4,537 global accepts · Rating: 1800 · first AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, hashing, strings

[p0tato's solution](#)

2747.

1397D

[Stoned Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy, implementation

[p0tato's solution](#)

2748.

1382D

[Unmerge](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: dp

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2749.

2014H

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Quality: 5,686 global accepts · Rating: 1900 · first AC: 2024-09-22 · last AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[p0tato's solution](#)

2750.

2157E

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Quality: 3,568 global accepts · Rating: 1900 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

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2751.

2073A

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Quality: 1,243 global accepts · Rating: 1900 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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2752.

1949C

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Quality: 2,527 global accepts · Rating: 1900 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

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2753.

2190B2

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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

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2754.

2165B

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[p0tato's solution](#)

2755.

2156D

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[p0tato's solution](#)

2756.

2154D

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Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[p0tato's solution](#)

2757.

2148G

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[p0tato's solution](#)

2758.

2138B

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Quality: 5,331 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

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2759.

2137F

[Prefix Maximum Invariance](#) · [Tutorial](#)

Quality: 4,058 global accepts · Rating: 1900 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, sortings

[p0tato's solution](#)

2760.

2089B1

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Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[p0tato's solution](#)

2761.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[p0tato's solution](#)

2762.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,634 global accepts · Rating: 1900 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, sortings

[p0tato's solution](#)

2763.

1791G2

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Quality: 5,994 global accepts · Rating: 1900 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[p0tato's solution](#)

2764.

2068F

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Quality: 1,483 global accepts · Rating: 1900 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, strings

[p0tato's solution](#)

2765.

1041E

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

Quality: 3,854 global accepts · Rating: 1900 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[p0tato's solution](#)

2766.

101911G

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

Rating: 1900 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[p0tato's solution](#)

2767.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[p0tato's solution](#)

2768.

2052E

[Expression Correction](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, expression parsing, strings

[p0tato's solution](#)

2769.

1950G

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Quality: 6,076 global accepts · Rating: 1900 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[p0tato's solution](#)

2770.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[p0tato's solution](#)

2771.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,321 global accepts · Rating: 1900 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[p0tato's solution](#)

2772.

2018B

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Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[p0tato's solution](#)

2773.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math

[p0tato's solution](#)

2774.

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

[p0tato's solution](#)

2775.

1509D

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

Rating: 1900 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[p0tato's solution](#)

2776.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[p0tato's solution](#)

2777.

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, matrices

[p0tato's solution](#)

2778.

959E

[Mahmoud and Ehab and the xor-MST](#) · [Tutorial](#)

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2024-08-23 · PyPy 3-64 (first AC) · Tags: bitmasks, dp, graphs, implementation, math
[p0tato's solution](#)

2779.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive
[p0tato's solution](#)

2780.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees
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2781.

57C

[Array](#) · [Tutorial](#)

Quality: 4,005 global accepts · Rating: 1900 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
[p0tato's solution](#)

2782.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive
[p0tato's solution](#)

2783.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory
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2784.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees
[p0tato's solution](#)

2785.

1063C

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Quality: 3,280 global accepts · Rating: 1900 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive
[p0tato's solution](#)

2786.

1974F

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Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers
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2787.

731F

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2788.

1958E

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2789.

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2790.

1970B1

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2791.

1970C3

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1968G1

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2793.

1569D

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2794.

226B

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2795.

534D

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2796.

914D

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2797.

744B

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2798.

1926G

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2799.

1929D

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2800.

1925D

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2801.

1922D

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2802.

1921F

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2803.

1920D

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2804.

1909D

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[p0tato's solution](#)

2805.

1744E2

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2806.

1749D

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2807.

1895D

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2808.

1887B

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[p0tato's solution](#)

2809.

1887A2

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Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings
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2810.

1444B

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2811.

1558B

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2812.

1561D2

[Up the Strip](#) · [Tutorial](#)

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2813.

1854A2

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2814.

1611E2

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2815.

279E

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2816.

41E

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2817.

448C

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2818.

1847D

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2819.

1842D

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2820.

1114D

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2821.

1174D

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2822.

1715D

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2823.

730J

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2824.

1012C

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2825.

1475G

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2826.

1817B

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[p0tato's solution](#)

2827.

1819B

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[p0tato's solution](#)

2828.

1797D

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[p0tato's solution](#)

2829.

1799D1

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[p0tato's solution](#)

2830.

1785B

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Rating: 1900 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[p0tato's solution](#)

2831.

1787D

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[p0tato's solution](#)

2832.

1777D

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Quality: 4,689 global accepts · Rating: 1900 · first AC: 2023-01-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[p0tato's solution](#)

2833.

1421D

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Quality: 4,382 global accepts · Rating: 1900 · first AC: 2023-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths

[p0tato's solution](#)

2834.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, two pointers

[p0tato's solution](#)

2835.

1774E

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[p0tato's solution](#)

2836.

1759G

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[p0tato's solution](#)

2837.

1747D

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Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[p0tato's solution](#)

2838.

1207E

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Quality: 6,655 global accepts · Rating: 1900 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, interactive, math
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2839.

1746D

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2840.

1738D

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2841.

1719D2

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

Rating: 1900 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, math
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2842.

1718A2

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2843.

1704D

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2844.

1702G1

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2845.

1707B

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2846.

1700D

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2847.

1696D

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2848.

1678E

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2849.

1436D

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2850.

1677C

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Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
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2851.

1673D

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2852.

1369D

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2853.

803C

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2854.

1661D

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2855.

1477B

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2856.

1478E

[Nezzar and Binary String](#) · [Tutorial](#)

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2857.

1656D

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2858.

1647D

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[p0tato's solution](#)

2859.

1206D

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2860.

1205B

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Quality: 7,449 global accepts · Rating: 1900 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

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2861.

1228D

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2862.

1650E

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2863.

1648C

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2864.

1649E

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

Rating: 1900 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math

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2865.

1365E

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2866.

1245D

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Quality: 9,602 global accepts · Rating: 1900 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[p0tato's solution](#)

2867.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[p0tato's solution](#)

2868.

1413C

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Quality: 6,267 global accepts · Rating: 1900 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, implementation, sortings, two pointers

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2869.

1430E

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2870.

1155D

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Quality: 7,719 global accepts · Rating: 1900 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

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2871.

1285D

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Quality: 8,611 global accepts · Rating: 1900 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

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2872.

1624G

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2873.

1237C2

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2874.

1220D

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2875.

1208D

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2876.

1153D

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2877.

839B

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2878.

1627D

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Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory
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2879.

1453D

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2880.

1265D

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[p0tato's solution](#)

2881.

835D

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Quality: 4,660 global accepts · Rating: 1900 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, strings
[p0tato's solution](#)

2882.

811C

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Quality: 3,495 global accepts · Rating: 1900 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation
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2883.

739B

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Quality: 5,120 global accepts · Rating: 1900 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees
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2884.

1620E

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Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation
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2885.

862C

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Quality: 4,506 global accepts · Rating: 1900 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[p0tato's solution](#)

2886.

746E

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Quality: 1,902 global accepts · Rating: 1900 · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
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2887.

702D

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Quality: 3,736 global accepts · Rating: 1900 · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: math
[p0tato's solution](#)

2888.

93B

[End of Exams](#) · [Tutorial](#)

Quality: 988 global accepts · Rating: 1900 · first AC: 2021-11-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[p0tato's solution](#)

2889.

1601B

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Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[p0tato's solution](#)

2890.

1600E

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Quality: 2,382 global accepts · Rating: 1900 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, two pointers

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2891.

750D

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Quality: 3,168 global accepts · Rating: 1900 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

[p0tato's solution](#)

2892.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,878 global accepts · Rating: 1900 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[p0tato's solution](#)

2893.

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[p0tato's solution](#)

2894.

1512F

[Education](#) · [Tutorial](#)

Quality: 6,815 global accepts · Rating: 1900 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[p0tato's solution](#)

2895.

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math

[p0tato's solution](#)

2896.

1480D1

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Rating: 1900 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation

[p0tato's solution](#)

2897.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[p0tato's solution](#)

2898.

1471D

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

Rating: 1900 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[p0tato's solution](#)

2899.

1405D

[Tree Tag](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, games, strings, trees
[p0tato's solution](#)

2900.

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[p0tato's solution](#)

2901.

1384D

[GameGame](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, games, math
[p0tato's solution](#)

2902.

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[p0tato's solution](#)

2903.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math
[p0tato's solution](#)

2904.

2199F

[Self-Produced Sequences](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 2000 · first AC: 2026-03-02 · Kotlin 1.9 (first AC) · Tags: *special, combinatorics, math
[p0tato's solution](#)

2905.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive, math, number theory
[p0tato's solution](#)

2906.

2196C2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive
[p0tato's solution](#)

2907.

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[p0tato's solution](#)

2908.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive
[p0tato's solution](#)

2909.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,521 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math
[p0tato's solution](#)

2910.

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry
[p0tato's solution](#)

2911.

2154C2

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

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[p0tato's solution](#)

2912.

2138C2

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

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees
[p0tato's solution](#)

2913.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 2000 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math
[p0tato's solution](#)

2914.

2096D

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

Quality: 5,601 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math
[p0tato's solution](#)

2915.

2063D

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

Quality: 5,041 global accepts · Rating: 2000 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers
[p0tato's solution](#)

2916.

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy
[p0tato's solution](#)

2917.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees
[p0tato's solution](#)

2918.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings
[p0tato's solution](#)

2919.

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings
[p0tato's solution](#)

2920.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,102 global accepts · Rating: 2000 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths
[p0tato's solution](#)

2921.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,787 global accepts · Rating: 2000 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math
[p0tato's solution](#)

2922.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, two pointers
[p0tato's solution](#)

2923.

2014F

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

Quality: 5,101 global accepts · Rating: 2000 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[p0tato's solution](#)

2924.

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
[p0tato's solution](#)

2925.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees
[p0tato's solution](#)

2926.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees
[p0tato's solution](#)

2927.

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,606 global accepts · Rating: 2000 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[p0tato's solution](#)

2928.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings
[p0tato's solution](#)

2929.

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,894 global accepts · Rating: 2000 · first AC: 2024-05-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[p0tato's solution](#)

2930.

1958F

[Narrow Paths](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2000 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special, combinatorics
[p0tato's solution](#)

2931.

1970E2

[Trails \(Medium\)](#) · [Tutorial](#)

Quality: 2,056 global accepts · Rating: 2000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices
[p0tato's solution](#)

2932.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings
[p0tato's solution](#)

2933.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[p0tato's solution](#)

2934.

542C

[Idempotent functions](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2000 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math
[p0tato's solution](#)

2935.

681D

[Gifts by the List](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2000 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
[p0tato's solution](#)

2936.

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings
[p0tato's solution](#)

2937.

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2024-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[p0tato's solution](#)

2938.

1936B

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Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, two pointers
[p0tato's solution](#)

2939.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,141 global accepts · Rating: 2000 · first AC: 2024-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[p0tato's solution](#)

2940.

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[p0tato's solution](#)

2941.

1487E

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Quality: 5,127 global accepts · Rating: 2000 · first AC: 2024-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[p0tato's solution](#)

2942.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,498 global accepts · Rating: 2000 · first AC: 2024-02-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[p0tato's solution](#)

2943.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[p0tato's solution](#)

2944.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2024-01-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[p0tato's solution](#)

2945.

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2000 · first AC: 2023-12-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, flows, implementation, two pointers

[p0tato's solution](#)

2946.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2023-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[p0tato's solution](#)

2947.

1910F

[Build Railway Stations](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 2000 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, greedy, trees

[p0tato's solution](#)

2948.

1571F

[Kotlinforces](#) · [Tutorial](#)

Quality: 225 global accepts · Rating: 2000 · first AC: 2023-12-11 · Kotlin 1.6 (first AC) · Tags: *special, constructive algorithms, dp

[p0tato's solution](#)

2949.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,947 global accepts · Rating: 2000 · first AC: 2023-11-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[p0tato's solution](#)

2950.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[p0tato's solution](#)

2951.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
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2952.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math
[p0tato's solution](#)

2953.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings
[p0tato's solution](#)

2954.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[p0tato's solution](#)

2955.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, dp
[p0tato's solution](#)

2956.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation
[p0tato's solution](#)

2957.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees
[p0tato's solution](#)

2958.

1417E

[XOR Inverse](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, strings, trees
[p0tato's solution](#)

2959.

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings
[p0tato's solution](#)

2960.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[p0tato's solution](#)

2961.

1370D

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

Quality: 10,927 global accepts · Rating: 2000 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, implementation
[p0tato's solution](#)

2962.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 2000 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[p0tato's solution](#)

2963.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: dp
[p0tato's solution](#)

2964.

1082E

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

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy
[p0tato's solution](#)

2965.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,706 global accepts · Rating: 2000 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: dp
[p0tato's solution](#)

2966.

1831D

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math
[p0tato's solution](#)

2967.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[p0tato's solution](#)

2968.

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings
[p0tato's solution](#)

2969.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: dp
[p0tato's solution](#)

2970.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2000 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp

[p0tato's solution](#)

2971.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[p0tato's solution](#)

2972.

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[p0tato's solution](#)

2973.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[p0tato's solution](#)

2974.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[p0tato's solution](#)

2975.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[p0tato's solution](#)

2976.

1753C

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2977.

1399E1

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2978.

1521C

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2979.

1726D

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2980.

1725C

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2981.

773B

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2982.

720A

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2983.

954E

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2984.

1719E

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2985.

1718B

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2986.

1716D

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2987.

1702G2

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2988.

1696E

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2989.

1674G

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2990.

1674E

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2991.

1680E

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2992.

1672F1

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2993.

1665D

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2994.

1657D

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[p0tato's solution](#)

2995.

1185E

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2996.

1296E2

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2997.

1646D

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[p0tato's solution](#)

2998.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,628 global accepts · Rating: 2000 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

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2999.

1642D

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Rating: 2000 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

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3000.

1641B

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Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

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3001.

1638D

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3002.

1624E

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3003.

1624F

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Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

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3004.

1634D

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Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

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3005.

1214E

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3006.

1632D

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[p0tato's solution](#)

3007.

1506G

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Quality: 4,833 global accepts · Rating: 2000 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

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3008.

886D

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3009.

891B

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3010.

1622D

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3011.

749D

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3012.

755D

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3013.

1619F

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3014.

1620D

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3015.

1567D

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3016.

1080D

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Quality: 1,666 global accepts · Rating: 2000 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math
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3017.

1582E

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3018.

1416C

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Quality: 5,056 global accepts · Rating: 2000 · first AC: 2021-11-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees
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3019.

1589D

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

Rating: 2000 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, interactive, math
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3020.

1558C

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3021.

1600I

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Rating: 2000 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, probabilities

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3022.

710E

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Quality: 5,772 global accepts · Rating: 2000 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp

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3023.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 2000 · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[p0tato's solution](#)

3024.

1481D

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Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

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3025.

615D

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Quality: 4,283 global accepts · Rating: 2000 · first AC: 2020-12-24 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[p0tato's solution](#)

3026.

1366D

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3027.

1426F

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Quality: 6,165 global accepts · Rating: 2000 · first AC: 2020-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, strings

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3028.

1417D

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Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[p0tato's solution](#)

3029.

2199E

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3030.

2183E

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3031.

2183D2

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3032.

2161D

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3033.

2172K

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3034.

2159B

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3035.

2152E

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3036.

2150C

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3037.

2141E

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3038.

2135D1

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3039.

2132F

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3040.

2127E

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3041.

1900E

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3042.

1919D

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3043.

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

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3044.

2052D

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3045.

1660F2

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3046.

2031E

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3047.

2029E

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3048.

2008H

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3049.

1975E

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3050.

321C

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3051.

703C

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3052.

1971H

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3053.

1970D1

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3054.

1970B2

[Exact Neighbours \(Medium\)](#) · [Tutorial](#)

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3055.

1201D

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3056.

1223E

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Quality: 2,891 global accepts · Rating: 2100 · first AC: 2024-04-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, trees
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3057.

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,101 global accepts · Rating: 2100 · first AC: 2024-04-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy
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3058.

1482E

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3059.

1354E

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Quality: 3,725 global accepts · Rating: 2100 · first AC: 2024-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs
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3060.

1312E

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3061.

225E

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Quality: 902 global accepts · Rating: 2100 · first AC: 2024-03-31 · PyPy 3-64 (first AC) · Tags: math, number theory

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3062.

1942D

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Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

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3063.

266C

[Below the Diagonal](#) · [Tutorial](#)

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3064.

229D

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3065.

519E

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3066.

576B

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3067.

1948E

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Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

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3068.

853C

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Quality: 1,585 global accepts · Rating: 2100 · first AC: 2024-03-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures

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3069.

763B

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Quality: 3,054 global accepts · Rating: 2100 · first AC: 2024-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry

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3070.

877D

[Olga and Energy Drinks](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 2100 · first AC: 2024-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[p0tato's solution](#)

3071.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[p0tato's solution](#)

3072.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2024-02-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

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3073.

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,189 global accepts · Rating: 2100 · first AC: 2024-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[p0tato's solution](#)

3074.

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,473 global accepts · Rating: 2100 · first AC: 2024-02-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[p0tato's solution](#)

3075.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, sortings

[p0tato's solution](#)

3076.

1920E

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[p0tato's solution](#)

3077.

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2023-12-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math

[p0tato's solution](#)

3078.

1910E

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

Quality: 243 global accepts · Rating: 2100 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, dp

[p0tato's solution](#)

3079.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[p0tato's solution](#)

3080.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[p0tato's solution](#)

3081.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[p0tato's solution](#)

3082.

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,107 global accepts · Rating: 2100 · first AC: 2023-09-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs

[p0tato's solution](#)

3083.

1868B2

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

Quality: 2,751 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[p0tato's solution](#)

3084.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[p0tato's solution](#)

3085.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[p0tato's solution](#)

3086.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,644 global accepts · Rating: 2100 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[p0tato's solution](#)

3087.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[p0tato's solution](#)

3088.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[p0tato's solution](#)

3089.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,119 global accepts · Rating: 2100 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[p0tato's solution](#)

3090.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[p0tato's solution](#)

3091.

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: dp

[p0tato's solution](#)

3092.

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[p0tato's solution](#)

3093.

1387B1

[Village \(Minimum\)](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: *special, dp, greedy, trees

[p0tato's solution](#)

3094.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,706 global accepts · Rating: 2100 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings

[p0tato's solution](#)

3095.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,698 global accepts · Rating: 2100 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[p0tato's solution](#)

3096.

1204D2

[Kirk and a Binary String \(hard version\)](#) · [Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, strings

[p0tato's solution](#)

3097.

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[p0tato's solution](#)

3098.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[p0tato's solution](#)

3099.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[p0tato's solution](#)

3100.

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation

[p0tato's solution](#)

3101.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-03-31 · last AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[p0tato's solution](#)

3102.

1575L

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

Quality: 1,707 global accepts · Rating: 2100 · first AC: 2021-10-02 · last AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[p0tato's solution](#)

3103.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[p0tato's solution](#)

3104.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[p0tato's solution](#)

3105.

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[p0tato's solution](#)

3106.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[p0tato's solution](#)

3107.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[p0tato's solution](#)

3108.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[p0tato's solution](#)

3109.

1725F

[Field Photography](#) · [Tutorial](#)

Quality: 1,145 global accepts · Rating: 2100 · first AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, sortings

[p0tato's solution](#)

3110.

1711D

[Rain](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, sortings

[p0tato's solution](#)

3111.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[p0tato's solution](#)

3112.

1671E

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Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[p0tato's solution](#)**3113.**

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[p0tato's solution](#)**3114.**

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[p0tato's solution](#)**3115.**

1650G

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

Quality: 2,938 global accepts · Rating: 2100 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[p0tato's solution](#)**3116.**

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · last AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation

[p0tato's solution](#)**3117.**

852D

[Exploration plan](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2100 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, graph matchings, shortest paths

[p0tato's solution](#)**3118.**

1355E

[Restorer Distance](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[p0tato's solution](#)**3119.**

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[p0tato's solution](#)**3120.**

1265E

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

Quality: 4,521 global accepts · Rating: 2100 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math, probabilities

[p0tato's solution](#)**3121.**

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[p0tato's solution](#)

3122.

1152D

[Neko and Aki's Prank](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2021-12-31 · last AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees

[p0tato's solution](#)

3123.

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[p0tato's solution](#)

3124.

1450C1

[Erich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[p0tato's solution](#)

3125.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[p0tato's solution](#)

3126.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,252 global accepts · Rating: 2100 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[p0tato's solution](#)

3127.

1480D2

[Painting the Array II](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[p0tato's solution](#)

3128.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, trees, two pointers

[p0tato's solution](#)

3129.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[p0tato's solution](#)

3130.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2020-09-20 · last AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[p0tato's solution](#)

3131.

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2200 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3132.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, trees

[p0tato's solution](#)

3133.

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

[p0tato's solution](#)

3134.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[p0tato's solution](#)

3135.

2141F

[Array Reduction](#) · [Tutorial](#)

Quality: 141 global accepts · Rating: 2200 · first AC: 2025-09-12 · Kotlin 1.7 (first AC) · Tags: *special, greedy

[p0tato's solution](#)

3136.

2137G

[Cry Me a River](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs

[p0tato's solution](#)

3137.

1986G1

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

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2025-08-14 · last AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[p0tato's solution](#)

3138.

2108D

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

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, interactive

[p0tato's solution](#)

3139.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities

[p0tato's solution](#)

3140.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[p0tato's solution](#)

3141.

1695D1

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

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[p0tato's solution](#)

3142.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[p0tato's solution](#)

3143.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[p0tato's solution](#)

3144.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[p0tato's solution](#)

3145.

2034E

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

Quality: 2,018 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[p0tato's solution](#)

3146.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[p0tato's solution](#)

3147.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[p0tato's solution](#)

3148.

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

[p0tato's solution](#)

3149.

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

[p0tato's solution](#)

3150.

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[p0tato's solution](#)

3151.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math

[p0tato's solution](#)

3152.

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

[p0tato's solution](#)

3153.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[p0tato's solution](#)

3154.

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[p0tato's solution](#)

3155.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[p0tato's solution](#)

3156.

1991F

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

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[p0tato's solution](#)

3157.

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[p0tato's solution](#)

3158.

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[p0tato's solution](#)

3159.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2200 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[p0tato's solution](#)

3160.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[p0tato's solution](#)

3161.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2024-04-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[p0tato's solution](#)

3162.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2024-04-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[p0tato's solution](#)

3163.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2024-04-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[p0tato's solution](#)

3164.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2024-04-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[p0tato's solution](#)

3165.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,971 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[p0tato's solution](#)

3166.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[p0tato's solution](#)

3167.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[p0tato's solution](#)

3168.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[p0tato's solution](#)

3169.

1583E

[Moment of Bloom](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 2200 · first AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, trees

[p0tato's solution](#)

3170.

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[p0tato's solution](#)

3171.

850C

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2200 · first AC: 2024-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games

[p0tato's solution](#)

3172.

868D

[Huge Strings](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2200 · first AC: 2024-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation, strings

[p0tato's solution](#)

3173.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[p0tato's solution](#)

3174.

958E2

[Guard Duty \(medium\)](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2023-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings

[p0tato's solution](#)

3175.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[p0tato's solution](#)

3176.

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

[p0tato's solution](#)

3177.

1353F

[Decreasing Heights](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[p0tato's solution](#)

3178.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[p0tato's solution](#)

3179.

1551F

[Equidistant Vertices](#) · [Tutorial](#)

Quality: 2,178 global accepts · Rating: 2200 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[p0tato's solution](#)

3180.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[p0tato's solution](#)

3181.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp
[p0tato's solution](#)

3182.

1400E

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

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2020-08-25 · last AC: 2023-07-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy
[p0tato's solution](#)

3183.

1272F

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

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings, two pointers
[p0tato's solution](#)

3184.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, strings
[p0tato's solution](#)

3185.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,277 global accepts · Rating: 2200 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: dp
[p0tato's solution](#)

3186.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, trees
[p0tato's solution](#)

3187.

1822G2

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

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory
[p0tato's solution](#)

3188.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers
[p0tato's solution](#)

3189.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2023-02-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers
[p0tato's solution](#)

3190.

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation
[p0tato's solution](#)

3191.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[p0tato's solution](#)

3192.

731E

[Funny Game](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, games

[p0tato's solution](#)

3193.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[p0tato's solution](#)

3194.

1670E

[Hemose on the Tree](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[p0tato's solution](#)

3195.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · last AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[p0tato's solution](#)

3196.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[p0tato's solution](#)

3197.

1180E

[Serge and Dining Room](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[p0tato's solution](#)

3198.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[p0tato's solution](#)

3199.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

[p0tato's solution](#)

3200.

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[p0tato's solution](#)

3201.

1642E

[Anonymity Is Important](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings

[p0tato's solution](#)

3202.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[p0tato's solution](#)

3203.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[p0tato's solution](#)

3204.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[p0tato's solution](#)

3205.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[p0tato's solution](#)

3206.

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[p0tato's solution](#)

3207.

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[p0tato's solution](#)

3208.

802G2

[Fake News \(medium\)](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2200 · first AC: 2021-09-17 · last AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[p0tato's solution](#)

3209.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · last AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[p0tato's solution](#)

3210.

1562D2

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

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-08-26 · last AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[p0tato's solution](#)

3211.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[p0tato's solution](#)

3212.

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2020-12-11 · last AC: 2020-12-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, implementation, math

[p0tato's solution](#)

3213.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[p0tato's solution](#)

3214.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy

[p0tato's solution](#)

3215.

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

[p0tato's solution](#)

3216.

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: 2300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu

[p0tato's solution](#)

3217.

2172L

[Maximum Color Segment](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[p0tato's solution](#)

3218.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graph matchings, math

[p0tato's solution](#)

3219.

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[p0tato's solution](#)

3220.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[p0tato's solution](#)

3221.

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,241 global accepts · Rating: 2300 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[p0tato's solution](#)

3222.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[p0tato's solution](#)

3223.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[p0tato's solution](#)

3224.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[p0tato's solution](#)

3225.

1695D2

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

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[p0tato's solution](#)

3226.

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[p0tato's solution](#)

3227.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[p0tato's solution](#)

3228.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[p0tato's solution](#)

3229.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[p0tato's solution](#)

3230.

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math, trees

[p0tato's solution](#)

3231.

425D

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

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing

[p0tato's solution](#)

3232.

549B

[Looksery Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[p0tato's solution](#)

3233.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[p0tato's solution](#)

3234.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[p0tato's solution](#)

3235.

838E

[Convex Countour](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2300 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: dp

[p0tato's solution](#)

3236.

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2024-08-16 · last AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[p0tato's solution](#)

3237.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[p0tato's solution](#)

3238.

300E

[Empire Strikes Back](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2300 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, number theory

[p0tato's solution](#)

3239.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2300 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy

[p0tato's solution](#)

3240.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, math, sortings

[p0tato's solution](#)

3241.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,225 global accepts · Rating: 2300 · first AC: 2024-05-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[p0tato's solution](#)

3242.

1970F3

[Playing Quidditch \(Hard\)](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[p0tato's solution](#)

3243.

1970F2

[Playing Quidditch \(Medium\)](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[p0tato's solution](#)

3244.

1970F1

[Playing Quidditch \(Easy\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[p0tato's solution](#)

3245.

1970B3

[Exact Neighbours \(Hard\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[p0tato's solution](#)

3246.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[p0tato's solution](#)

3247.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[p0tato's solution](#)

3248.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[p0tato's solution](#)

3249.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[p0tato's solution](#)

3250.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[p0tato's solution](#)

3251.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[p0tato's solution](#)

3252.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[p0tato's solution](#)

3253.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2024-01-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[p0tato's solution](#)

3254.

713C

[Sonya and Problem Wihtout a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2024-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[p0tato's solution](#)

3255.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2024-01-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[p0tato's solution](#)

3256.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[p0tato's solution](#)

3257.

24E

[Berland collider](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2300 · first AC: 2023-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[p0tato's solution](#)

3258.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2023-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[p0tato's solution](#)

3259.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · last AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[p0tato's solution](#)

3260.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2023-08-06 · last AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[p0tato's solution](#)

3261.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[p0tato's solution](#)

3262.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[p0tato's solution](#)

3263.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[p0tato's solution](#)

3264.

1798E

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

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[p0tato's solution](#)

3265.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: graphs, hashing, math, number theory

[p0tato's solution](#)

3266.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices

[p0tato's solution](#)

3267.

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[p0tato's solution](#)

3268.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[p0tato's solution](#)

3269.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[p0tato's solution](#)

3270.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs

[p0tato's solution](#)

3271.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,515 global accepts · Rating: 2300 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[p0tato's solution](#)

3272.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[p0tato's solution](#)

3273.

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

[p0tato's solution](#)

3274.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices, number theory

[p0tato's solution](#)

3275.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[p0tato's solution](#)

3276.

860D

[Wizard's Tour](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy

[p0tato's solution](#)

3277.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, math

[p0tato's solution](#)

3278.

1189E

[Count Pairs](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[p0tato's solution](#)

3279.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices, number theory, two pointers

[p0tato's solution](#)

3280.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2022-01-27 · last AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, probabilities

[p0tato's solution](#)

3281.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[p0tato's solution](#)

3282.

1629E

[Grid Xor](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[p0tato's solution](#)

3283.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, probabilities

[p0tato's solution](#)

3284.

1191E

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

Rating: 2300 · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy

[p0tato's solution](#)

3285.

1190C

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

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy

[p0tato's solution](#)

3286.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[p0tato's solution](#)

3287.

883C

[Downloading B++](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2300 · first AC: 2021-12-04 · last AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation

[p0tato's solution](#)

3288.

1132D

[Stressful Training](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[p0tato's solution](#)

3289.

1131E

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

Quality: 1,262 global accepts · Rating: 2300 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings

[p0tato's solution](#)

3290.

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[p0tato's solution](#)

3291.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[p0tato's solution](#)

3292.

1575B

[Building an Amusement Park](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 2300 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry

[p0tato's solution](#)

3293.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,378 global accepts · Rating: 2300 · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[p0tato's solution](#)

3294.

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2400 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[p0tato's solution](#)

3295.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[p0tato's solution](#)

3296.

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3297.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[p0tato's solution](#)

3298.

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 985 global accepts · Rating: 2400 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[p0tato's solution](#)

3299.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[p0tato's solution](#)

3300.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[p0tato's solution](#)

3301.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[p0tato's solution](#)

3302.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[p0tato's solution](#)

3303.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[p0tato's solution](#)

3304.

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2024-12-15 · Kotlin 1.9 (first AC) · Tags: —

[p0tato's solution](#)

3305.

1032F

[Vasya and Maximum Matching](#) · [Tutorial](#)

Quality: 1,143 global accepts · Rating: 2400 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[p0tato's solution](#)

3306.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[p0tato's solution](#)

3307.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[p0tato's solution](#)

3308.

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[p0tato's solution](#)

3309.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[p0tato's solution](#)

3310.

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2400 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing

[p0tato's solution](#)

3311.

1981D

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

Quality: 2,127 global accepts · Rating: 2400 · first AC: 2024-05-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and

similar, graphs, number theory

[p0tato's solution](#)

3312.

707E

[Garlands](#) · [Tutorial](#)

Quality: 1,342 global accepts · Rating: 2400 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[p0tato's solution](#)

3313.

1958G

[Observation Towers](#) · [Tutorial](#)

Quality: 126 global accepts · Rating: 2400 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special

[p0tato's solution](#)

3314.

1575M

[Managing Telephone Poles](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 2400 · first AC: 2024-05-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry

[p0tato's solution](#)

3315.

1970A3

[Balanced Unshuffle \(Hard\)](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[p0tato's solution](#)

3316.

1970A2

[Balanced Unshuffle \(Medium\)](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees

[p0tato's solution](#)

3317.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2024-04-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[p0tato's solution](#)

3318.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2024-04-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[p0tato's solution](#)

3319.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2024-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dp

[p0tato's solution](#)

3320.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[p0tato's solution](#)

3321.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[p0tato's solution](#)

3322.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[p0tato's solution](#)

3323.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[p0tato's solution](#)

3324.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[p0tato's solution](#)

3325.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[p0tato's solution](#)

3326.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, matrices

[p0tato's solution](#)

3327.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[p0tato's solution](#)

3328.

1910H

[Sum of Digits of Sums](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 2400 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, binary search, data structures

[p0tato's solution](#)

3329.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[p0tato's solution](#)

3330.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2023-10-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[p0tato's solution](#)

3331.

73E

[Morrowindows](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2400 · first AC: 2023-10-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[p0tato's solution](#)

3332.

1282E

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2023-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[p0tato's solution](#)

3333.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[p0tato's solution](#)

3334.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[p0tato's solution](#)

3335.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[p0tato's solution](#)

3336.

1831E

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, hashing, math, number theory, sortings, two pointers

[p0tato's solution](#)

3337.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[p0tato's solution](#)

3338.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[p0tato's solution](#)

3339.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[p0tato's solution](#)

3340.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures

[p0tato's solution](#)

3341.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp
[p0tato's solution](#)

3342.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[p0tato's solution](#)

3343.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[p0tato's solution](#)

3344.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, matrices

[p0tato's solution](#)

3345.

1779E

[Any'a's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[p0tato's solution](#)

3346.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · last AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[p0tato's solution](#)

3347.

922F

[Divisibility](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2400 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[p0tato's solution](#)

3348.

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

[p0tato's solution](#)

3349.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · last AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[p0tato's solution](#)

3350.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[p0tato's solution](#)

3351.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[p0tato's solution](#)

3352.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[p0tato's solution](#)

3353.

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2022-09-04 · Kotlin 1.6 (first AC) · Tags: data structures

[p0tato's solution](#)

3354.

767E

[Change-free](#) · [Tutorial](#)

Quality: 1,072 global accepts · Rating: 2400 · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[p0tato's solution](#)

3355.

1719F

[Tonya and Burenka-179](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory

[p0tato's solution](#)

3356.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-18 · last AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, number theory

[p0tato's solution](#)

3357.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[p0tato's solution](#)

3358.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[p0tato's solution](#)

3359.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[p0tato's solution](#)

3360.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[p0tato's solution](#)

3361.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[p0tato's solution](#)

3362.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[p0tato's solution](#)

3363.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[p0tato's solution](#)

3364.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · last AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, greedy

[p0tato's solution](#)

3365.

1424I

[Bubble Cup hypothesis](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[p0tato's solution](#)

3366.

2196D

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

Quality: 993 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[p0tato's solution](#)

3367.

909F

[AND-permutations](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2500 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[p0tato's solution](#)

3368.

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

[p0tato's solution](#)

3369.

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

[p0tato's solution](#)

3370.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2500 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[p0tato's solution](#)

3371.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy
[p0tato's solution](#)

3372.

2172H

[Shuffling Cards with Problem Solver 68!](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, string suffix structures, strings

[p0tato's solution](#)

3373.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2500 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[p0tato's solution](#)

3374.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[p0tato's solution](#)

3375.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[p0tato's solution](#)

3376.

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[p0tato's solution](#)

3377.

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[p0tato's solution](#)

3378.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[p0tato's solution](#)

3379.

2081B

[Balancing](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[p0tato's solution](#)

3380.

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, math

[p0tato's solution](#)

3381.

101911L

[Ray in the tube](#) · [Tutorial](#)

Rating: 2500 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[p0tato's solution](#)

3382.

2059E1

[Stop Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[p0tato's solution](#)

3383.

1250M

[SmartGarden](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2500 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer

[p0tato's solution](#)

3384.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[p0tato's solution](#)

3385.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[p0tato's solution](#)

3386.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[p0tato's solution](#)

3387.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[p0tato's solution](#)

3388.

263E

[Rhombus](#) · [Tutorial](#)

Quality: 444 global accepts · Rating: 2500 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[p0tato's solution](#)

3389.

1076F

[Summer Practice Report](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2500 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[p0tato's solution](#)

3390.

1903D2

[Maximum And Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2024-10-10 · last AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[p0tato's solution](#)

3391.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data

structures, hashing, probabilities, strings, trees

[p0tato's solution](#)

3392.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[p0tato's solution](#)

3393.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, sortings

[p0tato's solution](#)

3394.

1086D

[Rock-Paper-Scissors Champion](#) · [Tutorial](#)

Rating: 2500 · first AC: 2024-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[p0tato's solution](#)

3395.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[p0tato's solution](#)

3396.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2023-12-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[p0tato's solution](#)

3397.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[p0tato's solution](#)

3398.

1571G

[A Battle Against a Dragon](#) · [Tutorial](#)

Quality: 84 global accepts · Rating: 2500 · first AC: 2023-12-11 · Kotlin 1.6 (first AC) · Tags: *special, data structures, dp

[p0tato's solution](#)

3399.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-11-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[p0tato's solution](#)

3400.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,009 global accepts · Rating: 2500 · first AC: 2023-11-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[p0tato's solution](#)

3401.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[p0tato's solution](#)

3402.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[p0tato's solution](#)

3403.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[p0tato's solution](#)

3404.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[p0tato's solution](#)

3405.

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[p0tato's solution](#)

3406.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, games, graphs, math

[p0tato's solution](#)

3407.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-03-19 · last AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[p0tato's solution](#)

3408.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,110 global accepts · Rating: 2500 · first AC: 2023-02-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[p0tato's solution](#)

3409.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[p0tato's solution](#)

3410.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[p0tato's solution](#)

3411.

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2022-09-25 · last AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[p0tato's solution](#)

3412.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[p0tato's solution](#)

3413.

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2022-09-04 · last AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[p0tato's solution](#)

3414.

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2022-09-04 · Kotlin 1.6 (first AC) · Tags: data structures, dsu

[p0tato's solution](#)

3415.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[p0tato's solution](#)

3416.

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: games

[p0tato's solution](#)

3417.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2022-06-11 · last AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[p0tato's solution](#)

3418.

1688F

[Sanae and Giant Robot](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu

[p0tato's solution](#)

3419.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[p0tato's solution](#)

3420.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[p0tato's solution](#)

3421.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2500 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, number

theory

[p0tato's solution](#)

3422.

1661E

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

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[p0tato's solution](#)

3423.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-04-08 · last AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[p0tato's solution](#)

3424.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[p0tato's solution](#)

3425.

976D

[Degree Set](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2500 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[p0tato's solution](#)

3426.

706E

[Working routine](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2500 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[p0tato's solution](#)

3427.

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

[p0tato's solution](#)

3428.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-19 · last AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[p0tato's solution](#)

3429.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[p0tato's solution](#)

3430.

1583F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer

[p0tato's solution](#)

3431.

1480E

[Continuous City](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[p0tato's solution](#)

3432.

1493F

[Enchanted Matrix](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2600 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, interactive, number theory

[p0tato's solution](#)

3433.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[p0tato's solution](#)

3434.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[p0tato's solution](#)

3435.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, implementation, trees, two pointers

[p0tato's solution](#)

3436.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2600 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[p0tato's solution](#)

3437.

2138D

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[p0tato's solution](#)

3438.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[p0tato's solution](#)

3439.

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 889 global accepts · Rating: 2600 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[p0tato's solution](#)

3440.

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[p0tato's solution](#)

3441.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[p0tato's solution](#)

3442.

2079B

[Arithmetic Exercise](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 2600 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: *special, data structures, dp, greedy

[p0tato's solution](#)

3443.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[p0tato's solution](#)

3444.

1686E

[Bring Balance](#) · [Tutorial](#)

Rating: 2600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[p0tato's solution](#)

3445.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[p0tato's solution](#)

3446.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[p0tato's solution](#)

3447.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2024-09-10 · last AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[p0tato's solution](#)

3448.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[p0tato's solution](#)

3449.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[p0tato's solution](#)

3450.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[p0tato's solution](#)

3451.

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[p0tato's solution](#)

3452.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy

[p0tato's solution](#)

3453.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[p0tato's solution](#)

3454.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[p0tato's solution](#)

3455.

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, matrices

[p0tato's solution](#)

3456.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[p0tato's solution](#)

3457.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2600 · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[p0tato's solution](#)

3458.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, interactive, math

[p0tato's solution](#)

3459.

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[p0tato's solution](#)

3460.

2073H

[Secret Lilies and Roses](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2700 · first AC: 2025-10-17 · last AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[p0tato's solution](#)

3461.

2163E

[Plegma](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, communication, interactive

[p0tato's solution](#)

3462.

2154F1

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

Quality: 565 global accepts · Rating: 2700 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math

[p0tato's solution](#)

3463.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[p0tato's solution](#)

3464.

2068H

[Statues](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2700 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[p0tato's solution](#)

3465.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[p0tato's solution](#)

3466.

2043F

[Nim](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2700 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[p0tato's solution](#)

3467.

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

[p0tato's solution](#)

3468.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math

[p0tato's solution](#)

3469.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar

[p0tato's solution](#)

3470.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[p0tato's solution](#)

3471.

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2023-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[p0tato's solution](#)

3472.

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[p0tato's solution](#)

3473.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[p0tato's solution](#)

3474.

1695E

[Ambiguous Dominoes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2700 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[p0tato's solution](#)

3475.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 2700 · first AC: 2022-04-17 · last AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[p0tato's solution](#)

3476.

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[p0tato's solution](#)

3477.

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, probabilities

[p0tato's solution](#)

3478.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[p0tato's solution](#)

3479.

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[p0tato's solution](#)

3480.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs,

implementation, shortest paths, two pointers

[p0tato's solution](#)

3481.

1904F

[Beautiful Tree](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2800 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[p0tato's solution](#)

3482.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2023-06-22 · last AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[p0tato's solution](#)

3483.

1831F

[Mex Tree](#) · [Tutorial](#)

Rating: 2800 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[p0tato's solution](#)

3484.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-06-02 · last AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[p0tato's solution](#)

3485.

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2023-05-03 · last AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, probabilities

[p0tato's solution](#)

3486.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[p0tato's solution](#)

3487.

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[p0tato's solution](#)

3488.

1425I

[Impressive Harvesting of The Orchard](#) · [Tutorial](#)

Quality: 268 global accepts · Rating: 2800 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[p0tato's solution](#)

3489.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings, trees

[p0tato's solution](#)

3490.

1291F

[Coffee Varieties \(easy version\)](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2800 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: graphs, interactive

[p0tato's solution](#)

3491.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[p0tato's solution](#)

3492.

2153F

[Odd Queries on Odd Array](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 2900 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, implementation, trees

[p0tato's solution](#)

3493.

2059E2

[Stop Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2900 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, hashing, strings

[p0tato's solution](#)

3494.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[p0tato's solution](#)

3495.

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[p0tato's solution](#)

3496.

1847E

[Triangle Platinum?](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2900 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, interactive, math, probabilities

[p0tato's solution](#)

3497.

1581F

[Subsequence](#) · [Tutorial](#)

Rating: 2900 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, trees

[p0tato's solution](#)

3498.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2900 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[p0tato's solution](#)

3499.

2125F

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

Quality: 397 global accepts · Rating: 3000 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, dp

[p0tato's solution](#)

3500.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, interactive

[p0tato's solution](#)

3501.

1906C

[Cursed Game](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3000 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[p0tato's solution](#)

3502.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[p0tato's solution](#)

3503.

2073I

[Squares on Grid Lines](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3100 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3504.

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, fft, math

[p0tato's solution](#)

3505.

2165E

[Rainbow Branch](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3200 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, trees

[p0tato's solution](#)

3506.

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings

[p0tato's solution](#)

3507.

2034H

[Rayan vs. Rayaneh](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3300 · first AC: 2024-12-01 · last AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[p0tato's solution](#)

3508.

1060H

[Sophisticated Device](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[p0tato's solution](#)

3509.

2226C

[Mental Monumental \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,475 global accepts · Rating: — · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, two pointers

[p0tato's solution](#)

3510.

2226B

[Everything Everywhere](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: — · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[p0tato's solution](#)

3511.

2226A

[Disturbing Distribution](#) · [Tutorial](#)

Quality: 11,077 global accepts · Rating: — · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[p0tato's solution](#)

3512.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,937 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[p0tato's solution](#)

3513.

2222D

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

Quality: 3,180 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings
[p0tato's solution](#)

3514.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,765 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math
[p0tato's solution](#)

3515.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,266 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[p0tato's solution](#)

3516.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,976 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math
[p0tato's solution](#)

3517.

2214F

[Numbers](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: — · first AC: 2026-04-03 · PyPy 3-64 (first AC) · Tags: *special
[p0tato's solution](#)

3518.

2214H

[Double Vision](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: — · first AC: 2026-04-03 · PyPy 3-64 (first AC) · Tags: *special
[p0tato's solution](#)

3519.

2214I

[You Are a Robot](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special
[p0tato's solution](#)

3520.

2214G

[Anomaly](#) · [Tutorial](#)

Quality: 729 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special, communication
[p0tato's solution](#)

3521.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,268 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special, strings

[p0tato's solution](#)

3522.

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,050 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, shortest paths

[p0tato's solution](#)

3523.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,541 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special, brute force, games, interactive

[p0tato's solution](#)

3524.

2214C

[And?](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special, bitmasks

[p0tato's solution](#)

3525.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,562 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special, strings

[p0tato's solution](#)

3526.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,131 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special, graph matchings, implementation

[p0tato's solution](#)

3527.

106161K

[K-Coverage](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3528.

106161A

[A Lot of Paintings](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3529.

106161L

[Label Matching](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3530.

106161C

[Crossing River](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3531.

106160L

[Linguistic Labyrinth](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3532.

104875A

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

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3533.

104875B

[Bottle Flip](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3534.

104875L

[Last Guess](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3535.

104875G

[Going in Circles](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3536.

104875K

[Kebab Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3537.

104875H

[High-quality Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3538.

104875E

[ETA](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3539.

104875D

[Delft Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3540.

104875C

[Circular Caramel Cookie](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3541.

104875J

[Justice Served](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3542.

104875I

[Interview Question](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3543.

104017G

[Round Table](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3544.

104017H

[Pandemic Restrictions](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3545.

104017K

[Gastronomic Event](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3546.

104017B

[Drone Photo](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3547.

104017I

[Antennas](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3548.

104017C

[Il Derby della Madonnina](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3549.

104017E

[Evolution of Weasels](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3550.

104017L

[Circular Maze](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3551.

104017D

[Ice Cream Shop](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3552.

104017J

[Boundary](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3553.

104017F

[Bottle Arrangements](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3554.

104017A

[Organizing SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3555.

104871J

[Jumbled Stacks](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3556.

104871D

[Drying Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3557.

104871K

[Keys](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3558.

104871G

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

Rating: — · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3559.

104871H

[Human Resources](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3560.

104871C

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3561.

104871I

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

Rating: — · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3562.

104871B

[Ball Passing](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3563.

104871E

[Equal Schedules](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3564.

102501H

[Pseudo-Random Number Generator](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3565.

102501D

[Gnalcats](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3566.

102501G

[Swapping Places](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3567.

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3568.

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3569.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3570.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3571.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3572.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3573.

104064B

[Boredom Buster](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3574.

104064F

[Flatland Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3575.

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3576.

104064G

[Glossary Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3577.

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3578.

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3579.

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3580.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3581.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3582.

105112C

[Chair Dance](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3583.

105112E

[Exponentiation](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3584.

105112G

[Galaxy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3585.

105112J

[Jogging Tour](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3586.

105112F

[Fixing Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3587.

105112A

[Arranging Adapters](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3588.

105112K

[Klompensans](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3589.

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3590.

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3591.

105112H

[Higher Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3592.

105562C

[Connect Five](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3593.

105562M

[Mouse Trap](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3594.

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3595.

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3596.

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3597.

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3598.

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3599.

105562E

[Evolving Etymology](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3600.

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3601.

105562A

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

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3602.

104945D

[Flag performance](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3603.

104945C

[Metro quiz](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3604.

104945G

[Favourite dish](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3605.

104945H

[Break a leg!](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[p0tato's solution](#)

3606.

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[p0tato's solution](#)

3607.

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[p0tato's solution](#)

3608.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[p0tato's solution](#)

3609.

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[p0tato's solution](#)

3610.

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[p0tato's solution](#)

3611.

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[p0tato's solution](#)

3612.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[p0tato's solution](#)

3613.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[p0tato's solution](#)

3614.

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[p0tato's solution](#)

3615.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[p0tato's solution](#)

3616.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, interactive, math

[p0tato's solution](#)

3617.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: communication, constructive algorithms, interactive

[p0tato's solution](#)

3618.

104614E

[Hilbert's Hedge Maze](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[p0tato's solution](#)

3619.

104614L

[Which Warehouse?](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[p0tato's solution](#)

3620.

104614C

[Cribbage On Steroids](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3621.

104614G

[Pea Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3622.

104614K

[Two Charts Become One](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3623.

104614A

[A-Mazing Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3624.

104614J

[Simple Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3625.

104614F

[It's About Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3626.

104614D

[Determining Nucleotide Assortments](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3627.

104614B

[A Musical Question](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3628.

104614I

[Road To Savings](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3629.

105492H

[Horse Habitat](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3630.

105492D

[Disgruntled Diner](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3631.

105492C

[Concurrent Contests](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3632.

105492B

[Buggy Blinkers](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3633.

105492L

[Levelling Locks](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3634.

105492M

[Museum Visit](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3635.

105492K

[Karaoke Compression](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3636.

105492F

[Failing Factory](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3637.

105492I

[Interrail Pass](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3638.

105492G

[Grocery Greed](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3639.

105492E

[Extraterrestrial Exploration](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3640.

105492A

[``Aaawww...'' or ``Aaayyy!!!''](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3641.

105492J

[Jumbled Scoreboards](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3642.

104785E

[Enchanted Fortress](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3643.

104785H

[History in Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3644.

104785J

[Journey of Recovery](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3645.

104785A

[Assessment Disruption](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3646.

104785G

[Glacier Travel](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3647.

104785C

[Clearing Space](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3648.

104785F

[Fast Forward](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3649.

104785B

[Boat Commuter](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3650.

104785K

[Kernel Scheduler](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3651.

104785N

[Naming Wine Bottles](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3652.

104785L

[Last One Standing](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3653.

104785M

[Mini-Tetris 3023](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3654.

104785D

[Delivery Forces](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3655.

104059F

[Formula Flatland](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3656.

104059M

[Mirror Madness](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3657.

104059G

[Guessing Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3658.

104059B

[Breeding Bugs](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3659.

104059I

[Improving IT](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3660.

104059J

[Jesting Jabberwocky](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3661.

104059C

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

Rating: — · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3662.

104059A

[Alternative Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3663.

104059H

[Hardcore Hangman](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3664.

104059K

[K.O. Kids](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3665.

104059D

[Diabolic Doofenshmirtz](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3666.

104059L

[Lots of Land](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3667.

104059E

[Enjoyable Entree](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3668.

104466J

[Japanese Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · last AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3669.

104466A

[Adolescent Architecture 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3670.

104466H

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

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3671.

104466F

[Freestyle Masonry](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3672.

104466K

[Kaldorian Knights](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3673.

104466B

[Balloon Darts](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3674.

104466C

[Cosmic Commute](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3675.

104466I

[Investigating Frog Behaviour on Lily Pad Patterns](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3676.

104466L

[Loop Invariant](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3677.

104466D

[DnD Dice](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3678.

104466M

[Mischievous Math](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3679.

104466G

[German Conference for Public Counting](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3680.

104466E

[Eszett](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3681.

103941F

~~[AtonkTC](#)~~

Rating: — · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3682.

105186A

[Kep.uz Arena](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3683.

105783A

[Length of the Path](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3684.

2087G

[Esports in Berland](#) · [Tutorial](#)

Quality: 89 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: *special, greedy
[p0tato's solution](#)

3685.

2087E

[Color the Arrows](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: *special, dp
[p0tato's solution](#)

3686.

2087D

[Uppercase or Lowercase?](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: *special, interactive

[p0tato's solution](#)

3687.

2087C

[Coin Game](#) · [Tutorial](#)

Quality: 488 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: *special, greedy

[p0tato's solution](#)

3688.

2087B

[Showmatch](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: *special

[p0tato's solution](#)

3689.

2087A

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

Quality: 1,053 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: *special

[p0tato's solution](#)

3690.

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, binary search, brute force

[p0tato's solution](#)

3691.

2095E

[Pair Count](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, number theory

[p0tato's solution](#)

3692.

2095I

[Mysterious Script](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, expression parsing, number theory

[p0tato's solution](#)

3693.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · PHP (first AC) · Tags: *special, geometry

[p0tato's solution](#)

3694.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, games, interactive

[p0tato's solution](#)

3695.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,817 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, string suffix structures

[p0tato's solution](#)

3696.

105786I

[GCD Splicing](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[p0tato's solution](#)

3697.

105786K

[Hydra](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3698.

105786L

[Quicksort](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3699.

105677L

[The Charioteer](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3700.

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3701.

105677G

[Guess How the Ballet Will End](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3702.

105677D

[Temple Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3703.

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3704.

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3705.

105677H

[The king of SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3706.

101911D

[Masquerade strikes back](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3707.

101911E

[Painting the Fence](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3708.

103960L

[Listing Tedious Paths](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3709.

105679F

[To Sort, and Not to Sort](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3710.

105672E

[Classical Interactive Training](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[p0tato's solution](#)

3711.

105672F

[Good Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[p0tato's solution](#)

3712.

105672D2

[Minimum with Left Shift \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3713.

105672D1

[Minimum with Left Shift \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3714.

105672C2

[Cool Construction \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3715.

105672C1

[Cool Construction \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3716.

105672B

[Dumb OwlBear](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3717.

105672A

[Minecraft Dragon](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3718.

105431J

[Jungle Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3719.

105461H

[Zürich Trams](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3720.

105461B

[Digital Products](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3721.

105461J

[Gibberish](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3722.

105445D

[YEET!](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3723.

105445G

[Timosh and Set](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3724.

105445C

[Sigma Problem \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3725.

105445E

[Sigma Problem \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3726.

105445B

[Interviews](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3727.

105445A

[Sum Fun](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3728.

105394J

[Jigsaw Present](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3729.

105394L

[Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3730.

105394C

[Copycat Catcher](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3731.

105394G

[Geometric Gridlock](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3732.

105394D

[Dark Alley](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3733.

105394E

[Even Odd Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3734.

105394I

[Interference](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3735.

105394K

[Kitten of Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3736.

105394B

[Bookshelf Bottleneck](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3737.

105394M

[Musical Mending](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3738.

105394A

[Alien Attack 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3739.

2011F

[Good Subarray](#) · [Tutorial](#)

Quality: 131 global accepts · Rating: — · first AC: 2024-10-01 · Kotlin 1.7 (first AC) · Tags: *special, data structures, greedy
[p0tato's solution](#)

3740.

2011E

[Rock-Paper-Scissors Bot](#) · [Tutorial](#)

Quality: 182 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special, greedy, strings
[p0tato's solution](#)

3741.

2011D

[Among Wolves](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special
[p0tato's solution](#)

3742.

2011C

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

Quality: 380 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special
[p0tato's solution](#)

3743.

2011B

[Shuffle](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special
[p0tato's solution](#)

3744.

2011A

[Problem Solving](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special
[p0tato's solution](#)

3745.

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3746.

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[p0tato's solution](#)

3747.

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3748.

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[p0tato's solution](#)

3749.

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[p0tato's solution](#)

3750.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-02 · PyPy 3-64 (first AC) · Tags: *special, implementation
[p0tato's solution](#)

3751.

1952J

[Help, what does it mean to be "Based"](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, constructive algorithms, expression parsing, implementation, sortings
[p0tato's solution](#)

3752.

1952G

[Mathematician Takeover](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, dfs and similar, math

[p0tato's solution](#)

3753.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[p0tato's solution](#)

3754.

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force

[p0tato's solution](#)

3755.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, strings

[p0tato's solution](#)

3756.

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,263 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, brute force, schedules

[p0tato's solution](#)

3757.

105062E

[Fixing Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · PyPy 3-64 (first AC) · Tags: —

[p0tato's solution](#)

3758.

105062F

[Apple](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[p0tato's solution](#)

3759.

105062D

[Important Memories](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · PyPy 3-64 (first AC) · Tags: —

[p0tato's solution](#)

3760.

105062C

[The Other Half](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[p0tato's solution](#)

3761.

105062B

[TheForces ORZ](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · PyPy 3-64 (first AC) · Tags: —

[p0tato's solution](#)

3762.

105062A

[Is It Rated??](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · PyPy 3-64 (first AC) · Tags: —

[p0tato's solution](#)

3763.

105028D

[Tree Merger](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[p0tato's solution](#)

3764.

1939C

[More Gifts](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, two pointers

[p0tato's solution](#)

3765.

1939B

[Evidence Board](#) · [Tutorial](#)

Quality: 307 global accepts · Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, dfs and similar, graphs, trees

[p0tato's solution](#)

3766.

1940D

[Almost Certainly](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: — · first AC: 2024-03-09 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, data structures, sortings

[p0tato's solution](#)

3767.

1940B

[Three Arrays](#) · [Tutorial](#)

Quality: 270 global accepts · Rating: — · first AC: 2024-03-09 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, implementation, sortings

[p0tato's solution](#)

3768.

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-04-24 · last AC: 2024-02-13 · Kotlin 1.4 (first AC) · Tags: data structures, dp, math

[p0tato's solution](#)

3769.

1911C

[Teams Forming](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-09 · Kotlin 1.7 (first AC) · Tags: *special, sortings

[p0tato's solution](#)

3770.

1911B

[Repeating Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-09 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[p0tato's solution](#)

3771.

1911A

[Spy Detected!](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-09 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[p0tato's solution](#)

3772.

104802B

[Snowy Bus](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[p0tato's solution](#)

3773.

104802A

[Submission Bait](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[p0tato's solution](#)

3774.

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[p0tato's solution](#)

3775.

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[p0tato's solution](#)

3776.

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[p0tato's solution](#)

3777.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[p0tato's solution](#)

3778.

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[p0tato's solution](#)

3779.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[p0tato's solution](#)

3780.

1812I

[Mountain Climber](#) · [Tutorial](#)

Quality: 289 global accepts · Rating: — · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: *special
[p0tato's solution](#)

3781.

1812H

[Expected Twist](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: — · first AC: 2023-04-02 · PyPy 3-64 (first AC) · Tags: *special, interactive
[p0tato's solution](#)

3782.

1812G

[Colour Vision](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: — · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation
[p0tato's solution](#)

3783.

1812F

[Factorization](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, number theory
[p0tato's solution](#)

3784.

1812C

[Digits](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special

[p0tato's solution](#)

3785.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, implementation

[p0tato's solution](#)

3786.

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · PHP (first AC) · Tags: *special, constructive algorithms, geometry, math

[p0tato's solution](#)

3787.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[p0tato's solution](#)

3788.

1812D

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

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · PHP (first AC) · Tags: *special, constructive algorithms, math, number theory

[p0tato's solution](#)

3789.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · PHP (first AC) · Tags: *special, expression parsing, strings

[p0tato's solution](#)

3790.

104197J

[Jewel of Data Structure Problems](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[p0tato's solution](#)

3791.

104197F

[F*** 3-Colorable Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[p0tato's solution](#)

3792.

104197E

[Excellent XOR Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[p0tato's solution](#)

3793.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-24 · Kotlin 1.4 (first AC) · Tags: greedy, implementation, strings

[p0tato's solution](#)

3794.

16620

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-04-24 · Kotlin 1.4 (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[p0tato's solution](#)

3795.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-04-24 · Kotlin 1.4 (first AC) · Tags: data structures, dfs and similar, graphs,

implementation, shortest paths

[p0tato's solution](#)

3796.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, sortings

[p0tato's solution](#)

3797.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-24 · Kotlin 1.4 (first AC) · Tags: brute force, math

[p0tato's solution](#)

3798.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[p0tato's solution](#)

3799.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[p0tato's solution](#)

3800.

1663G

[Six Characters](#) · [Tutorial](#)

Quality: 225 global accepts · Rating: — · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, strings

[p0tato's solution](#)

3801.

1663F

[In Every Generation...](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: — · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: *special, strings

[p0tato's solution](#)

3802.

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2022-04-01 · Text (first AC) · Tags: *special, constructive algorithms

[p0tato's solution](#)

3803.

1663E

[Are You Safe?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation

[p0tato's solution](#)

3804.

1663D

[Is it rated - 3](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, combinatorics, dp, math

[p0tato's solution](#)

3805.

1663C

[P Ö! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation, math

[p0tato's solution](#)

3806.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, divide and conquer,

implementation, math

[p0tato's solution](#)

3807.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · PyPy 3-64 (first AC) · Tags: *special, expression parsing, trees

[p0tato's solution](#)

3808.

103604E

[Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[p0tato's solution](#)

3809.

101522H

[Hit!](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[p0tato's solution](#)

3810.

101522I

[Inverted Signs](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[p0tato's solution](#)

3811.

101522K

[Knights](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[p0tato's solution](#)

3812.

101522B

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

Rating: — · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[p0tato's solution](#)

3813.

101522A

[Ambiguous Dates](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[p0tato's solution](#)

3814.

101522C

[Cheering](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[p0tato's solution](#)

3815.

103176B

[Blokus Duo](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[p0tato's solution](#)

3816.

103176D

[Drawing Circles](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[p0tato's solution](#)

3817.

103176I

[Ice-cream Sampler](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[p0tato's solution](#)

3818.

103176L

[LRTB and TBRL](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[p0tato's solution](#)

3819.

103176J

[Just A \\$10 Note](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-06 · PyPy 3 (first AC) · Tags: —

[p0tato's solution](#)

3820.

103176K

[Kth number in Byteland](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-06 · PyPy 3 (first AC) · Tags: —

[p0tato's solution](#)

3821.

103176H

[Hacking](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[p0tato's solution](#)

3822.

103176G

[Guessing Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[p0tato's solution](#)

3823.

103176A

[A Billionaire](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[p0tato's solution](#)

3824.

101807H

[Handicap](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[p0tato's solution](#)

3825.

101807D

[Differentiation](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[p0tato's solution](#)

3826.

101807L

[Labyrinth](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[p0tato's solution](#)

3827.

101807C

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

Rating: — · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[p0tato's solution](#)

3828.

101807E

[Error](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[p0tato's solution](#)

3829.

101807K

[Kids' Entertainment](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[p0tato's solution](#)

3830.

101807A

[Ambidexterity](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[p0tato's solution](#)

3831.

undefined104

[Little Shop of Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: *special

[p0tato's solution](#)

3832.

undefined102

[Coprimes](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: *special

[p0tato's solution](#)

3833.

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: *special

[p0tato's solution](#)

3834.

102694A

[Circumference of a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-22 · last AC: 2020-08-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[p0tato's solution](#)

3835.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, math, number theory

[p0tato's solution](#)

3836.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[p0tato's solution](#)

3837.

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks

[p0tato's solution](#)

3838.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,506 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[p0tato's solution](#)

3839.

102416B

[Efficient market](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · last AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[p0tato's solution](#)

3840.

102416A

[Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[p0tato's solution](#)