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Unique solved — pashkinpeter

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Count: 655

1.

2176A

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2.

2156A

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3.

2128A

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4.

2121B

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Quality: 32,497 global accepts · Rating: 800 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings
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5.

2121A

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Quality: 39,287 global accepts · Rating: 800 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
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6.

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,212 global accepts · Rating: 800 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math
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7.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,951 global accepts · Rating: 800 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math
[pashkinpeter's solution](#)

8.

2094B

[Bobritto Bandito](#) · [Tutorial](#)

Quality: 33,152 global accepts · Rating: 800 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms
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9.

2094A

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Quality: 56,304 global accepts · Rating: 800 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings
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10.

2090A

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11.

2064A

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Quality: 27,101 global accepts · Rating: 800 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
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12.

1997A

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Quality: 33,434 global accepts · Rating: 800 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, strings
[pashkinpeter's solution](#)

13.

2040A

[Game of Division](#) · [Tutorial](#)

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[pashkinpeter's solution](#)

14.

2050A

[Line Breaks](#) · [Tutorial](#)

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15.

2034A

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16.

2037B

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17.

2037A

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18.

2036B

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Quality: 29,744 global accepts · Rating: 800 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
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19.

2036A

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20.

2033A

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[pashkinpeter's solution](#)

21.

1841A

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Quality: 25,991 global accepts · Rating: 800 · first AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games

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22.

1933B

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Quality: 36,275 global accepts · Rating: 800 · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, number theory

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23.

1933A

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

Quality: 42,111 global accepts · Rating: 800 · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

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24.

2020A

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

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25.

1607A

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26.

2014B

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

Quality: 33,195 global accepts · Rating: 800 · first AC: 2024-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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27.

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,715 global accepts · Rating: 800 · first AC: 2024-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

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28.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,232 global accepts · Rating: 800 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

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29.

1625A

[Ancient Civilization](#) · [Tutorial](#)

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30.

2010B

[Three Brothers](#) · [Tutorial](#)

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31.

2010A

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Quality: 21,269 global accepts · Rating: 800 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
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32.

1926B

[Vlad and Shapes](#) · [Tutorial](#)

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33.

1748A

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

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[pashkinpeter's solution](#)

34.

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,230 global accepts · Rating: 800 · first AC: 2024-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation
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35.

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,981 global accepts · Rating: 800 · first AC: 2024-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
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36.

2008C

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

Quality: 36,484 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math
[pashkinpeter's solution](#)

37.

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,958 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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38.

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,797 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[pashkinpeter's solution](#)

39.

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[pashkinpeter's solution](#)

40.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,426 global accepts · Rating: 800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[pashkinpeter's solution](#)

41.

1989A

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Quality: 29,359 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[pashkinpeter's solution](#)

42.

1978B

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Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search

[pashkinpeter's solution](#)

43.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[pashkinpeter's solution](#)

44.

1985B

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

Quality: 56,781 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[pashkinpeter's solution](#)

45.

1985A

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[pashkinpeter's solution](#)

46.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[pashkinpeter's solution](#)

47.

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,503 global accepts · Rating: 800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: sortings

[pashkinpeter's solution](#)

48.

1980A

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

Quality: 47,602 global accepts · Rating: 800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: math

[pashkinpeter's solution](#)

49.

1976A

[Verify Password](#) · [Tutorial](#)

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

[pashkinpeter's solution](#)

50.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,204 global accepts · Rating: 800 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: math

[pashkinpeter's solution](#)

51.

1786A2

[Alternating Deck \(hard version\)](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 800 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[pashkinpeter's solution](#)

52.

1786A1

[Non-alternating Deck \(easy version\)](#) · [Tutorial](#)

Quality: 14,821 global accepts · Rating: 800 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[pashkinpeter's solution](#)

53.

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,905 global accepts · Rating: 800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers
[pashkinpeter's solution](#)

54.

1966A

[Card Exchange](#) · [Tutorial](#)

Quality: 19,570 global accepts · Rating: 800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy
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55.

1942A

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Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[pashkinpeter's solution](#)

56.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,676 global accepts · Rating: 800 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[pashkinpeter's solution](#)

57.

1472A

[Cards for Friends](#) · [Tutorial](#)

Quality: 45,526 global accepts · Rating: 800 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[pashkinpeter's solution](#)

58.

1721A

[Image](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[pashkinpeter's solution](#)

59.

1554A

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[pashkinpeter's solution](#)

60.

1955A

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61.

1946A

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62.

1944A

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Quality: 28,737 global accepts · Rating: 800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math
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63.

1948A

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

Quality: 30,996 global accepts · Rating: 800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
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64.

1934A

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65.

1930A

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

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66.

1929B

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

Quality: 26,731 global accepts · Rating: 800 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
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67.

1929A

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

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[pashkinpeter's solution](#)

68.

1925A

[We Got Everything Covered!](#) · [Tutorial](#)

Quality: 31,150 global accepts · Rating: 800 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings
[pashkinpeter's solution](#)

69.

1918A

[Brick Wall](#) · [Tutorial](#)

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

70.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,852 global accepts · Rating: 800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings
[pashkinpeter's solution](#)

71.

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,577 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[pashkinpeter's solution](#)

72.

1921A

[Square](#) · [Tutorial](#)

Quality: 49,598 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[pashkinpeter's solution](#)

73.

1920A

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

74.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,246 global accepts · Rating: 800 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
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75.

1919B

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

76.

1919A

[Wallet Exchange](#) · [Tutorial](#)

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

77.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,314 global accepts · Rating: 800 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory
[pashkinpeter's solution](#)

78.

1915C

[Can I Square?](#) · [Tutorial](#)

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

79.

1915B

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

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

80.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,814 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, implementation
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81.

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[pashkinpeter's solution](#)

82.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[pashkinpeter's solution](#)

83.

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,598 global accepts · Rating: 800 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: strings
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84.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,388 global accepts · Rating: 800 · first AC: 2023-12-10 · last AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: sortings
[pashkinpeter's solution](#)

85.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,763 global accepts · Rating: 800 · first AC: 2023-12-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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86.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
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87.

1903A

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[pashkinpeter's solution](#)

88.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,371 global accepts · Rating: 800 · first AC: 2023-11-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[pashkinpeter's solution](#)

89.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,149 global accepts · Rating: 800 · first AC: 2023-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[pashkinpeter's solution](#)

90.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,964 global accepts · Rating: 800 · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[pashkinpeter's solution](#)

91.

1890B

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

Quality: 18,766 global accepts · Rating: 800 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
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92.

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,162 global accepts · Rating: 800 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[pashkinpeter's solution](#)

93.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
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94.

1877A

[Goals of Victory](#) · [Tutorial](#)

Quality: 52,358 global accepts · Rating: 800 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math

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95.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

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96.

1882A

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

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[pashkinpeter's solution](#)

97.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,522 global accepts · Rating: 800 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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98.

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,016 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers

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99.

1873C

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Quality: 70,036 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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100.

1873B

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Quality: 62,710 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

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101.

1873A

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Quality: 71,416 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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102.

1870A

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Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · Java 17 (first AC) · Tags: constructive algorithms, greedy, math

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103.

1863A

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104.

1864A

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105.

1520A

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106.

1859A

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Quality: 54,442 global accepts · Rating: 800 · first AC: 2023-08-12 · Java 17 (first AC) · Tags: constructive algorithms, math, number theory
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107.

1855A

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108.

1846B

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109.

1846A

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110.

1845A

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111.

1842A

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Quality: 20,797 global accepts · Rating: 800 · first AC: 2023-06-24 · Java 17 (first AC) · Tags: games, math
[pashkinpeter's solution](#)

112.

1836A

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Quality: 21,435 global accepts · Rating: 800 · first AC: 2023-06-18 · Java 17 (first AC) · Tags: implementation, sortings
[pashkinpeter's solution](#)

113.

1834A

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Quality: 45,675 global accepts · Rating: 800 · first AC: 2023-06-18 · Java 17 (first AC) · Tags: greedy, math
[pashkinpeter's solution](#)

114.

1838A

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Quality: 22,690 global accepts · Rating: 800 · first AC: 2023-06-04 · Java 17 (first AC) · Tags: constructive algorithms, math
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115.

1831A

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Quality: 46,321 global accepts · Rating: 800 · first AC: 2023-05-28 · Java 17 (first AC) · Tags: constructive algorithms
[pashkinpeter's solution](#)

116.

1837A

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Quality: 54,858 global accepts · Rating: 800 · first AC: 2023-05-25 · Java 17 (first AC) · Tags: constructive algorithms, math
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117.

1560A

[Dislike of Threes](#) · [Tutorial](#)

Quality: 73,518 global accepts · Rating: 800 · first AC: 2023-05-22 · Java 17 (first AC) · Tags: implementation
[pashkinpeter's solution](#)

118.

1828A

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Quality: 25,343 global accepts · Rating: 800 · first AC: 2023-05-14 · Java 17 (first AC) · Tags: constructive algorithms, math
[pashkinpeter's solution](#)

119.

1832A

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Quality: 28,976 global accepts · Rating: 800 · first AC: 2023-05-12 · Java 17 (first AC) · Tags: strings
[pashkinpeter's solution](#)

120.

1535A

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[pashkinpeter's solution](#)

121.

1537A

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Quality: 40,982 global accepts · Rating: 800 · first AC: 2023-05-09 · Java 17 (first AC) · Tags: greedy, math
[pashkinpeter's solution](#)

122.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,639 global accepts · Rating: 800 · first AC: 2023-05-09 · Java 17 (first AC) · Tags: math
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123.

1829C

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Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-05-07 · Java 17 (first AC) · Tags: bitmasks, greedy, implementation
[pashkinpeter's solution](#)

124.

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,071 global accepts · Rating: 800 · first AC: 2023-05-07 · Java 17 (first AC) · Tags: implementation
[pashkinpeter's solution](#)

125.

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,707 global accepts · Rating: 800 · first AC: 2023-05-07 · Java 17 (first AC) · Tags: implementation, strings
[pashkinpeter's solution](#)

126.

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-05-05 · Java 17 (first AC) · Tags: combinatorics, constructive algorithms, math
[pashkinpeter's solution](#)

127.

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,636 global accepts · Rating: 800 · first AC: 2023-05-01 · Java 17 (first AC) · Tags: brute force, math, number theory
[pashkinpeter's solution](#)

128.

1818A

[Politics](#) · [Tutorial](#)

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[pashkinpeter's solution](#)

129.

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,776 global accepts · Rating: 800 · first AC: 2023-04-26 · Java 17 (first AC) · Tags: math
[pashkinpeter's solution](#)

130.

1822B

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Quality: 26,607 global accepts · Rating: 800 · first AC: 2023-04-26 · Java 17 (first AC) · Tags: greedy, math, sortings
[pashkinpeter's solution](#)

131.

1822A

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[pashkinpeter's solution](#)

132.

1821A

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Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-23 · Java 17 (first AC) · Tags: combinatorics, math
[pashkinpeter's solution](#)

133.

1820A

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[pashkinpeter's solution](#)

134.

1816A

[Ian Visits Mary](#) · [Tutorial](#)

Quality: 18,864 global accepts · Rating: 800 · first AC: 2023-04-09 · Java 17 (first AC) · Tags: constructive algorithms, geometry, number theory
[pashkinpeter's solution](#)

135.

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,475 global accepts · Rating: 800 · first AC: 2023-04-06 · Java 17 (first AC) · Tags: implementation, math
[pashkinpeter's solution](#)

136.

1811A

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Quality: 34,627 global accepts · Rating: 800 · first AC: 2023-04-04 · Java 17 (first AC) · Tags: greedy, math, strings
[pashkinpeter's solution](#)

137.

1810A

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

Quality: 21,912 global accepts · Rating: 800 · first AC: 2023-03-31 · Java 17 (first AC) · Tags: brute force, greedy
[pashkinpeter's solution](#)

138.

1385A

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Quality: 43,350 global accepts · Rating: 800 · first AC: 2023-03-31 · Java 17 (first AC) · Tags: math
[pashkinpeter's solution](#)

139.

1385B

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Quality: 39,593 global accepts · Rating: 800 · first AC: 2023-03-31 · Java 17 (first AC) · Tags: greedy
[pashkinpeter's solution](#)

140.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,073 global accepts · Rating: 800 · first AC: 2023-03-31 · Java 17 (first AC) · Tags: implementation
[pashkinpeter's solution](#)

141.

1551A

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

Quality: 58,365 global accepts · Rating: 800 · first AC: 2023-03-31 · Java 17 (first AC) · Tags: greedy, math
[pashkinpeter's solution](#)

142.

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,049 global accepts · Rating: 800 · first AC: 2023-03-27 · Java 17 (first AC) · Tags: greedy, implementation, sortings
[pashkinpeter's solution](#)

143.

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,335 global accepts · Rating: 800 · first AC: 2023-03-19 · Java 17 (first AC) · Tags: greedy, implementation, strings
[pashkinpeter's solution](#)

144.

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,358 global accepts · Rating: 800 · first AC: 2023-03-19 · Java 17 (first AC) · Tags: greedy
[pashkinpeter's solution](#)

145.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,741 global accepts · Rating: 800 · first AC: 2023-03-19 · Java 17 (first AC) · Tags: implementation
[pashkinpeter's solution](#)

146.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,485 global accepts · Rating: 800 · first AC: 2023-03-18 · Java 17 (first AC) · Tags: geometry, greedy, math
[pashkinpeter's solution](#)

147.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · Java 17 (first AC) · Tags: greedy, math
[pashkinpeter's solution](#)

148.

1791C

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

Quality: 74,211 global accepts · Rating: 800 · first AC: 2023-03-10 · Java 17 (first AC) · Tags: implementation, two pointers
[pashkinpeter's solution](#)

149.

1791B

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

Quality: 52,665 global accepts · Rating: 800 · first AC: 2023-03-10 · Java 17 (first AC) · Tags: geometry, implementation
[pashkinpeter's solution](#)

150.

1791A

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

Quality: 80,640 global accepts · Rating: 800 · first AC: 2023-03-10 · Java 17 (first AC) · Tags: implementation, strings
[pashkinpeter's solution](#)

151.

1802A

[Likes](#) · [Tutorial](#)

Quality: 16,692 global accepts · Rating: 800 · first AC: 2023-03-09 · Java 17 (first AC) · Tags: greedy, implementation
[pashkinpeter's solution](#)

152.

2114B

[Not Quite a Palindromic String](#) · [Tutorial](#)

Quality: 30,504 global accepts · Rating: 900 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[pashkinpeter's solution](#)

153.

2094C

[Brr Brr Patapim](#) · [Tutorial](#)

Quality: 30,494 global accepts · Rating: 900 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[pashkinpeter's solution](#)

154.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,424 global accepts · Rating: 900 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers
[pashkinpeter's solution](#)

155.

2033B

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

Quality: 28,847 global accepts · Rating: 900 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy
[pashkinpeter's solution](#)

156.

2013B

[Battle for Survive](#) · [Tutorial](#)

Quality: 28,252 global accepts · Rating: 900 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[pashkinpeter's solution](#)

157.

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,206 global accepts · Rating: 900 · first AC: 2024-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory, sortings
[pashkinpeter's solution](#)

158.

2005A

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

Quality: 26,248 global accepts · Rating: 900 · first AC: 2024-09-14 · last AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math
[pashkinpeter's solution](#)

159.

2007B

[Index and Maximum Value](#) · [Tutorial](#)

Quality: 25,609 global accepts · Rating: 900 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[pashkinpeter's solution](#)

160.

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,410 global accepts · Rating: 900 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
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161.

1973A

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162.

1972B

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163.

1954A

[Painting the Ribbon](#) · [Tutorial](#)

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
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164.

1951A

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Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
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165.

1918B

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Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings
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166.

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,605 global accepts · Rating: 900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
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167.

1915D

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

168.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,400 global accepts · Rating: 900 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[pashkinpeter's solution](#)

169.

1900B

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

Quality: 20,474 global accepts · Rating: 900 · first AC: 2023-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[pashkinpeter's solution](#)

170.

1888A

[Chemistry](#) · [Tutorial](#)

Rating: 900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: strings

[pashkinpeter's solution](#)

171.

1875A

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Quality: 47,027 global accepts · Rating: 900 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

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172.

1808A

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Quality: 20,615 global accepts · Rating: 900 · first AC: 2023-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[pashkinpeter's solution](#)

173.

1879B

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Quality: 25,079 global accepts · Rating: 900 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[pashkinpeter's solution](#)

174.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,576 global accepts · Rating: 900 · first AC: 2023-08-17 · Java 17 (first AC) · Tags: constructive algorithms, strings

[pashkinpeter's solution](#)

175.

1855B

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Quality: 44,948 global accepts · Rating: 900 · first AC: 2023-07-29 · Java 17 (first AC) · Tags: brute force, combinatorics, greedy, math, number theory

[pashkinpeter's solution](#)

176.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,707 global accepts · Rating: 900 · first AC: 2023-06-29 · Java 17 (first AC) · Tags: geometry, implementation, math

[pashkinpeter's solution](#)

177.

1771A

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

Quality: 25,303 global accepts · Rating: 900 · first AC: 2023-06-13 · Java 17 (first AC) · Tags: combinatorics, math, sortings

[pashkinpeter's solution](#)

178.

1837B

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

Quality: 50,120 global accepts · Rating: 900 · first AC: 2023-05-25 · Java 17 (first AC) · Tags: greedy

[pashkinpeter's solution](#)

179.

1828B

[Permutation Swap](#) · [Tutorial](#)

Quality: 39,323 global accepts · Rating: 900 · first AC: 2023-05-14 · Java 17 (first AC) · Tags: math, number theory

[pashkinpeter's solution](#)

180.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 900 · first AC: 2023-05-05 · Java 17 (first AC) · Tags: brute force, math, sortings

[pashkinpeter's solution](#)

181.

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,052 global accepts · Rating: 900 · first AC: 2023-04-29 · Java 17 (first AC) · Tags: constructive algorithms

[pashkinpeter's solution](#)

182.

1807D

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Quality: 56,785 global accepts · Rating: 900 · first AC: 2023-03-19 · Java 17 (first AC) · Tags: data structures, implementation

[pashkinpeter's solution](#)

183.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,742 global accepts · Rating: 900 · first AC: 2023-03-18 · Java 17 (first AC) · Tags: constructive algorithms, greedy

[pashkinpeter's solution](#)

184.

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,910 global accepts · Rating: 1000 · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, strings

[pashkinpeter's solution](#)

185.

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1000 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation

[pashkinpeter's solution](#)

186.

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,896 global accepts · Rating: 1000 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[pashkinpeter's solution](#)

187.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,301 global accepts · Rating: 1000 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[pashkinpeter's solution](#)

188.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,106 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[pashkinpeter's solution](#)

189.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, two pointers

[pashkinpeter's solution](#)

190.

2037C

[Superultra's Favorite Permutation](#) · [Tutorial](#)

Quality: 25,533 global accepts · Rating: 1000 · first AC: 2024-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[pashkinpeter's solution](#)

191.

1841B

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

Quality: 24,093 global accepts · Rating: 1000 · first AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[pashkinpeter's solution](#)

192.

1521A

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

Quality: 42,047 global accepts · Rating: 1000 · first AC: 2024-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory
[pashkinpeter's solution](#)

193.

2005B1

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

Quality: 24,751 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings
[pashkinpeter's solution](#)

194.

727A

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

Quality: 18,026 global accepts · Rating: 1000 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, math
[pashkinpeter's solution](#)

195.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,115 global accepts · Rating: 1000 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[pashkinpeter's solution](#)

196.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,880 global accepts · Rating: 1000 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[pashkinpeter's solution](#)

197.

1955B

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

Quality: 32,266 global accepts · Rating: 1000 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings
[pashkinpeter's solution](#)

198.

1930B

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

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

199.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 1000 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[pashkinpeter's solution](#)

200.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,277 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: strings
[pashkinpeter's solution](#)

201.

1907B

[YetnotherrokenKeoard](#) · [Tutorial](#)

Quality: 30,385 global accepts · Rating: 1000 · first AC: 2023-12-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, strings

[pashkinpeter's solution](#)

202.

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[pashkinpeter's solution](#)

203.

1877B

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

Rating: 1000 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[pashkinpeter's solution](#)

204.

1859B

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

Quality: 43,920 global accepts · Rating: 1000 · first AC: 2023-08-12 · Java 17 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[pashkinpeter's solution](#)

205.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · Java 17 (first AC) · Tags: greedy, math

[pashkinpeter's solution](#)

206.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,069 global accepts · Rating: 1000 · first AC: 2023-05-28 · Java 17 (first AC) · Tags: constructive algorithms, greedy

[pashkinpeter's solution](#)

207.

1837C

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

Quality: 24,578 global accepts · Rating: 1000 · first AC: 2023-05-25 · Java 17 (first AC) · Tags: constructive algorithms, greedy

[pashkinpeter's solution](#)

208.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,170 global accepts · Rating: 1000 · first AC: 2023-05-07 · Java 17 (first AC) · Tags: brute force, dfs and similar, dp, implementation

[pashkinpeter's solution](#)

209.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-04-04 · Java 17 (first AC) · Tags: implementation, math

[pashkinpeter's solution](#)

210.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-27 · Java 17 (first AC) · Tags: brute force, data structures, greedy, implementation

[pashkinpeter's solution](#)

211.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-12 · Java 17 (first AC) · Tags: greedy, implementation

[pashkinpeter's solution](#)

212.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,279 global accepts · Rating: 1000 · first AC: 2023-03-10 · Java 17 (first AC) · Tags: brute force, greedy, strings

[pashkinpeter's solution](#)

213.

1802B

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

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2023-03-09 · Java 17 (first AC) · Tags: greedy, implementation, math

[pashkinpeter's solution](#)

214.

2103B

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

Quality: 17,709 global accepts · Rating: 1100 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[pashkinpeter's solution](#)

215.

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,868 global accepts · Rating: 1100 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[pashkinpeter's solution](#)

216.

2064B

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

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[pashkinpeter's solution](#)

217.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,434 global accepts · Rating: 1100 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[pashkinpeter's solution](#)

218.

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, two pointers

[pashkinpeter's solution](#)

219.

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,065 global accepts · Rating: 1100 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math

[pashkinpeter's solution](#)

220.

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 1100 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[pashkinpeter's solution](#)

221.

1933C

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

Quality: 25,373 global accepts · Rating: 1100 · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory

[pashkinpeter's solution](#)

222.

2014C

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

Quality: 27,460 global accepts · Rating: 1100 · first AC: 2024-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math
[pashkinpeter's solution](#)

223.

1557B

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

Quality: 24,612 global accepts · Rating: 1100 · first AC: 2024-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[pashkinpeter's solution](#)

224.

1625B

[Elementary Particles](#) · [Tutorial](#)

Quality: 16,860 global accepts · Rating: 1100 · first AC: 2024-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, sortings
[pashkinpeter's solution](#)

225.

682A

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

Quality: 23,995 global accepts · Rating: 1100 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[pashkinpeter's solution](#)

226.

2009C

[The Legend of Freya the Frog](#) · [Tutorial](#)

Quality: 33,014 global accepts · Rating: 1100 · first AC: 2024-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[pashkinpeter's solution](#)

227.

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
[pashkinpeter's solution](#)

228.

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers
[pashkinpeter's solution](#)

229.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,955 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[pashkinpeter's solution](#)

230.

1976B

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

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[pashkinpeter's solution](#)

231.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[pashkinpeter's solution](#)

232.

1966B

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

Quality: 17,213 global accepts · Rating: 1100 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[pashkinpeter's solution](#)

233.

1957B

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

Quality: 20,420 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[pashkinpeter's solution](#)

234.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[pashkinpeter's solution](#)

235.

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1100 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[pashkinpeter's solution](#)

236.

1921D

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

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

[pashkinpeter's solution](#)

237.

1920B

[Summation Game](#) · [Tutorial](#)

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

[pashkinpeter's solution](#)

238.

1917B

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

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[pashkinpeter's solution](#)

239.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees

[pashkinpeter's solution](#)

240.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,929 global accepts · Rating: 1100 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[pashkinpeter's solution](#)

241.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[pashkinpeter's solution](#)

242.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2023-11-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[pashkinpeter's solution](#)

243.

1873E

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

Quality: 43,475 global accepts · Rating: 1100 · first AC: 2023-09-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[pashkinpeter's solution](#)

244.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · Java 17 (first AC) · Tags: implementation, math

[pashkinpeter's solution](#)

245.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-08-30 · Java 17 (first AC) · Tags: greedy, math, sortings

[pashkinpeter's solution](#)

246.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · Java 17 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[pashkinpeter's solution](#)

247.

1842B

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

Quality: 25,548 global accepts · Rating: 1100 · first AC: 2023-06-24 · Java 17 (first AC) · Tags: bitmasks, greedy, math

[pashkinpeter's solution](#)

248.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,593 global accepts · Rating: 1100 · first AC: 2023-06-18 · Java 17 (first AC) · Tags: greedy, math

[pashkinpeter's solution](#)

249.

1838B

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

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-04 · Java 17 (first AC) · Tags: constructive algorithms, math

[pashkinpeter's solution](#)

250.

1828C

[Counting Orders](#) · [Tutorial](#)

Rating: 1100 · first AC: 2023-05-14 · Java 17 (first AC) · Tags: binary search, combinatorics, sortings

[pashkinpeter's solution](#)

251.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,507 global accepts · Rating: 1100 · first AC: 2023-05-12 · Java 17 (first AC) · Tags: brute force, sortings, two pointers

[pashkinpeter's solution](#)

252.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,631 global accepts · Rating: 1100 · first AC: 2023-05-07 · Java 17 (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[pashkinpeter's solution](#)

253.

1821B

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

Quality: 28,341 global accepts · Rating: 1100 · first AC: 2023-04-23 · Java 17 (first AC) · Tags: brute force, greedy

[pashkinpeter's solution](#)

254.

1820B

[JoJo's Incredible Adventures](#) · [Tutorial](#)

Quality: 23,018 global accepts · Rating: 1100 · first AC: 2023-04-15 · Java 17 (first AC) · Tags: math, strings, two pointers

[pashkinpeter's solution](#)

255.

1811C

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

Quality: 22,231 global accepts · Rating: 1100 · first AC: 2023-04-04 · Java 17 (first AC) · Tags: constructive algorithms, greedy

[pashkinpeter's solution](#)

256.

2121C

[Those Who Are With Us](#) · [Tutorial](#)

Quality: 21,750 global accepts · Rating: 1200 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[pashkinpeter's solution](#)

257.

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,571 global accepts · Rating: 1200 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks

[pashkinpeter's solution](#)

258.

2050C

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

Quality: 25,011 global accepts · Rating: 1200 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[pashkinpeter's solution](#)

259.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,822 global accepts · Rating: 1200 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[pashkinpeter's solution](#)

260.

1933D

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

Quality: 23,529 global accepts · Rating: 1200 · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[pashkinpeter's solution](#)

261.

2020B

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

Quality: 21,669 global accepts · Rating: 1200 · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[pashkinpeter's solution](#)

262.

1497C1

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

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2024-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[pashkinpeter's solution](#)

263.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,496 global accepts · Rating: 1200 · first AC: 2024-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, math

[pashkinpeter's solution](#)

264.

2005B2

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

Quality: 21,693 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings

[pashkinpeter's solution](#)

265.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,014 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[pashkinpeter's solution](#)

266.

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[pashkinpeter's solution](#)

267.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,539 global accepts · Rating: 1200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math

[pashkinpeter's solution](#)

268.

1954C

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

Quality: 22,748 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[pashkinpeter's solution](#)

269.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[pashkinpeter's solution](#)

270.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[pashkinpeter's solution](#)

271.

1934B

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

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

[pashkinpeter's solution](#)

272.

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[pashkinpeter's solution](#)

273.

1916C

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

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[pashkinpeter's solution](#)

274.

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,139 global accepts · Rating: 1200 · first AC: 2023-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[pashkinpeter's solution](#)

275.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,837 global accepts · Rating: 1200 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[pashkinpeter's solution](#)

276.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,018 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math

[pashkinpeter's solution](#)

277.

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,839 global accepts · Rating: 1200 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[pashkinpeter's solution](#)

278.

1875B

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

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

[pashkinpeter's solution](#)

279.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-18 · Java 17 (first AC) · Tags: bitmasks, greedy, math

[pashkinpeter's solution](#)

280.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 1200 · first AC: 2023-08-17 · Java 17 (first AC) · Tags: binary search, brute force, greedy, math

[pashkinpeter's solution](#)

281.

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-12 · Java 17 (first AC) · Tags: brute force, dp, greedy, math

[pashkinpeter's solution](#)

282.

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1200 · first AC: 2023-07-07 · Java 17 (first AC) · Tags: constructive algorithms, geometry, math

[pashkinpeter's solution](#)

283.

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,479 global accepts · Rating: 1200 · first AC: 2023-07-07 · Java 17 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[pashkinpeter's solution](#)

284.

1834C

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

Quality: 15,045 global accepts · Rating: 1200 · first AC: 2023-06-18 · Java 17 (first AC) · Tags: games, greedy, math, strings

[pashkinpeter's solution](#)

285.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,406 global accepts · Rating: 1200 · first AC: 2023-05-12 · Java 17 (first AC) · Tags: greedy, implementation

[pashkinpeter's solution](#)

286.

1822D

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

Quality: 19,022 global accepts · Rating: 1200 · first AC: 2023-04-26 · Java 17 (first AC) · Tags: constructive algorithms, math

[pashkinpeter's solution](#)

287.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,924 global accepts · Rating: 1200 · first AC: 2023-03-31 · Java 17 (first AC) · Tags: greedy

[pashkinpeter's solution](#)

288.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,346 global accepts · Rating: 1200 · first AC: 2022-12-02 · Java 17 (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[pashkinpeter's solution](#)

289.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,726 global accepts · Rating: 1300 · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[pashkinpeter's solution](#)

290.

2121D

[1709](#) · [Tutorial](#)

Quality: 18,211 global accepts · Rating: 1300 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[pashkinpeter's solution](#)

291.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[pashkinpeter's solution](#)

292.

2050D

[Digital string maximization](#) · [Tutorial](#)

Quality: 18,981 global accepts · Rating: 1300 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, strings

[pashkinpeter's solution](#)

293.

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,754 global accepts · Rating: 1300 · first AC: 2024-11-29 · last AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[pashkinpeter's solution](#)

294.

2031C

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

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[pashkinpeter's solution](#)

295.

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,992 global accepts · Rating: 1300 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, matrices

[pashkinpeter's solution](#)

296.

2033D

[Kousuke's Assignment](#) · [Tutorial](#)

Quality: 18,198 global accepts · Rating: 1300 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy, math

[pashkinpeter's solution](#)

297.

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[pashkinpeter's solution](#)

298.

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[pashkinpeter's solution](#)

299.

1980C

[Sofia and the Lost Operations](#) · [Tutorial](#)

Quality: 21,704 global accepts · Rating: 1300 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[pashkinpeter's solution](#)

300.

1973B

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

Quality: 16,831 global accepts · Rating: 1300 · first AC: 2024-05-17 · last AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[pashkinpeter's solution](#)

301.

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,506 global accepts · Rating: 1300 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

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302.

1944C

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Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

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303.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

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304.

1915E

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Quality: 34,536 global accepts · Rating: 1300 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

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305.

1913C

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Quality: 17,492 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[pashkinpeter's solution](#)

306.

1902C

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Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[pashkinpeter's solution](#)

307.

1900C

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308.

1776H

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[pashkinpeter's solution](#)

309.

1890C

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Rating: 1300 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, two pointers

[pashkinpeter's solution](#)

310.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[pashkinpeter's solution](#)

311.

1879C

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[pashkinpeter's solution](#)

312.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,705 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[pashkinpeter's solution](#)

313.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · Java 17 (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[pashkinpeter's solution](#)

314.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · Java 17 (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[pashkinpeter's solution](#)

315.

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,212 global accepts · Rating: 1300 · first AC: 2023-07-07 · Java 17 (first AC) · Tags: brute force, implementation, math
[pashkinpeter's solution](#)

316.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,403 global accepts · Rating: 1300 · first AC: 2023-03-30 · last AC: 2023-06-22 · Java 17 (first AC) · Tags: binary search, data structures, math, two pointers
[pashkinpeter's solution](#)

317.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,854 global accepts · Rating: 1300 · first AC: 2023-05-07 · Java 17 (first AC) · Tags: dfs and similar, graphs, math
[pashkinpeter's solution](#)

318.

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-05-05 · Java 17 (first AC) · Tags: greedy, math, number theory
[pashkinpeter's solution](#)

319.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-04-23 · Java 17 (first AC) · Tags: brute force, implementation, math, strings
[pashkinpeter's solution](#)

320.

1820C

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

Rating: 1300 · first AC: 2023-04-15 · Java 17 (first AC) · Tags: constructive algorithms, greedy
[pashkinpeter's solution](#)

321.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · Java 17 (first AC) · Tags: brute force, greedy, sortings
[pashkinpeter's solution](#)

322.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,777 global accepts · Rating: 1300 · first AC: 2023-03-19 · Java 17 (first AC) · Tags: binary search, implementation, interactive
[pashkinpeter's solution](#)

323.

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2023-01-09 · Java 17 (first AC) · Tags: math, number theory
[pashkinpeter's solution](#)

324.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,278 global accepts · Rating: 1300 · first AC: 2022-12-24 · Java 17 (first AC) · Tags: dfs and similar, graphs, greedy
[pashkinpeter's solution](#)

325.

2156C

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Quality: 12,289 global accepts · Rating: 1400 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory
[pashkinpeter's solution](#)

326.

2114E

[Kirei Attacks the Estate](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 1400 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[pashkinpeter's solution](#)

327.

2114D

[Come a Little Closer](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 1400 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[pashkinpeter's solution](#)

328.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[pashkinpeter's solution](#)

329.

2033C

[Sakurako's Field Trip](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, two pointers

[pashkinpeter's solution](#)

330.

2014D

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Quality: 15,976 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, sortings

[pashkinpeter's solution](#)

331.

2013C

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

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, strings

[pashkinpeter's solution](#)

332.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,738 global accepts · Rating: 1400 · first AC: 2024-09-16 · last AC: 2024-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[pashkinpeter's solution](#)

333.

2010C1

[Message Transmission Error \(easy version\)](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1400 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings

[pashkinpeter's solution](#)

334.

2009E

[Klee's SUPER DUPER LARGE Array!!!](#) · [Tutorial](#)

Quality: 17,670 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, ternary search

[pashkinpeter's solution](#)

335.

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,778 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[pashkinpeter's solution](#)

336.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,668 global accepts · Rating: 1400 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[pashkinpeter's solution](#)

337.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[pashkinpeter's solution](#)

338.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[pashkinpeter's solution](#)

339.

1972C

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

Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings
[pashkinpeter's solution](#)

340.

1972D1

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

Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[pashkinpeter's solution](#)

341.

1966C

[Everything Nim](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[pashkinpeter's solution](#)

342.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers
[pashkinpeter's solution](#)

343.

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,580 global accepts · Rating: 1400 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers
[pashkinpeter's solution](#)

344.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[pashkinpeter's solution](#)

345.

1929C

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

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

346.

1918C

[XOR-distance](#) · [Tutorial](#)

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

[pashkinpeter's solution](#)

347.

1888C

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

Rating: 1400 · first AC: 2023-10-22 · last AC: 2024-01-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[pashkinpeter's solution](#)

348.

1919C

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

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

[pashkinpeter's solution](#)

349.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[pashkinpeter's solution](#)

350.

1914E1

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

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

[pashkinpeter's solution](#)

351.

1914E2

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

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

[pashkinpeter's solution](#)

352.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,556 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[pashkinpeter's solution](#)

353.

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,481 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[pashkinpeter's solution](#)

354.

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,240 global accepts · Rating: 1400 · first AC: 2023-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[pashkinpeter's solution](#)

355.

1888D1

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

Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[pashkinpeter's solution](#)

356.

1875C

[Jellyfish and Green Apple](#) · [Tutorial](#)

Quality: 13,881 global accepts · Rating: 1400 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[pashkinpeter's solution](#)

357.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · Java 17 (first AC) · Tags: constructive algorithms, greedy
[pashkinpeter's solution](#)

358.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,568 global accepts · Rating: 1400 · first AC: 2023-08-18 · Java 17 (first AC) · Tags: data structures, dp, games, greedy
[pashkinpeter's solution](#)

359.

1855C1

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

Rating: 1400 · first AC: 2023-07-29 · Java 17 (first AC) · Tags: constructive algorithms
[pashkinpeter's solution](#)

360.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2023-06-04 · Java 17 (first AC) · Tags: constructive algorithms, math, number theory
[pashkinpeter's solution](#)

361.

1831C

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

Rating: 1400 · first AC: 2023-05-28 · Java 17 (first AC) · Tags: dfs and similar, dp, graphs, trees
[pashkinpeter's solution](#)

362.

1837D

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Quality: 21,979 global accepts · Rating: 1400 · first AC: 2023-05-25 · Java 17 (first AC) · Tags: constructive algorithms, greedy
[pashkinpeter's solution](#)

363.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2023-04-30 · Java 17 (first AC) · Tags: greedy, number theory
[pashkinpeter's solution](#)

364.

2121E

[Sponsor of Your Problems](#) · [Tutorial](#)

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings
[pashkinpeter's solution](#)

365.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, math
[pashkinpeter's solution](#)

366.

2078C

[Breach of Faith](#) · [Tutorial](#)

Rating: 1500 · first AC: 2025-03-10 · last AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, probabilities, sortings
[pashkinpeter's solution](#)

367.

2070C

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Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy
[pashkinpeter's solution](#)

368.

1997D

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

Quality: 15,913 global accepts · Rating: 1500 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees
[pashkinpeter's solution](#)

369.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings
[pashkinpeter's solution](#)

370.

2026C

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Quality: 12,632 global accepts · Rating: 1500 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation
[pashkinpeter's solution](#)

371.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2024-10-26 · last AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy
[pashkinpeter's solution](#)

372.

1933E

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

Quality: 13,626 global accepts · Rating: 1500 · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, ternary search
[pashkinpeter's solution](#)

373.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1500 · first AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms
[pashkinpeter's solution](#)

374.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, games
[pashkinpeter's solution](#)

375.

1506E

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

Quality: 14,196 global accepts · Rating: 1500 · first AC: 2024-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation
[pashkinpeter's solution](#)

376.

1526C1

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

Quality: 27,191 global accepts · Rating: 1500 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy
[pashkinpeter's solution](#)

377.

2008E

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

Quality: 13,228 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

[pashkinpeter's solution](#)

378.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[pashkinpeter's solution](#)

379.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,015 global accepts · Rating: 1500 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[pashkinpeter's solution](#)

380.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,992 global accepts · Rating: 1500 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[pashkinpeter's solution](#)

381.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 1500 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[pashkinpeter's solution](#)

382.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,558 global accepts · Rating: 1500 · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[pashkinpeter's solution](#)

383.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,147 global accepts · Rating: 1500 · first AC: 2023-10-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[pashkinpeter's solution](#)

384.

1877D

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

Rating: 1500 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, number theory, sortings

[pashkinpeter's solution](#)

385.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[pashkinpeter's solution](#)

386.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,846 global accepts · Rating: 1500 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[pashkinpeter's solution](#)

387.

1842C

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

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-06-24 · Java 17 (first AC) · Tags: dp

[pashkinpeter's solution](#)

388.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,393 global accepts · Rating: 1500 · first AC: 2023-04-30 · Java 17 (first AC) · Tags: greedy, math

[pashkinpeter's solution](#)

389.

1542B

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

Quality: 26,542 global accepts · Rating: 1500 · first AC: 2023-04-30 · Java 17 (first AC) · Tags: constructive algorithms, math, number theory

[pashkinpeter's solution](#)

390.

1818C

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

Rating: 1500 · first AC: 2023-04-29 · Java 17 (first AC) · Tags: binary search, dp, greedy

[pashkinpeter's solution](#)

391.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-04-04 · Java 17 (first AC) · Tags: binary search, dp, math, number theory

[pashkinpeter's solution](#)

392.

1487D

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

Quality: 20,593 global accepts · Rating: 1500 · first AC: 2023-04-04 · Java 17 (first AC) · Tags: binary search, brute force, math, number theory

[pashkinpeter's solution](#)

393.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2023-04-04 · Java 17 (first AC) · Tags: dp, greedy, strings, two pointers

[pashkinpeter's solution](#)

394.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-12 · Java 17 (first AC) · Tags: brute force, greedy, math, number theory

[pashkinpeter's solution](#)

395.

2182D

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

Quality: 8,953 global accepts · Rating: 1600 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[pashkinpeter's solution](#)

396.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1600 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, sortings

[pashkinpeter's solution](#)

397.

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,415 global accepts · Rating: 1600 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[pashkinpeter's solution](#)

398.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees
[pashkinpeter's solution](#)

399.

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1600 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, interactive, probabilities
[pashkinpeter's solution](#)

400.

1593E

[Gardener and Tree](#) · [Tutorial](#)

Quality: 14,729 global accepts · Rating: 1600 · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees
[pashkinpeter's solution](#)

401.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,200 global accepts · Rating: 1600 · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math
[pashkinpeter's solution](#)

402.

2040C

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

Quality: 10,783 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers
[pashkinpeter's solution](#)

403.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[pashkinpeter's solution](#)

404.

2037E

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Quality: 7,374 global accepts · Rating: 1600 · first AC: 2024-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, interactive, two pointers
[pashkinpeter's solution](#)

405.

2036E

[Reverse the Rivers](#) · [Tutorial](#)

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
[pashkinpeter's solution](#)

406.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2023-04-01 · last AC: 2024-09-26 · Java 17 (first AC) · Tags: math, number theory
[pashkinpeter's solution](#)

407.

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2024-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[pashkinpeter's solution](#)

408.

1526C2

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

Quality: 29,754 global accepts · Rating: 1600 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[pashkinpeter's solution](#)

409.

1481C

[Fence Painting · Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2024-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[pashkinpeter's solution](#)

410.

1486C1

[Guessing the Greatest \(easy version\) · Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[pashkinpeter's solution](#)

411.

1978D

[Elections · Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2024-06-16 · last AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[pashkinpeter's solution](#)

412.

1985G

[D-Function · Tutorial](#)

Quality: 12,216 global accepts · Rating: 1600 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[pashkinpeter's solution](#)

413.

1976C

[Job Interview · Tutorial](#)

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

[pashkinpeter's solution](#)

414.

1957C

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

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[pashkinpeter's solution](#)

415.

1946C

[Tree Cutting · Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-22 · last AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[pashkinpeter's solution](#)

416.

1921E

[Eat the Chip · Tutorial](#)

Quality: 11,417 global accepts · Rating: 1600 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, math

[pashkinpeter's solution](#)

417.

1920C

[Partitioning the Array · Tutorial](#)

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[pashkinpeter's solution](#)

418.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,390 global accepts · Rating: 1600 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[pashkinpeter's solution](#)

419.

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,625 global accepts · Rating: 1600 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[pashkinpeter's solution](#)

420.

1886C

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

Quality: 16,610 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[pashkinpeter's solution](#)

421.

1875D

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

Quality: 11,407 global accepts · Rating: 1600 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[pashkinpeter's solution](#)

422.

1514C

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

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2023-05-12 · Java 17 (first AC) · Tags: greedy, number theory

[pashkinpeter's solution](#)

423.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,133 global accepts · Rating: 1600 · first AC: 2023-05-07 · Java 17 (first AC) · Tags: data structures, dp, implementation, math

[pashkinpeter's solution](#)

424.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,632 global accepts · Rating: 1600 · first AC: 2023-04-30 · Java 17 (first AC) · Tags: data structures, dp, math

[pashkinpeter's solution](#)

425.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2023-04-30 · Java 17 (first AC) · Tags: binary search, brute force, greedy, sortings

[pashkinpeter's solution](#)

426.

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,640 global accepts · Rating: 1600 · first AC: 2023-04-04 · Java 17 (first AC) · Tags: constructive algorithms, implementation, math

[pashkinpeter's solution](#)

427.

1798D

[Shocking Arrangement](#) · [Tutorial](#)

Quality: 14,080 global accepts · Rating: 1600 · first AC: 2023-03-27 · Java 17 (first AC) · Tags: constructive algorithms, greedy, math

[pashkinpeter's solution](#)

428.

1802C

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

Rating: 1600 · first AC: 2023-03-09 · Java 17 (first AC) · Tags: bitmasks, constructive algorithms

[pashkinpeter's solution](#)

429.

2094G

[Chimpanzini Bananini](#) · [Tutorial](#)

Quality: 7,849 global accepts · Rating: 1700 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[pashkinpeter's solution](#)

430.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,678 global accepts · Rating: 1700 · first AC: 2024-11-15 · last AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[pashkinpeter's solution](#)

431.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, strings, two pointers

[pashkinpeter's solution](#)

432.

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[pashkinpeter's solution](#)

433.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,544 global accepts · Rating: 1700 · first AC: 2024-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[pashkinpeter's solution](#)

434.

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,490 global accepts · Rating: 1700 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, flows, math

[pashkinpeter's solution](#)

435.

2007D

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

Rating: 1700 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: games, graphs, greedy, trees

[pashkinpeter's solution](#)

436.

1995B2

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

Quality: 10,151 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[pashkinpeter's solution](#)

437.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,760 global accepts · Rating: 1700 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[pashkinpeter's solution](#)

438.

1970C2

[Game on Tree \(Medium\)](#) · [Tutorial](#)

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[pashkinpeter's solution](#)

439.

1984C2

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

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[pashkinpeter's solution](#)

440.

1973C

[Cat, Fox and Double Maximum · Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[pashkinpeter's solution](#)

441.

1538D

[Another Problem About Dividing Numbers · Tutorial](#)

Quality: 15,270 global accepts · Rating: 1700 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[pashkinpeter's solution](#)

442.

1955E

[Long Inversions · Tutorial](#)

Quality: 10,550 global accepts · Rating: 1700 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[pashkinpeter's solution](#)

443.

1934C

[Find a Mine · Tutorial](#)

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

[pashkinpeter's solution](#)

444.

1930C

[Lexicographically Largest · Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[pashkinpeter's solution](#)

445.

1903D1

[Maximum And Queries \(easy version\) · Tutorial](#)

Quality: 7,154 global accepts · Rating: 1700 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[pashkinpeter's solution](#)

446.

1879D

[Sum of XOR Functions · Tutorial](#)

Quality: 10,499 global accepts · Rating: 1700 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[pashkinpeter's solution](#)

447.

1864D

[Matrix Cascade · Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · Java 17 (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[pashkinpeter's solution](#)

448.

1850H

[The Third Letter · Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-08-12 · Java 17 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[pashkinpeter's solution](#)

449.

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,146 global accepts · Rating: 1700 · first AC: 2023-06-22 · Java 17 (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[pashkinpeter's solution](#)

450.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2023-05-21 · Java 17 (first AC) · Tags: bitmasks, brute force, greedy, math

[pashkinpeter's solution](#)

451.

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2023-05-12 · Java 17 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[pashkinpeter's solution](#)

452.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,566 global accepts · Rating: 1700 · first AC: 2023-04-06 · Java 17 (first AC) · Tags: brute force, math

[pashkinpeter's solution](#)

453.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,421 global accepts · Rating: 1700 · first AC: 2023-03-27 · Java 17 (first AC) · Tags: greedy, math, number theory

[pashkinpeter's solution](#)

454.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,765 global accepts · Rating: 1800 · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, sortings

[pashkinpeter's solution](#)

455.

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,127 global accepts · Rating: 1800 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

[pashkinpeter's solution](#)

456.

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[pashkinpeter's solution](#)

457.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[pashkinpeter's solution](#)

458.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, strings

[pashkinpeter's solution](#)

459.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[pashkinpeter's solution](#)

460.

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1800 · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[pashkinpeter's solution](#)

461.

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,728 global accepts · Rating: 1800 · first AC: 2024-09-21 · last AC: 2024-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths

[pashkinpeter's solution](#)

462.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, strings

[pashkinpeter's solution](#)

463.

2007E

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

Rating: 1800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, math, trees

[pashkinpeter's solution](#)

464.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[pashkinpeter's solution](#)

465.

1966D

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

Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[pashkinpeter's solution](#)

466.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,082 global accepts · Rating: 1800 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[pashkinpeter's solution](#)

467.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[pashkinpeter's solution](#)

468.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,776 global accepts · Rating: 1800 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[pashkinpeter's solution](#)

469.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[pashkinpeter's solution](#)

470.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,714 global accepts · Rating: 1800 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math, schedules

[pashkinpeter's solution](#)

471.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[pashkinpeter's solution](#)

472.

1922E

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

Quality: 9,090 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[pashkinpeter's solution](#)

473.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-19 · Java 17 (first AC) · Tags: greedy, implementation, sortings

[pashkinpeter's solution](#)

474.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-09-01 · Java 17 (first AC) · Tags: dp, greedy

[pashkinpeter's solution](#)

475.

1859D

[Andrey and Escape from Copygrad](#) · [Tutorial](#)

Quality: 7,997 global accepts · Rating: 1800 · first AC: 2023-08-12 · Java 17 (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[pashkinpeter's solution](#)

476.

1846E2

[Rudolf and Snowflakes \(hard version\)](#) · [Tutorial](#)

Quality: 8,510 global accepts · Rating: 1800 · first AC: 2023-07-07 · Java 17 (first AC) · Tags: binary search, brute force, implementation, math

[pashkinpeter's solution](#)

477.

2175D

[Wishing Cards](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[pashkinpeter's solution](#)

478.

2156D

[Find the Last Number](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1900 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[pashkinpeter's solution](#)

479.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[pashkinpeter's solution](#)

480.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,993 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings

[pashkinpeter's solution](#)

481.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[pashkinpeter's solution](#)

482.

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[pashkinpeter's solution](#)

483.

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1900 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, number theory, two pointers

[pashkinpeter's solution](#)

484.

1471D

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

Rating: 1900 · first AC: 2024-09-25 · last AC: 2024-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[pashkinpeter's solution](#)

485.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,634 global accepts · Rating: 1900 · first AC: 2024-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[pashkinpeter's solution](#)

486.

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[pashkinpeter's solution](#)

487.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2024-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy

[pashkinpeter's solution](#)

488.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,861 global accepts · Rating: 1900 · first AC: 2024-09-17 · last AC: 2024-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, two pointers

[pashkinpeter's solution](#)

489.

1342D

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

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[pashkinpeter's solution](#)

490.

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[pashkinpeter's solution](#)

491.

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1900 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[pashkinpeter's solution](#)

492.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,793 global accepts · Rating: 1900 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, greedy

[pashkinpeter's solution](#)

493.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[pashkinpeter's solution](#)

494.

1367E

[Necklace Assembly](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[pashkinpeter's solution](#)

495.

1353E

[K-periodic Garland](#) · [Tutorial](#)

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy

[pashkinpeter's solution](#)

496.

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,729 global accepts · Rating: 1900 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[pashkinpeter's solution](#)

497.

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[pashkinpeter's solution](#)

498.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[pashkinpeter's solution](#)

499.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1900 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[pashkinpeter's solution](#)

500.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[pashkinpeter's solution](#)

501.

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,955 global accepts · Rating: 1900 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[pashkinpeter's solution](#)

502.

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[pashkinpeter's solution](#)

503.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[pashkinpeter's solution](#)

504.

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,370 global accepts · Rating: 1900 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[pashkinpeter's solution](#)

505.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[pashkinpeter's solution](#)

506.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[pashkinpeter's solution](#)

507.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1900 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[pashkinpeter's solution](#)

508.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[pashkinpeter's solution](#)

509.

1921F

[Sum of Progression](#) · [Tutorial](#)

Quality: 5,014 global accepts · Rating: 1900 · first AC: 2024-01-15 · last AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[pashkinpeter's solution](#)

510.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[pashkinpeter's solution](#)

511.

1888D2

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

Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[pashkinpeter's solution](#)

512.

1855C2

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

Rating: 1900 · first AC: 2023-07-29 · Java 17 (first AC) · Tags: constructive algorithms, math

[pashkinpeter's solution](#)

513.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · Java 17 (first AC) · Tags: constructive algorithms, graphs, greedy

[pashkinpeter's solution](#)

514.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-18 · Java 17 (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[pashkinpeter's solution](#)

515.

1820D

[The Butcher](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-04-21 · Java 17 (first AC) · Tags: brute force, data structures, implementation, sortings, two pointers

[pashkinpeter's solution](#)

516.

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[pashkinpeter's solution](#)

517.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[pashkinpeter's solution](#)

518.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2024-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[pashkinpeter's solution](#)

519.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,296 global accepts · Rating: 2000 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[pashkinpeter's solution](#)

520.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2024-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[pashkinpeter's solution](#)

521.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2024-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[pashkinpeter's solution](#)

522.

1417D

[Make Them Equal](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[pashkinpeter's solution](#)

523.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,623 global accepts · Rating: 2000 · first AC: 2024-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[pashkinpeter's solution](#)

524.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,834 global accepts · Rating: 2000 · first AC: 2024-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[pashkinpeter's solution](#)

525.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2024-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, two pointers

[pashkinpeter's solution](#)

526.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2024-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[pashkinpeter's solution](#)

527.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,040 global accepts · Rating: 2000 · first AC: 2024-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[pashkinpeter's solution](#)

528.

1359E

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

Quality: 6,733 global accepts · Rating: 2000 · first AC: 2024-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[pashkinpeter's solution](#)

529.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2024-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[pashkinpeter's solution](#)

530.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2024-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[pashkinpeter's solution](#)

531.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 2000 · first AC: 2024-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[pashkinpeter's solution](#)

532.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[pashkinpeter's solution](#)

533.

1370D

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

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[pashkinpeter's solution](#)

534.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · last AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[pashkinpeter's solution](#)

535.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[pashkinpeter's solution](#)

536.

1831D

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-05-28 · Java 17 (first AC) · Tags: binary search, brute force, data structures, math

[pashkinpeter's solution](#)

537.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[pashkinpeter's solution](#)

538.

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,671 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[pashkinpeter's solution](#)

539.

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[pashkinpeter's solution](#)

540.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,962 global accepts · Rating: 2100 · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[pashkinpeter's solution](#)

541.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math

[pashkinpeter's solution](#)

542.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math

[pashkinpeter's solution](#)

543.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2024-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[pashkinpeter's solution](#)

544.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2024-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, math

[pashkinpeter's solution](#)

545.

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2024-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[pashkinpeter's solution](#)

546.

2005E1

[Subtangle Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy, implementation

[pashkinpeter's solution](#)

547.

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms,

greedy

[pashkinpeter's solution](#)

548.

1920E

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

Quality: 3,384 global accepts · Rating: 2100 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[pashkinpeter's solution](#)

549.

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2023-05-12 · Java 17 (first AC) · Tags: binary search, greedy, implementation, math

[pashkinpeter's solution](#)

550.

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2200 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[pashkinpeter's solution](#)

551.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[pashkinpeter's solution](#)

552.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees

[pashkinpeter's solution](#)

553.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[pashkinpeter's solution](#)

554.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, number theory

[pashkinpeter's solution](#)

555.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[pashkinpeter's solution](#)

556.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[pashkinpeter's solution](#)

557.

2146E

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

Quality: 2,056 global accepts · Rating: 2300 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive

algorithms, data structures, divide and conquer, greedy, hashing

[pashkinpeter's solution](#)

558.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

[pashkinpeter's solution](#)

559.

2005E2

[Subtangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2500 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, games, greedy, implementation

[pashkinpeter's solution](#)

560.

106193D

[Defense Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[pashkinpeter's solution](#)

561.

106193J

[Judging Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[pashkinpeter's solution](#)

562.

106193C

[Compact Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[pashkinpeter's solution](#)

563.

106144H

[Rigged Matchmaking](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[pashkinpeter's solution](#)

564.

106144C

[Monocarp, Polycarp and Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[pashkinpeter's solution](#)

565.

106144E

[Limousine Rally](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[pashkinpeter's solution](#)

566.

106144F

[Jenga](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[pashkinpeter's solution](#)

567.

106144G

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

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[pashkinpeter's solution](#)

568.

106144J

[Shift the Number](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[pashkinpeter's solution](#)

569.

106144A

[Delete the Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pashkinpeter's solution](#)

570.

106144M

[Tactical Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[pashkinpeter's solution](#)

571.

105537I

[If I Could Turn Back Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · PyPy 3-64 (first AC) · Tags: —
[pashkinpeter's solution](#)

572.

105537L

[Longest Common Substring](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pashkinpeter's solution](#)

573.

105537F

[False Alarm](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · PyPy 3-64 (first AC) · Tags: —
[pashkinpeter's solution](#)

574.

105537K

[Keyboard Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pashkinpeter's solution](#)

575.

105537A

[Another Brick in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · PyPy 3-64 (first AC) · Tags: —
[pashkinpeter's solution](#)

576.

105537J

[Just Half is Enough](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pashkinpeter's solution](#)

577.

105493B

[Scientific Hypotheses](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pashkinpeter's solution](#)

578.

105493H

[Tiring Wait](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pashkinpeter's solution](#)

579.

105493G

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

Rating: — · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[pashkinpeter's solution](#)

580.

105493D

[Conspiracy Theory](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[pashkinpeter's solution](#)

581.

105493F

[Volunteering](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[pashkinpeter's solution](#)

582.

105493I

[Fair Diversity](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[pashkinpeter's solution](#)

583.

105493A

[New Functionality](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[pashkinpeter's solution](#)

584.

105465G

[Graph Race](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[pashkinpeter's solution](#)

585.

105465F

[Fast XORting](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[pashkinpeter's solution](#)

586.

105465E

[Eliminate Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[pashkinpeter's solution](#)

587.

105465K

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600.

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601.

105427A

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602.

105427K

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603.

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613.

105492J

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614.

105472K

[Keep it Cool](#) · [Tutorial](#)

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615.

105472H

[Hot Hike](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[pashkinpeter's solution](#)

616.

105472E

[Eeny Meeny](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[pashkinpeter's solution](#)

617.

105472A

[Alphabet Animals](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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618.

104059H

[Hardcore Hangman](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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619.

105239B

[Let Us Assemble a Portfolio Together](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[pashkinpeter's solution](#)

620.

105239E

[Rain](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

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621.

105239D

[Da Hong Pao](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

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622.

104782I

[KSumT](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · last AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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623.

104782E

[Fiboxor](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —

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624.

104782G

[Minimize Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —
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625.

104782A

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626.

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627.

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628.

104020I

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629.

104020F

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630.

104020B

[Bellevue](#) · [Tutorial](#)

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631.

104020E

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632.

104785K

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Rating: — · first AC: 2023-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —
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633.

104785L

[Last One Standing](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —
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634.

104785M

[Mini-Tetris 3023](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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635.

104785B

[Boat Commuter](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[pashkinpeter's solution](#)

636.

104785N

[Naming Wine Bottles](#) · [Tutorial](#)

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637.

104785D

[Delivery Forces](#) · [Tutorial](#)

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638.

102433A

[Radio Prize](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[pashkinpeter's solution](#)

639.

102433B

[Perfect Flush](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[pashkinpeter's solution](#)

640.

102433C

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

Rating: — · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[pashkinpeter's solution](#)

641.

102433D

[Dividing By Two](#) · [Tutorial](#)

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[pashkinpeter's solution](#)

642.

102433E

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Rating: — · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —
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643.

104030E

[Enigmatic Enumeration](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
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644.

104030B

[Berry Battle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
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645.

104030A

[Ace Arbiter](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[pashkinpeter's solution](#)

646.

104030G

[Graduation Guarantee](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

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647.

104030H

[Highest Hill](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

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648.

104030D

[Disc District](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

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649.

104030C

[Coffee Cup Combo](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

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650.

104017E

[Evolution of Weasels](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[pashkinpeter's solution](#)

651.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-09-28 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, implementation

[pashkinpeter's solution](#)

652.

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · PyPy 3-64 (first AC) · Tags: *special, constructive algorithms, geometry, math

[pashkinpeter's solution](#)

653.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,291 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[pashkinpeter's solution](#)

654.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · Java 17 (first AC) · Tags: *special, expression parsing, strings

[pashkinpeter's solution](#)

655.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2023-04-01 · Python 3 (first AC) · Tags: *special, expression parsing, trees

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