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Unique solved — pein531

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1.

2185B

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2.

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3.

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2164A

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5.

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6.

2167C

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7.

2167B

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8.

2167A

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9.

2162A

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10.

2149B

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11.

2149A

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2144A

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13.

2148B

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2148A

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2137A

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1371A

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17.

2132A

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2131B

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19.

2131A

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20.

2127A

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greedy, math

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21.

959A

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22.

749A

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24.

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25.

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26.

2126A

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2124A

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28.

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29.

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31.

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32.

2121A

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33.

2117B

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34.

2117A

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36.

707A

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37.

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38.

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39.

1680A

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43.

1697A

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44.

1739A

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45.

202A

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46.

1598A

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47.

1767B

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48.

1767A

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49.

146A

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50.

2104A

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51.

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52.

214A

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53.

1809A

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54.

2094B

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55.

2094A

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56.

181A

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57.

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58.

2093A

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61.

104A

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66.

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1796A

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68.

2075A

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69.

1766A

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70.

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71.

2074A

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72.

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73.

835A

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74.

2070A

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75.

2072A

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76.

2069A

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77.

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78.

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79.

2065A

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80.

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81.

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82.

1728B

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83.

1728A

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84.

1303A

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85.

1257A

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86.

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87.

1194A

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88.

2060A

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89.

1167A

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90.

1093A

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91.

1096A

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92.

1207A

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93.

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94.

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95.

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96.

78A

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97.

1814A

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98.

1821A

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99.

1473A

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100.

938A

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102.

2051B

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103.

2051A

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

Quality: 35,180 global accepts · Rating: 800 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[pein531's solution](#)

104.

1721A

[Image](#) · [Tutorial](#)

Quality: 28,310 global accepts · Rating: 800 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[pein531's solution](#)

105.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,855 global accepts · Rating: 800 · first AC: 2024-12-19 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[pein531's solution](#)

106.

2044C

[Hard Problem](#) · [Tutorial](#)

Quality: 45,271 global accepts · Rating: 800 · first AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[pein531's solution](#)

107.

2044B

[Normal Problem](#) · [Tutorial](#)

Quality: 51,979 global accepts · Rating: 800 · first AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[pein531's solution](#)

108.

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,215 global accepts · Rating: 800 · first AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[pein531's solution](#)

109.

2050A

[Line Breaks](#) · [Tutorial](#)

Quality: 36,460 global accepts · Rating: 800 · first AC: 2024-12-06 · PyPy 3-64 (first AC) · Tags: implementation

[pein531's solution](#)

110.

2047A

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

Quality: 17,839 global accepts · Rating: 800 · first AC: 2024-12-04 · PyPy 3-64 (first AC) · Tags: implementation, math

[pein531's solution](#)

111.

2037B

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

Quality: 25,539 global accepts · Rating: 800 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[pein531's solution](#)

112.

2037A

[Twice](#) · [Tutorial](#)

Quality: 35,698 global accepts · Rating: 800 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[pein531's solution](#)

113.

1983A

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

Quality: 28,116 global accepts · Rating: 800 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[pein531's solution](#)

114.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,425 global accepts · Rating: 800 · first AC: 2024-11-16 · last AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[pein531's solution](#)

115.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,971 global accepts · Rating: 800 · first AC: 2024-11-10 · PyPy 3-64 (first AC) · Tags: strings

[pein531's solution](#)

116.

2036B

[Startup](#) · [Tutorial](#)

Quality: 29,744 global accepts · Rating: 800 · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[pein531's solution](#)

117.

2036A

[Quintomania](#) · [Tutorial](#)

Quality: 40,693 global accepts · Rating: 800 · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[pein531's solution](#)

118.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,573 global accepts · Rating: 800 · first AC: 2024-10-31 · PyPy 3-64 (first AC) · Tags: binary search, greedy, strings, two pointers

[pein531's solution](#)

119.

2033A

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

Quality: 41,164 global accepts · Rating: 800 · first AC: 2024-10-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math

[pein531's solution](#)

120.

49A

[Sleuth](#) · [Tutorial](#)

Quality: 15,266 global accepts · Rating: 800 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[pein531's solution](#)

121.

47A

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

Quality: 18,172 global accepts · Rating: 800 · first AC: 2024-10-16 · PyPy 3-64 (first AC) · Tags: brute force, math

[pein531's solution](#)

122.

32A

[Reconnaissance](#) · [Tutorial](#)

Quality: 14,895 global accepts · Rating: 800 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[pein531's solution](#)

123.

22A

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

Quality: 27,086 global accepts · Rating: 800 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[pein531's solution](#)

124.

34A

[Reconnaissance 2](#) · [Tutorial](#)

Quality: 34,686 global accepts · Rating: 800 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[pein531's solution](#)

125.

16A

[Flag](#) · [Tutorial](#)

Quality: 17,253 global accepts · Rating: 800 · first AC: 2024-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[pein531's solution](#)

126.

12A

[Super Agent](#) · [Tutorial](#)

Quality: 15,428 global accepts · Rating: 800 · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[pein531's solution](#)

127.

14A

[Letter](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 800 · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[pein531's solution](#)

128.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[pein531's solution](#)

129.

2020A

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

Quality: 25,943 global accepts · Rating: 800 · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[pein531's solution](#)

130.

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,136 global accepts · Rating: 800 · first AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy

[pein531's solution](#)

131.

2014B

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

Quality: 33,193 global accepts · Rating: 800 · first AC: 2024-09-22 · PyPy 3-64 (first AC) · Tags: math

[pein531's solution](#)

132.

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,708 global accepts · Rating: 800 · first AC: 2024-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[pein531's solution](#)

133.

976A

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

Quality: 10,974 global accepts · Rating: 800 · first AC: 2024-09-20 · PyPy 3-64 (first AC) · Tags: implementation

[pein531's solution](#)

134.

884A

[Book Reading](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 800 · first AC: 2024-09-18 · PyPy 3-64 (first AC) · Tags: implementation

[pein531's solution](#)

135.

873A

[Chores](#) · [Tutorial](#)

Quality: 10,595 global accepts · Rating: 800 · first AC: 2024-09-17 · PyPy 3-64 (first AC) · Tags: implementation

[pein531's solution](#)

136.

1525A

[Potion-making](#) · [Tutorial](#)

Quality: 27,002 global accepts · Rating: 800 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[pein531's solution](#)

137.

888A

[Local Extrema](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 800 · first AC: 2024-09-14 · PyPy 3-64 (first AC) · Tags: brute force, implementation

[pein531's solution](#)

138.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,177 global accepts · Rating: 800 · first AC: 2024-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[pein531's solution](#)

139.

1864A

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

Quality: 21,420 global accepts · Rating: 800 · first AC: 2024-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[pein531's solution](#)

140.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,358 global accepts · Rating: 800 · first AC: 2024-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[pein531's solution](#)

141.

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,226 global accepts · Rating: 800 · first AC: 2024-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation
[pein531's solution](#)

142.

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,970 global accepts · Rating: 800 · first AC: 2024-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[pein531's solution](#)

143.

2008C

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

Quality: 36,481 global accepts · Rating: 800 · first AC: 2024-09-02 · PyPy 3-64 (first AC) · Tags: binary search, brute force, math
[pein531's solution](#)

144.

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,957 global accepts · Rating: 800 · first AC: 2024-09-02 · PyPy 3-64 (first AC) · Tags: brute force, math, strings
[pein531's solution](#)

145.

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,791 global accepts · Rating: 800 · first AC: 2024-09-02 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, math
[pein531's solution](#)

146.

2010B

[Three Brothers](#) · [Tutorial](#)

Quality: 24,717 global accepts · Rating: 800 · first AC: 2024-08-29 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math
[pein531's solution](#)

147.

2010A

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

Quality: 21,268 global accepts · Rating: 800 · first AC: 2024-08-29 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math
[pein531's solution](#)

148.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,645 global accepts · Rating: 800 · first AC: 2024-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings, strings
[pein531's solution](#)

149.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,432 global accepts · Rating: 800 · first AC: 2024-08-24 · PyPy 3-64 (first AC) · Tags: brute force, implementation, strings
[pein531's solution](#)

150.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,711 global accepts · Rating: 800 · first AC: 2024-08-20 · PyPy 3-64 (first AC) · Tags: implementation, math
[pein531's solution](#)

151.

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,614 global accepts · Rating: 800 · first AC: 2024-08-14 · PyPy 3-64 (first AC) · Tags: two pointers

[pein531's solution](#)

152.

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,107 global accepts · Rating: 800 · first AC: 2024-08-14 · PyPy 3-64 (first AC) · Tags: implementation, math, strings

[pein531's solution](#)

153.

1551B1

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

Quality: 31,326 global accepts · Rating: 800 · first AC: 2024-08-10 · PyPy 3-64 (first AC) · Tags: greedy, strings

[pein531's solution](#)

154.

1560C

[Infinity Table](#) · [Tutorial](#)

Quality: 27,996 global accepts · Rating: 800 · first AC: 2024-08-10 · PyPy 3-64 (first AC) · Tags: implementation, math

[pein531's solution](#)

155.

1560B

[Who's Opposite?](#) · [Tutorial](#)

Quality: 38,803 global accepts · Rating: 800 · first AC: 2024-08-10 · PyPy 3-64 (first AC) · Tags: math

[pein531's solution](#)

156.

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,643 global accepts · Rating: 800 · first AC: 2024-08-07 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[pein531's solution](#)

157.

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,941 global accepts · Rating: 800 · first AC: 2024-08-07 · PyPy 3-64 (first AC) · Tags: implementation, math

[pein531's solution](#)

158.

1618B

[Missing Bigram](#) · [Tutorial](#)

Quality: 23,836 global accepts · Rating: 800 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[pein531's solution](#)

159.

1619B

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

Quality: 32,947 global accepts · Rating: 800 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[pein531's solution](#)

160.

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,912 global accepts · Rating: 800 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[pein531's solution](#)

161.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,381 global accepts · Rating: 800 · first AC: 2024-07-27 · PyPy 3-64 (first AC) · Tags: binary search, math, ternary search

[pein531's solution](#)

162.

1660B

[Vlad and Candies](#) · [Tutorial](#)

Quality: 29,754 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: math

[pein531's solution](#)

163.

1674B

[Dictionary](#) · [Tutorial](#)

Quality: 29,408 global accepts · Rating: 800 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[pein531's solution](#)

164.

1690C

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

Quality: 28,093 global accepts · Rating: 800 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[pein531's solution](#)

165.

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,933 global accepts · Rating: 800 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[pein531's solution](#)

166.

1702B

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

Quality: 29,306 global accepts · Rating: 800 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[pein531's solution](#)

167.

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,946 global accepts · Rating: 800 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[pein531's solution](#)

168.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,238 global accepts · Rating: 800 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[pein531's solution](#)

169.

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,476 global accepts · Rating: 800 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[pein531's solution](#)

170.

1650A

[Deletions of Two Adjacent Letters](#) · [Tutorial](#)

Quality: 37,307 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[pein531's solution](#)

171.

1607A

[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,685 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[pein531's solution](#)

172.

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,204 global accepts · Rating: 800 · first AC: 2024-06-29 · PyPy 3-64 (first AC) · Tags: greedy, math

[pein531's solution](#)

173.

1675A

[Food for Animals](#) · [Tutorial](#)

Quality: 36,809 global accepts · Rating: 800 · first AC: 2024-06-29 · PyPy 3-64 (first AC) · Tags: greedy, math

[pein531's solution](#)

174.

1618A

[Polycarp and Sums of Subsequences](#) · [Tutorial](#)

Quality: 34,382 global accepts · Rating: 800 · first AC: 2024-06-28 · PyPy 3-64 (first AC) · Tags: math, sortings

[pein531's solution](#)

175.

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,545 global accepts · Rating: 800 · first AC: 2024-06-26 · PyPy 3-64 (first AC) · Tags: math

[pein531's solution](#)

176.

1579A

[Casimir's String Solitaire](#) · [Tutorial](#)

Quality: 41,996 global accepts · Rating: 800 · first AC: 2024-06-26 · PyPy 3-64 (first AC) · Tags: math, strings

[pein531's solution](#)

177.

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,987 global accepts · Rating: 800 · first AC: 2024-06-24 · PyPy 3-64 (first AC) · Tags: brute force, geometry, math, sortings

[pein531's solution](#)

178.

1985B

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

Quality: 56,771 global accepts · Rating: 800 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[pein531's solution](#)

179.

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,373 global accepts · Rating: 800 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[pein531's solution](#)

180.

1433B

[Yet Another Bookshelf](#) · [Tutorial](#)

Quality: 29,855 global accepts · Rating: 800 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[pein531's solution](#)

181.

1433A

[Boring Apartments](#) · [Tutorial](#)

Quality: 62,648 global accepts · Rating: 800 · first AC: 2024-06-08 · PyPy 3-64 (first AC) · Tags: implementation, math

[pein531's solution](#)

182.

1462B

[Last Year's Substring](#) · [Tutorial](#)

Quality: 29,175 global accepts · Rating: 800 · first AC: 2024-06-08 · PyPy 3-64 (first AC) · Tags: dp, implementation, strings

[pein531's solution](#)

183.

1462A

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

Quality: 48,965 global accepts · Rating: 800 · first AC: 2024-06-08 · PyPy 3-64 (first AC) · Tags: implementation, two pointers

[pein531's solution](#)

184.

1472A

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

Quality: 45,524 global accepts · Rating: 800 · first AC: 2024-06-08 · PyPy 3-64 (first AC) · Tags: greedy, math

[pein531's solution](#)

185.

1454B

[Unique Bid Auction](#) · [Tutorial](#)

Quality: 30,041 global accepts · Rating: 800 · first AC: 2024-06-07 · PyPy 3-64 (first AC) · Tags: implementation

[pein531's solution](#)

186.

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,810 global accepts · Rating: 800 · first AC: 2024-06-06 · PyPy 3-64 (first AC) · Tags: greedy

[pein531's solution](#)

187.

1385B

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

Quality: 39,583 global accepts · Rating: 800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[pein531's solution](#)

188.

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,960 global accepts · Rating: 800 · first AC: 2024-06-06 · PyPy 3-64 (first AC) · Tags: implementation, math

[pein531's solution](#)

189.

1385A

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

Quality: 43,337 global accepts · Rating: 800 · first AC: 2024-06-06 · PyPy 3-64 (first AC) · Tags: math

[pein531's solution](#)

190.

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,974 global accepts · Rating: 800 · first AC: 2024-06-05 · PyPy 3-64 (first AC) · Tags: greedy, math

[pein531's solution](#)

191.

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,436 global accepts · Rating: 800 · first AC: 2024-06-05 · PyPy 3-64 (first AC) · Tags: math

[pein531's solution](#)

192.

1512B

[Almost Rectangle](#) · [Tutorial](#)

Quality: 26,528 global accepts · Rating: 800 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[pein531's solution](#)

193.

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,632 global accepts · Rating: 800 · first AC: 2024-06-04 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[pein531's solution](#)

194.

1538B

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

Quality: 33,537 global accepts · Rating: 800 · first AC: 2024-06-04 · PyPy 3-64 (first AC) · Tags: greedy, math

[pein531's solution](#)

195.

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,401 global accepts · Rating: 800 · first AC: 2024-06-04 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy

[pein531's solution](#)

196.

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,503 global accepts · Rating: 800 · first AC: 2024-06-04 · PyPy 3-64 (first AC) · Tags: sortings

[pein531's solution](#)

197.

1980A

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

Quality: 47,597 global accepts · Rating: 800 · first AC: 2024-06-04 · PyPy 3-64 (first AC) · Tags: math

[pein531's solution](#)

198.

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,724 global accepts · Rating: 800 · first AC: 2024-06-01 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[pein531's solution](#)

199.

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,095 global accepts · Rating: 800 · first AC: 2024-06-01 · PyPy 3-64 (first AC) · Tags: greedy, math

[pein531's solution](#)

200.

1353B

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

Quality: 58,127 global accepts · Rating: 800 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[pein531's solution](#)

201.

1311A

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

Quality: 46,271 global accepts · Rating: 800 · first AC: 2024-05-27 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math

[pein531's solution](#)

202.

1296A

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

Quality: 48,345 global accepts · Rating: 800 · first AC: 2024-05-27 · PyPy 3-64 (first AC) · Tags: math

[pein531's solution](#)

203.

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,435 global accepts · Rating: 800 · first AC: 2024-05-26 · PyPy 3-64 (first AC) · Tags: math

[pein531's solution](#)

204.

1283A

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

Quality: 61,299 global accepts · Rating: 800 · first AC: 2024-05-26 · PyPy 3-64 (first AC) · Tags: math

[pein531's solution](#)

205.

1974B

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

Quality: 34,487 global accepts · Rating: 800 · first AC: 2024-05-21 · PyPy 3-64 (first AC) · Tags: implementation, sortings, strings

[pein531's solution](#)

206.

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,920 global accepts · Rating: 800 · first AC: 2024-05-21 · PyPy 3-64 (first AC) · Tags: greedy, math

[pein531's solution](#)

207.

1249A

[Yet Another Dividing into Teams](#) · [Tutorial](#)

Quality: 23,712 global accepts · Rating: 800 · first AC: 2024-05-21 · PyPy 3-64 (first AC) · Tags: math

[pein531's solution](#)

208.

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: strings

[pein531's solution](#)

209.

1234A

[Equalize Prices Again](#) · [Tutorial](#)

Quality: 29,555 global accepts · Rating: 800 · first AC: 2024-05-18 · PyPy 3-64 (first AC) · Tags: math

[pein531's solution](#)

210.

1183A

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

Quality: 27,024 global accepts · Rating: 800 · first AC: 2024-05-15 · PyPy 3-64 (first AC) · Tags: implementation

[pein531's solution](#)

211.

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,981 global accepts · Rating: 800 · first AC: 2024-05-13 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation

[pein531's solution](#)

212.

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,712 global accepts · Rating: 800 · first AC: 2024-05-11 · PyPy 3-64 (first AC) · Tags: implementation, strings

[pein531's solution](#)

213.

1971A

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

Quality: 59,494 global accepts · Rating: 800 · first AC: 2024-05-11 · PyPy 3-64 (first AC) · Tags: implementation, sortings

[pein531's solution](#)

214.

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 800 · first AC: 2024-05-10 · PyPy 3-64 (first AC) · Tags: implementation

[pein531's solution](#)

215.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,636 global accepts · Rating: 800 · first AC: 2024-05-06 · PyPy 3-64 (first AC) · Tags: math

[pein531's solution](#)

216.

1144A

[Diverse Strings](#) · [Tutorial](#)

Quality: 22,027 global accepts · Rating: 800 · first AC: 2024-05-04 · PyPy 3-64 (first AC) · Tags: implementation, strings

[pein531's solution](#)

217.

1968B

[Prefiguence](#) · [Tutorial](#)

Quality: 31,439 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[pein531's solution](#)

218.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,455 global accepts · Rating: 800 · first AC: 2024-05-02 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[pein531's solution](#)

219.

1118A

[Water Buying](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2024-04-30 · PyPy 3-64 (first AC) · Tags: math

[pein531's solution](#)

220.

1108A

[Two distinct points](#) · [Tutorial](#)

Quality: 23,354 global accepts · Rating: 800 · first AC: 2024-04-28 · PyPy 3-64 (first AC) · Tags: implementation

[pein531's solution](#)

221.

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,778 global accepts · Rating: 800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[pein531's solution](#)

222.

1102A

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

Quality: 26,615 global accepts · Rating: 800 · first AC: 2024-04-26 · PyPy 3-64 (first AC) · Tags: math

[pein531's solution](#)

223.

1547B

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

Quality: 27,902 global accepts · Rating: 800 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[pein531's solution](#)

224.

1547A

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

Quality: 32,287 global accepts · Rating: 800 · first AC: 2024-04-25 · PyPy 3-64 (first AC) · Tags: implementation, math

[pein531's solution](#)

225.

1092A

[Uniform String](#) · [Tutorial](#)

Quality: 17,275 global accepts · Rating: 800 · first AC: 2024-04-25 · PyPy 3-64 (first AC) · Tags: implementation

[pein531's solution](#)

226.

1092B

[Teams Forming](#) · [Tutorial](#)

Quality: 29,214 global accepts · Rating: 800 · first AC: 2024-04-25 · PyPy 3-64 (first AC) · Tags: sortings

[pein531's solution](#)

227.

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,252 global accepts · Rating: 800 · first AC: 2024-04-23 · PyPy 3-64 (first AC) · Tags: math

[pein531's solution](#)

228.

1015A

[Points in Segments](#) · [Tutorial](#)

Quality: 22,434 global accepts · Rating: 800 · first AC: 2024-04-19 · PyPy 3-64 (first AC) · Tags: implementation

[pein531's solution](#)

229.

1065A

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

Quality: 15,264 global accepts · Rating: 800 · first AC: 2024-04-17 · PyPy 3-64 (first AC) · Tags: implementation, math

[pein531's solution](#)

230.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,518 global accepts · Rating: 800 · first AC: 2024-04-12 · PyPy 3-64 (first AC) · Tags: greedy

[pein531's solution](#)

231.

1006A

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

Quality: 22,874 global accepts · Rating: 800 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[pein531's solution](#)

232.

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,731 global accepts · Rating: 800 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: math

[pein531's solution](#)

233.

818A

[Diplomas and Certificates](#) · [Tutorial](#)

Quality: 7,788 global accepts · Rating: 800 · first AC: 2024-04-08 · PyPy 3-64 (first AC) · Tags: implementation, math

[pein531's solution](#)

234.

710A

[King Moves](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 800 · first AC: 2024-03-31 · PyPy 3-64 (first AC) · Tags: implementation

[pein531's solution](#)

235.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,021 global accepts · Rating: 800 · first AC: 2024-03-29 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation

[pein531's solution](#)

236.

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,904 global accepts · Rating: 800 · first AC: 2024-03-29 · PyPy 3-64 (first AC) · Tags: implementation, math

[pein531's solution](#)

237.

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,216 global accepts · Rating: 800 · first AC: 2024-03-29 · PyPy 3-64 (first AC) · Tags: implementation

[pein531's solution](#)

238.

1950A

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

Quality: 69,453 global accepts · Rating: 800 · first AC: 2024-03-29 · PyPy 3-64 (first AC) · Tags: implementation

[pein531's solution](#)

239.

678A

[Johny Likes Numbers](#) · [Tutorial](#)

Quality: 15,169 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[pein531's solution](#)

240.

1946A

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

Quality: 28,570 global accepts · Rating: 800 · first AC: 2024-03-26 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings
[pein531's solution](#)

241.

1741A

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

Quality: 33,803 global accepts · Rating: 800 · first AC: 2024-03-24 · PyPy 3-64 (first AC) · Tags: implementation, strings
[pein531's solution](#)

242.

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,425 global accepts · Rating: 800 · first AC: 2024-03-20 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings
[pein531's solution](#)

243.

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,319 global accepts · Rating: 800 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[pein531's solution](#)

244.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,303 global accepts · Rating: 800 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[pein531's solution](#)

245.

1744B

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

Quality: 24,898 global accepts · Rating: 800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[pein531's solution](#)

246.

1744A

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

Quality: 28,778 global accepts · Rating: 800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[pein531's solution](#)

247.

1948A

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

Quality: 30,994 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[pein531's solution](#)

248.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,975 global accepts · Rating: 800 · first AC: 2024-03-14 · PyPy 3-64 (first AC) · Tags: greedy, sortings
[pein531's solution](#)

249.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,541 global accepts · Rating: 800 · first AC: 2024-03-14 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, implementation, math

[pein531's solution](#)

250.

1622A

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

Quality: 32,035 global accepts · Rating: 800 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[pein531's solution](#)

251.

1941A

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

Quality: 47,696 global accepts · Rating: 800 · first AC: 2024-03-12 · PyPy 3-64 (first AC) · Tags: brute force, math

[pein531's solution](#)

252.

620A

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

Quality: 14,347 global accepts · Rating: 800 · first AC: 2024-03-11 · PyPy 3-64 (first AC) · Tags: implementation, math

[pein531's solution](#)

253.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2024-03-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[pein531's solution](#)

254.

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[pein531's solution](#)

255.

1933B

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

Quality: 36,272 global accepts · Rating: 800 · first AC: 2024-02-28 · last AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[pein531's solution](#)

256.

1933A

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

Quality: 42,108 global accepts · Rating: 800 · first AC: 2024-02-28 · last AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[pein531's solution](#)

257.

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,100 global accepts · Rating: 800 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[pein531's solution](#)

258.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-23 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[pein531's solution](#)

259.

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,897 global accepts · Rating: 800 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[pein531's solution](#)

260.

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,452 global accepts · Rating: 800 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation
[pein531's solution](#)

261.

1926A

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

Quality: 62,198 global accepts · Rating: 800 · first AC: 2024-02-20 · PyPy 3-64 (first AC) · Tags: implementation
[pein531's solution](#)

262.

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,366 global accepts · Rating: 800 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[pein531's solution](#)

263.

1931A

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

Quality: 39,963 global accepts · Rating: 800 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings
[pein531's solution](#)

264.

1929B

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

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-02-15 · Java 8 (first AC) · Tags: constructive algorithms, greedy, math
[pein531's solution](#)

265.

1929A

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

Quality: 34,943 global accepts · Rating: 800 · first AC: 2024-02-15 · Java 8 (first AC) · Tags: constructive algorithms, greedy, math, sortings
[pein531's solution](#)

266.

1928A

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

Quality: 24,423 global accepts · Rating: 800 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math
[pein531's solution](#)

267.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,437 global accepts · Rating: 800 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[pein531's solution](#)

268.

1551A

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

Quality: 58,358 global accepts · Rating: 800 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[pein531's solution](#)

269.

1520A

[Do Not Be Distracted!](#) · [Tutorial](#)

Quality: 58,460 global accepts · Rating: 800 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[pein531's solution](#)

270.

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,156 global accepts · Rating: 800 · first AC: 2024-02-09 · PyPy 3-64 (first AC) · Tags: brute force, implementation
[pein531's solution](#)

271.

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,564 global accepts · Rating: 800 · first AC: 2024-02-09 · PyPy 3-64 (first AC) · Tags: implementation

[pein531's solution](#)

272.

1714C

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

Quality: 33,426 global accepts · Rating: 800 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[pein531's solution](#)

273.

1374A

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

Quality: 64,185 global accepts · Rating: 800 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: math

[pein531's solution](#)

274.

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,943 global accepts · Rating: 800 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[pein531's solution](#)

275.

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,900 global accepts · Rating: 800 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: math

[pein531's solution](#)

276.

472A

[Design Tutorial: Learn from Math](#) · [Tutorial](#)

Quality: 70,776 global accepts · Rating: 800 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[pein531's solution](#)

277.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,678 global accepts · Rating: 800 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities

[pein531's solution](#)

278.

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,707 global accepts · Rating: 800 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[pein531's solution](#)

279.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,664 global accepts · Rating: 800 · first AC: 2024-02-08 · PyPy 3-64 (first AC) · Tags: implementation, strings

[pein531's solution](#)

280.

1754A

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

Quality: 24,868 global accepts · Rating: 800 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[pein531's solution](#)

281.

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,846 global accepts · Rating: 800 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[pein531's solution](#)

282.

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,590 global accepts · Rating: 800 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[pein531's solution](#)

283.

1624A

[Plus One on the Subset](#) · [Tutorial](#)

Quality: 60,274 global accepts · Rating: 800 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: math

[pein531's solution](#)

284.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,846 global accepts · Rating: 800 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[pein531's solution](#)

285.

758A

[Holiday Of Equality](#) · [Tutorial](#)

Quality: 75,307 global accepts · Rating: 800 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[pein531's solution](#)

286.

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,950 global accepts · Rating: 800 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[pein531's solution](#)

287.

581A

[Vasya the Hipster](#) · [Tutorial](#)

Quality: 84,960 global accepts · Rating: 800 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[pein531's solution](#)

288.

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,823 global accepts · Rating: 800 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[pein531's solution](#)

289.

432A

[Choosing Teams](#) · [Tutorial](#)

Quality: 69,510 global accepts · Rating: 800 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[pein531's solution](#)

290.

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 71,014 global accepts · Rating: 800 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[pein531's solution](#)

291.

1560A

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

Quality: 73,514 global accepts · Rating: 800 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[pein531's solution](#)

292.

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,596 global accepts · Rating: 800 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[pein531's solution](#)

293.

1409A

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

Quality: 80,427 global accepts · Rating: 800 · first AC: 2024-02-07 · PyPy 3-64 (first AC) · Tags: greedy, math

[pein531's solution](#)

294.

80A

[Panoramix's Prediction](#) · [Tutorial](#)

Quality: 66,310 global accepts · Rating: 800 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[pein531's solution](#)

295.

1154A

[Restoring Three Numbers](#) · [Tutorial](#)

Quality: 87,065 global accepts · Rating: 800 · first AC: 2024-02-07 · PyPy 3-64 (first AC) · Tags: math

[pein531's solution](#)

296.

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,822 global accepts · Rating: 800 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, two pointers

[pein531's solution](#)

297.

630A

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

Quality: 93,515 global accepts · Rating: 800 · first AC: 2024-02-06 · PyPy 3-64 (first AC) · Tags: number theory

[pein531's solution](#)

298.

155A

[I love %username%](#) · [Tutorial](#)

Quality: 93,667 global accepts · Rating: 800 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[pein531's solution](#)

299.

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,102 global accepts · Rating: 800 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[pein531's solution](#)

300.

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,239 global accepts · Rating: 800 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[pein531's solution](#)

301.

750A

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

Quality: 92,558 global accepts · Rating: 800 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math

[pein531's solution](#)

302.

723A

[The New Year: Meeting Friends](#) · [Tutorial](#)

Quality: 100,719 global accepts · Rating: 800 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, sortings

[pein531's solution](#)

303.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,098 global accepts · Rating: 800 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[pein531's solution](#)

304.

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,924 global accepts · Rating: 800 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[pein531's solution](#)

305.

1335A

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

Quality: 104,804 global accepts · Rating: 800 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: math

[pein531's solution](#)

306.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,374 global accepts · Rating: 800 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[pein531's solution](#)

307.

268A

[Games](#) · [Tutorial](#)

Quality: 104,209 global accepts · Rating: 800 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[pein531's solution](#)

308.

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,434 global accepts · Rating: 800 · first AC: 2024-02-04 · PyPy 3-64 (first AC) · Tags: implementation

[pein531's solution](#)

309.

467A

[George and Accommodation](#) · [Tutorial](#)

Quality: 155,948 global accepts · Rating: 800 · first AC: 2024-02-04 · PyPy 3-64 (first AC) · Tags: implementation

[pein531's solution](#)

310.

32B

[Borze](#) · [Tutorial](#)

Quality: 79,755 global accepts · Rating: 800 · first AC: 2024-02-04 · PyPy 3-64 (first AC) · Tags: expression parsing, implementation

[pein531's solution](#)

311.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,407 global accepts · Rating: 800 · first AC: 2024-02-04 · PyPy 3-64 (first AC) · Tags: implementation, sortings, strings

[pein531's solution](#)

312.

785A

[Anton and Polyhedrons](#) · [Tutorial](#)

Quality: 110,959 global accepts · Rating: 800 · first AC: 2024-02-04 · PyPy 3-64 (first AC) · Tags: implementation, strings

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313.

151A

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314.

1328A

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315.

520A

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316.

344A

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317.

144A

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318.

486A

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319.

1030A

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320.

200B

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677A

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469A

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323.

61A

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324.

136A

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325.

41A

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326.

116A

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327.

228A

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328.

546A

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329.

271A

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330.

734A

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[pein531's solution](#)

331.

110A

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Quality: 199,509 global accepts · Rating: 800 · first AC: 2024-02-03 · PyPy 3-64 (first AC) · Tags: implementation

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332.

50A

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333.

791A

[Bear and Big Brother](#) · [Tutorial](#)

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334.

617A

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335.

59A

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336.

158A

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337.

281A

[Word Capitalization](#) · [Tutorial](#)

Quality: 270,998 global accepts · Rating: 800 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[pein531's solution](#)

338.

266A

[Stones on the Table](#) · [Tutorial](#)

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112A

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340.

282A

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Quality: 358,307 global accepts · Rating: 800 · first AC: 2024-02-03 · PyPy 3-64 (first AC) · Tags: implementation

[pein531's solution](#)

341.

231A

[Team](#) · [Tutorial](#)

Quality: 430,281 global accepts · Rating: 800 · first AC: 2024-02-03 · PyPy 3-64 (first AC) · Tags: brute force, greedy

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342.

236A

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Quality: 279,047 global accepts · Rating: 800 · first AC: 2024-02-03 · PyPy 3-64 (first AC) · Tags: brute force, implementation, strings

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343.

339A

[Helpful Maths](#) · [Tutorial](#)

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344.

4A

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345.

263A

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Quality: 318,023 global accepts · Rating: 800 · first AC: 2024-02-03 · last AC: 2024-02-03 · Clang++20 Diagnostics (first AC) · Tags: implementation

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346.

71A

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Quality: 503,285 global accepts · Rating: 800 · first AC: 2024-02-02 · PyPy 3-64 (first AC) · Tags: strings

[pein531's solution](#)

347.

1790B

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Quality: 28,996 global accepts · Rating: 800 · first AC: 2024-02-02 · PyPy 3-64 (first AC) · Tags: greedy, math

[pein531's solution](#)

348.

1918A

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implementation, math

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349.

1925A

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352.

1003A

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353.

999A

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354.

1919B

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1919A

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1921B

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357.

1921A

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1920A

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359.

1916A

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1915C

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361.

1915B

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Quality: 50,356 global accepts · Rating: 800 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation

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362.

1915A

[Odd One Out](#) · [Tutorial](#)

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363.

1005A

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

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364.

1917A

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365.

1790A

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Quality: 41,050 global accepts · Rating: 800 · first AC: 2023-12-24 · PyPy 3-64 (first AC) · Tags: implementation, math, strings

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366.

988A

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367.

978B

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368.

978A

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Quality: 30,734 global accepts · Rating: 800 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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977A

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370.

1914B

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371.

1914A

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372.

1913A

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373.

1800A

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374.

1890B

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375.

1890A

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376.

1822C

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377.

1891A

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Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
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378.

1822B

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Quality: 26,605 global accepts · Rating: 800 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
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379.

1822A

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380.

1833C

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1833A

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Quality: 35,084 global accepts · Rating: 800 · first AC: 2023-12-06 · PyPy 3-64 (first AC) · Tags: implementation, strings
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382.

1907A

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1903A

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384.

1811A

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385.

1840A

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386.

1896A

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387.

1900A

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388.

1843C

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389.

1843B

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390.

1843A

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391.

1898A

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392.

1352A

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393.

1669C

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394.

1669B

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395.

1669A

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396.

1676C

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397.

1676B

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Quality: 60,646 global accepts · Rating: 800 · first AC: 2023-11-26 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings
[pein531's solution](#)

398.

1676A

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399.

1692C

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400.

1692B

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[pein531's solution](#)

401.

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,751 global accepts · Rating: 800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[pein531's solution](#)

402.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,314 global accepts · Rating: 800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[pein531's solution](#)

403.

1703C

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Quality: 40,840 global accepts · Rating: 800 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[pein531's solution](#)

404.

1703B

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Quality: 66,175 global accepts · Rating: 800 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
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405.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,246 global accepts · Rating: 800 · first AC: 2023-11-24 · PyPy 3-64 (first AC) · Tags: brute force, implementation, strings
[pein531's solution](#)

406.

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,177 global accepts · Rating: 800 · first AC: 2023-11-24 · PyPy 3-64 (first AC) · Tags: data structures, implementation
[pein531's solution](#)

407.

1722B

[Colourblindness](#) · [Tutorial](#)

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408.

1722A

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[pein531's solution](#)

409.

1742B

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410.

1742A

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Quality: 104,309 global accepts · Rating: 800 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation
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411.

1760C

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Quality: 43,822 global accepts · Rating: 800 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings
[pein531's solution](#)

412.

1760B

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Quality: 53,342 global accepts · Rating: 800 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings
[pein531's solution](#)

413.

1760A

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Quality: 79,940 global accepts · Rating: 800 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
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414.

1791C

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

Quality: 74,173 global accepts · Rating: 800 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers
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415.

1791B

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Quality: 52,664 global accepts · Rating: 800 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation
[pein531's solution](#)

416.

1791A

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

Quality: 80,617 global accepts · Rating: 800 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[pein531's solution](#)

417.

1807C

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418.

1807B

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419.

1807A

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420.

1829C

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421.

1829B

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422.

1829A

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423.

1894A

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424.

1850C

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425.

1850B

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426.

1886A

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427.

1850A

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428.

1899A

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429.

1873D

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430.

1873C

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431.

1873B

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432.

1873A

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433.

1878B

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434.

1878A

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435.

1881A

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436.

1883A

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437.

1872A

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438.

1862A

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439.

1855A

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440.

1895B

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441.

1895A

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Quality: 25,921 global accepts · Rating: 800 · first AC: 2023-11-04 · C++17 (GCC 7-32) (first AC) · Tags: math

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442.

1861A

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Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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443.

1846B

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Quality: 28,917 global accepts · Rating: 800 · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

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444.

1846A

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445.

1862B

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446.

1684B

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Quality: 21,845 global accepts · Rating: 800 · first AC: 2023-10-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

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447.

1831A

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Quality: 46,304 global accepts · Rating: 800 · first AC: 2023-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
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448.

1858A

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449.

1859A

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450.

1857A

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Quality: 78,925 global accepts · Rating: 800 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
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451.

1849A

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452.

1851B

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453.

1851A

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454.

1493A

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Quality: 19,773 global accepts · Rating: 800 · first AC: 2023-07-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy
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455.

1746A

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456.

1438A

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457.

1513A

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458.

513A

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459.

1608A

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460.

1740A

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1413A

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462.

1841A

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463.

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464.

1845A

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465.

1828A

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Quality: 25,343 global accepts · Rating: 800 · first AC: 2023-06-19 · Clang++20 Diagnostics (first AC) · Tags: constructive algorithms, math

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466.

1780A

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467.

1698B

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468.

1644A

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469.

1644B

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Quality: 21,321 global accepts · Rating: 800 · first AC: 2023-06-14 · Clang++20 Diagnostics (first AC) · Tags: brute force, constructive algorithms, implementation
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470.

1646B

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471.

1698A

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472.

1712B

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Quality: 22,399 global accepts · Rating: 800 · first AC: 2023-06-11 · last AC: 2023-06-11 · Clang++20 Diagnostics (first AC) · Tags: constructive algorithms, greedy, number theory
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473.

1638A

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474.

1837A

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475.

1574A

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[pein531's solution](#)

476.

1499A

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477.

1504A

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478.

1716B

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479.

1774A

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480.

1743B

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481.

1405A

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482.

1620A

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483.

1684A

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484.

1665A

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485.

1706A

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486.

1779A

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487.

1700A

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488.

1758A

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489.

1614A

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490.

1715A

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491.

1699A

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492.

1747A

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493.

1621A

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494.

1741B

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Quality: 26,762 global accepts · Rating: 800 · first AC: 2023-06-09 · Clang++20 Diagnostics (first AC) · Tags: constructive algorithms, math
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495.

1627A

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496.

1526A

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497.

1391A

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498.

1783A

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499.

1674A

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Quality: 27,971 global accepts · Rating: 800 · first AC: 2023-06-09 · Clang++20 Diagnostics (first AC) · Tags: constructive algorithms, math

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500.

1711A

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[pein531's solution](#)

501.

1611B

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Quality: 31,916 global accepts · Rating: 800 · first AC: 2023-06-08 · Clang++20 Diagnostics (first AC) · Tags: binary search, constructive algorithms, math

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502.

1196A

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Quality: 29,128 global accepts · Rating: 800 · first AC: 2023-06-08 · Clang++20 Diagnostics (first AC) · Tags: brute force, constructive algorithms, math

[pein531's solution](#)

503.

1626A

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Quality: 30,877 global accepts · Rating: 800 · first AC: 2023-06-08 · Clang++20 Diagnostics (first AC) · Tags: constructive algorithms, sortings

[pein531's solution](#)

504.

1541A

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[pein531's solution](#)

505.

1529A

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506.

1400A

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Quality: 27,968 global accepts · Rating: 800 · first AC: 2023-06-08 · Clang++20 Diagnostics (first AC) · Tags: constructive algorithms, strings

[pein531's solution](#)

507.

1611A

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Quality: 33,414 global accepts · Rating: 800 · first AC: 2023-06-08 · Clang++20 Diagnostics (first AC) · Tags: constructive algorithms, math

[pein531's solution](#)

508.

1702A

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509.

1372A

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510.

1690A

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511.

1509A

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512.

686A

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Quality: 43,417 global accepts · Rating: 800 · first AC: 2023-06-07 · Clang++20 Diagnostics (first AC) · Tags: constructive algorithms, implementation
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513.

1337A

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Quality: 42,911 global accepts · Rating: 800 · first AC: 2023-06-07 · Clang++20 Diagnostics (first AC) · Tags: constructive algorithms, math
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514.

1389A

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Quality: 49,878 global accepts · Rating: 800 · first AC: 2023-06-07 · Clang++20 Diagnostics (first AC) · Tags: constructive algorithms, greedy, math, number theory
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515.

1325A

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Quality: 46,203 global accepts · Rating: 800 · first AC: 2023-06-07 · Clang++20 Diagnostics (first AC) · Tags: constructive algorithms, greedy, number theory
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516.

1353A

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Quality: 44,587 global accepts · Rating: 800 · first AC: 2023-06-07 · Clang++20 Diagnostics (first AC) · Tags: constructive algorithms, greedy, math
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517.

1454A

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Quality: 44,060 global accepts · Rating: 800 · first AC: 2023-06-07 · Clang++20 Diagnostics (first AC) · Tags: constructive algorithms, probabilities
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518.

1343B

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Quality: 65,139 global accepts · Rating: 800 · first AC: 2023-06-07 · Clang++20 Diagnostics (first AC) · Tags: constructive algorithms, math
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519.

732A

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520.

443A

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

Quality: 112,066 global accepts · Rating: 800 · first AC: 2023-06-07 · Clang++20 Diagnostics (first AC) · Tags: constructive algorithms, implementation
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521.

148A

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Quality: 112,403 global accepts · Rating: 800 · first AC: 2023-06-07 · Clang++20 Diagnostics (first AC) · Tags: constructive algorithms, implementation, math
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522.

266B

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Quality: 166,093 global accepts · Rating: 800 · first AC: 2023-06-07 · Clang++20 Diagnostics (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths
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523.

2185C

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524.

2171B

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525.

2149C

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526.

439A

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527.

1206B

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528.

2148C

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529.

1341A

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530.

1471A

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Quality: 38,209 global accepts · Rating: 900 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory
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531.

1794B

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532.

2137B

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Quality: 26,472 global accepts · Rating: 900 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory
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533.

1339A

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534.

1337B

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Quality: 36,864 global accepts · Rating: 900 · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math
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535.

1543A

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Quality: 40,956 global accepts · Rating: 900 · first AC: 2025-08-24 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory
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536.

2132B

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537.

1486A

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Quality: 27,063 global accepts · Rating: 900 · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
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538.

1988A

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Quality: 26,997 global accepts · Rating: 900 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math
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539.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,485 global accepts · Rating: 900 · first AC: 2025-07-25 · PyPy 3-64 (first AC) · Tags: strings
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540.

2125B

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Quality: 27,365 global accepts · Rating: 900 · first AC: 2025-07-23 · PyPy 3-64 (first AC) · Tags: math, number theory
[pein531's solution](#)

541.

914A

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[pein531's solution](#)

542.

1401A

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Quality: 28,636 global accepts · Rating: 900 · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
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543.

768A

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

Quality: 30,842 global accepts · Rating: 900 · first AC: 2025-07-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, sortings
[pein531's solution](#)

544.

621A

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[pein531's solution](#)

545.

1582B

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Quality: 33,366 global accepts · Rating: 900 · first AC: 2025-06-14 · PyPy 3-64 (first AC) · Tags: combinatorics, math
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546.

1326B

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Quality: 25,273 global accepts · Rating: 900 · first AC: 2025-06-13 · PyPy 3-64 (first AC) · Tags: implementation, math
[pein531's solution](#)

547.

1350A

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Quality: 27,381 global accepts · Rating: 900 · first AC: 2025-06-12 · PyPy 3-64 (first AC) · Tags: math
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548.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,172 global accepts · Rating: 900 · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory
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549.

746B

[Decoding](#) · [Tutorial](#)

Quality: 31,890 global accepts · Rating: 900 · first AC: 2025-05-31 · last AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

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550.

2114B

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Quality: 30,501 global accepts · Rating: 900 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[pein531's solution](#)

551.

1875A

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Quality: 47,010 global accepts · Rating: 900 · first AC: 2025-05-25 · PyPy 3-64 (first AC) · Tags: brute force, greedy

[pein531's solution](#)

552.

567A

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Quality: 35,976 global accepts · Rating: 900 · first AC: 2025-05-24 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[pein531's solution](#)

553.

1537B

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554.

709A

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[pein531's solution](#)

555.

26A

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[pein531's solution](#)

556.

1559A

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Quality: 45,590 global accepts · Rating: 900 · first AC: 2025-05-23 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, math

[pein531's solution](#)

557.

1808A

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Quality: 20,614 global accepts · Rating: 900 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[pein531's solution](#)

558.

275A

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Quality: 36,469 global accepts · Rating: 900 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[pein531's solution](#)

559.

244A

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Quality: 8,565 global accepts · Rating: 900 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[pein531's solution](#)

560.

246A

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561.

199A

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562.

205A

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Quality: 25,227 global accepts · Rating: 900 · first AC: 2025-04-26 · PyPy 3-64 (first AC) · Tags: brute force, implementation
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563.

215A

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Quality: 16,160 global accepts · Rating: 900 · first AC: 2025-04-26 · PyPy 3-64 (first AC) · Tags: brute force, implementation
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564.

2106B

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Quality: 28,383 global accepts · Rating: 900 · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
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565.

194A

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Quality: 10,915 global accepts · Rating: 900 · first AC: 2025-04-21 · PyPy 3-64 (first AC) · Tags: implementation, math
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566.

1613A

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567.

2094C

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568.

2093B

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Quality: 30,835 global accepts · Rating: 900 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
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569.

168A

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570.

116C

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571.

152A

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572.

129A

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573.

127A

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574.

94A

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575.

2072B

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576.

1430A

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577.

1709B

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578.

1295A

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Quality: 24,148 global accepts · Rating: 900 · first AC: 2025-02-05 · PyPy 3-64 (first AC) · Tags: greedy

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579.

1279A

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580.

1555A

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581.

1494A

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Quality: 22,812 global accepts · Rating: 900 · first AC: 2025-02-02 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, implementation
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582.

1132B

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Quality: 14,009 global accepts · Rating: 900 · first AC: 2025-02-01 · PyPy 3-64 (first AC) · Tags: greedy, sortings
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583.

1107A

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584.

1238A

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Quality: 28,061 global accepts · Rating: 900 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
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585.

1380A

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Quality: 40,076 global accepts · Rating: 900 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures
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586.

1197A

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Quality: 14,034 global accepts · Rating: 900 · first AC: 2025-01-23 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings
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587.

2060C

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588.

1093B

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Quality: 17,704 global accepts · Rating: 900 · first AC: 2025-01-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings, strings
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589.

1016A

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Quality: 15,974 global accepts · Rating: 900 · first AC: 2025-01-11 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math
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590.

1860A

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Quality: 23,575 global accepts · Rating: 900 · first AC: 2024-12-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, strings
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591.

2042B

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[pein531's solution](#)

592.

1110A

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Quality: 16,027 global accepts · Rating: 900 · first AC: 2024-12-20 · PyPy 3-64 (first AC) · Tags: math

[pein531's solution](#)

593.

1175A

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Quality: 19,767 global accepts · Rating: 900 · first AC: 2024-12-11 · PyPy 3-64 (first AC) · Tags: implementation, math

[pein531's solution](#)

594.

915A

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595.

961A

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[pein531's solution](#)

596.

2028A

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[pein531's solution](#)

597.

276A

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[pein531's solution](#)

598.

137A

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Quality: 7,835 global accepts · Rating: 900 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

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599.

84A

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Quality: 16,618 global accepts · Rating: 900 · first AC: 2024-12-07 · PyPy 3-64 (first AC) · Tags: math, number theory

[pein531's solution](#)

600.

2047B

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[pein531's solution](#)

601.

2026A

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Quality: 20,265 global accepts · Rating: 900 · first AC: 2024-12-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, geometry, greedy, math

[pein531's solution](#)

602.

903A

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

Quality: 15,517 global accepts · Rating: 900 · first AC: 2024-11-26 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[pein531's solution](#)

603.

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,055 global accepts · Rating: 900 · first AC: 2024-11-24 · PyPy 3-64 (first AC) · Tags: implementation

[pein531's solution](#)

604.

2033B

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

Quality: 28,847 global accepts · Rating: 900 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[pein531's solution](#)

605.

63A

[Sinking Ship](#) · [Tutorial](#)

Quality: 13,425 global accepts · Rating: 900 · first AC: 2024-10-23 · PyPy 3-64 (first AC) · Tags: implementation, sortings, strings

[pein531's solution](#)

606.

16B

[Burglar and Matches](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 900 · first AC: 2024-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[pein531's solution](#)

607.

2005A

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

Quality: 26,247 global accepts · Rating: 900 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[pein531's solution](#)

608.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,848 global accepts · Rating: 900 · first AC: 2024-10-02 · PyPy 3-64 (first AC) · Tags: brute force, geometry

[pein531's solution](#)

609.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2024-09-21 · PyPy 3-64 (first AC) · Tags: math

[pein531's solution](#)

610.

863A

[Quasi-palindrome](#) · [Tutorial](#)

Quality: 10,932 global accepts · Rating: 900 · first AC: 2024-09-18 · PyPy 3-64 (first AC) · Tags: brute force, implementation

[pein531's solution](#)

611.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 900 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[pein531's solution](#)

612.

1593B

[Make it Divisible by 25](#) · [Tutorial](#)

Quality: 40,649 global accepts · Rating: 900 · first AC: 2024-08-13 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, greedy, math

[pein531's solution](#)

613.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,451 global accepts · Rating: 900 · first AC: 2024-08-12 · PyPy 3-64 (first AC) · Tags: math
[pein531's solution](#)

614.

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,997 global accepts · Rating: 900 · first AC: 2024-08-02 · PyPy 3-64 (first AC) · Tags: math
[pein531's solution](#)

615.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,946 global accepts · Rating: 900 · first AC: 2024-08-02 · PyPy 3-64 (first AC) · Tags: implementation, math
[pein531's solution](#)

616.

1675B

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

Quality: 43,291 global accepts · Rating: 900 · first AC: 2024-07-21 · PyPy 3-64 (first AC) · Tags: greedy, implementation
[pein531's solution](#)

617.

1992C

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

Quality: 33,261 global accepts · Rating: 900 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[pein531's solution](#)

618.

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,450 global accepts · Rating: 900 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
[pein531's solution](#)

619.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 900 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[pein531's solution](#)

620.

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,409 global accepts · Rating: 900 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[pein531's solution](#)

621.

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,802 global accepts · Rating: 900 · first AC: 2024-06-06 · PyPy 3-64 (first AC) · Tags: implementation
[pein531's solution](#)

622.

1335B

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

Quality: 42,600 global accepts · Rating: 900 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[pein531's solution](#)

623.

1324A

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624.

1296B

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Quality: 32,696 global accepts · Rating: 900 · first AC: 2024-05-27 · PyPy 3-64 (first AC) · Tags: math
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625.

1283B

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Quality: 23,084 global accepts · Rating: 900 · first AC: 2024-05-26 · PyPy 3-64 (first AC) · Tags: math
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626.

1272A

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627.

1216B

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628.

1213A

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Quality: 25,603 global accepts · Rating: 900 · first AC: 2024-05-17 · PyPy 3-64 (first AC) · Tags: math
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629.

1183B

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Quality: 19,697 global accepts · Rating: 900 · first AC: 2024-05-15 · PyPy 3-64 (first AC) · Tags: math
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630.

1971C

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Quality: 41,577 global accepts · Rating: 900 · first AC: 2024-05-11 · PyPy 3-64 (first AC) · Tags: implementation
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631.

1144B

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632.

1141B

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Quality: 23,080 global accepts · Rating: 900 · first AC: 2024-05-04 · PyPy 3-64 (first AC) · Tags: implementation
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633.

1954A

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Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math
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634.

1879B

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Quality: 25,077 global accepts · Rating: 900 · first AC: 2024-04-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy
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635.

808A

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636.

622B

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637.

616A

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Quality: 10,830 global accepts · Rating: 900 · first AC: 2024-03-21 · PyPy 3-64 (first AC) · Tags: implementation, strings
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638.

1187A

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[pein531's solution](#)

639.

1945B

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640.

1837B

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Quality: 50,103 global accepts · Rating: 900 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy
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641.

1941C

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Quality: 39,195 global accepts · Rating: 900 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
[pein531's solution](#)

642.

598A

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Quality: 32,218 global accepts · Rating: 900 · first AC: 2024-03-11 · PyPy 3-64 (first AC) · Tags: math
[pein531's solution](#)

643.

1373B

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[pein531's solution](#)

644.

1726A

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Quality: 36,559 global accepts · Rating: 900 · first AC: 2024-03-10 · PyPy 3-64 (first AC) · Tags: greedy, math
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645.

460A

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Quality: 52,024 global accepts · Rating: 900 · first AC: 2024-03-10 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math
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646.

320A

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Quality: 45,423 global accepts · Rating: 900 · first AC: 2024-03-09 · PyPy 3-64 (first AC) · Tags: brute force, greedy
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647.

556A

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[pein531's solution](#)

648.

149A

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Quality: 45,989 global accepts · Rating: 900 · first AC: 2024-03-08 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings
[pein531's solution](#)

649.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,393 global accepts · Rating: 900 · first AC: 2024-03-05 · PyPy 3-64 (first AC) · Tags: brute force, math
[pein531's solution](#)

650.

1374B

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Quality: 71,590 global accepts · Rating: 900 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: math
[pein531's solution](#)

651.

1758B

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Quality: 23,893 global accepts · Rating: 900 · first AC: 2024-02-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms
[pein531's solution](#)

652.

1779B

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

Quality: 25,066 global accepts · Rating: 900 · first AC: 2024-02-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math
[pein531's solution](#)

653.

474A

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Quality: 54,688 global accepts · Rating: 900 · first AC: 2024-02-27 · PyPy 3-64 (first AC) · Tags: implementation
[pein531's solution](#)

654.

1749B

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Quality: 22,582 global accepts · Rating: 900 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[pein531's solution](#)

655.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,957 global accepts · Rating: 900 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[pein531's solution](#)

656.

313A

[Ilya and Bank Account](#) · [Tutorial](#)

Quality: 65,044 global accepts · Rating: 900 · first AC: 2024-02-11 · PyPy 3-64 (first AC) · Tags: implementation, number theory
[pein531's solution](#)

657.

1720A

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

Quality: 24,364 global accepts · Rating: 900 · first AC: 2024-02-11 · PyPy 3-64 (first AC) · Tags: math, number theory
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658.

1771A

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

Quality: 25,302 global accepts · Rating: 900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings
[pein531's solution](#)

659.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,904 global accepts · Rating: 900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[pein531's solution](#)

660.

1475B

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

Quality: 57,254 global accepts · Rating: 900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math
[pein531's solution](#)

661.

1927B

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Quality: 38,135 global accepts · Rating: 900 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings
[pein531's solution](#)

662.

1714A

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Quality: 32,897 global accepts · Rating: 900 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[pein531's solution](#)

663.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,694 global accepts · Rating: 900 · first AC: 2024-02-10 · PyPy 3-64 (first AC) · Tags: implementation
[pein531's solution](#)

664.

34B

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Quality: 66,028 global accepts · Rating: 900 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[pein531's solution](#)

665.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,911 global accepts · Rating: 900 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[pein531's solution](#)

666.

1475A

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Quality: 86,825 global accepts · Rating: 900 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[pein531's solution](#)

667.

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,690 global accepts · Rating: 900 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation
[pein531's solution](#)

668.

405A

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Quality: 126,482 global accepts · Rating: 900 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[pein531's solution](#)

669.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,067 global accepts · Rating: 900 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: strings
[pein531's solution](#)

670.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,010 global accepts · Rating: 900 · first AC: 2024-02-10 · PyPy 3-64 (first AC) · Tags: implementation
[pein531's solution](#)

671.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,727 global accepts · Rating: 900 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[pein531's solution](#)

672.

96A

[Football](#) · [Tutorial](#)

Quality: 193,656 global accepts · Rating: 900 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[pein531's solution](#)

673.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,111 global accepts · Rating: 900 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: math
[pein531's solution](#)

674.

1918B

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Quality: 27,024 global accepts · Rating: 900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings
[pein531's solution](#)

675.

1095B

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

Quality: 24,339 global accepts · Rating: 900 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[pein531's solution](#)

676.

1005B

[Delete from the Left](#) · [Tutorial](#)

Quality: 27,388 global accepts · Rating: 900 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[pein531's solution](#)

677.

999B

[Reversing Encryption](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 900 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[pein531's solution](#)

678.

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,604 global accepts · Rating: 900 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[pein531's solution](#)

679.

1915D

[Unnatural Language Processing](#) · [Tutorial](#)

Quality: 35,086 global accepts · Rating: 900 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings
[pein531's solution](#)

680.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,783 global accepts · Rating: 900 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[pein531's solution](#)

681.

1833B

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Quality: 29,623 global accepts · Rating: 900 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[pein531's solution](#)

682.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,422 global accepts · Rating: 900 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers
[pein531's solution](#)

683.

1900B

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

Quality: 20,473 global accepts · Rating: 900 · first AC: 2023-11-30 · PyPy 3-64 (first AC) · Tags: dp, math
[pein531's solution](#)

684.

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,089 global accepts · Rating: 900 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation
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685.

1807D

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Quality: 56,766 global accepts · Rating: 900 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
[pein531's solution](#)

686.

1850D

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Quality: 60,816 global accepts · Rating: 900 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[pein531's solution](#)

687.

1878C

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Quality: 57,655 global accepts · Rating: 900 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: math
[pein531's solution](#)

688.

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,712 global accepts · Rating: 900 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: math
[pein531's solution](#)

689.

1883B

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Quality: 59,687 global accepts · Rating: 900 · first AC: 2023-11-10 · Clang++20 Diagnostics (first AC) · Tags: strings
[pein531's solution](#)

690.

1872B

[The Corridor or There and Back Again](#) · [Tutorial](#)

Quality: 30,496 global accepts · Rating: 900 · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
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691.

1855B

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Quality: 44,932 global accepts · Rating: 900 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory
[pein531's solution](#)

692.

1848A

[Vika and Her Friends](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[pein531's solution](#)

693.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,704 global accepts · Rating: 900 · first AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math
[pein531's solution](#)

694.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2026-02-09 · last AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[pein531's solution](#)

695.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,254 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory
[pein531's solution](#)

696.

2167D

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

Quality: 30,208 global accepts · Rating: 1000 · first AC: 2025-10-31 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math, number theory
[pein531's solution](#)

697.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,909 global accepts · Rating: 1000 · first AC: 2025-10-21 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms
[pein531's solution](#)

698.

2148D

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

Quality: 26,744 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings
[pein531's solution](#)

699.

2132C1

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

Quality: 27,737 global accepts · Rating: 1000 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[pein531's solution](#)

700.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[pein531's solution](#)

701.

2123C

[Prefix Min and Suffix Max](#) · [Tutorial](#)

Quality: 30,885 global accepts · Rating: 1000 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures
[pein531's solution](#)

702.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2025-07-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, number theory
[pein531's solution](#)

703.

688B

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Quality: 36,023 global accepts · Rating: 1000 · first AC: 2025-06-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math
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704.

766B

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Quality: 38,355 global accepts · Rating: 1000 · first AC: 2025-06-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings
[pein531's solution](#)

705.

1182A

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Quality: 35,577 global accepts · Rating: 1000 · first AC: 2025-06-27 · PyPy 3-64 (first AC) · Tags: dp, math
[pein531's solution](#)

706.

450A

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

Quality: 44,410 global accepts · Rating: 1000 · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[pein531's solution](#)

707.

577A

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

Quality: 45,287 global accepts · Rating: 1000 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, number theory
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708.

742A

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Quality: 51,984 global accepts · Rating: 1000 · first AC: 2025-06-22 · PyPy 3-64 (first AC) · Tags: implementation, math, number theory
[pein531's solution](#)

709.

584A

[Olesya and Rodion](#) · [Tutorial](#)

Quality: 52,610 global accepts · Rating: 1000 · first AC: 2025-06-22 · PyPy 3-64 (first AC) · Tags: math
[pein531's solution](#)

710.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,269 global accepts · Rating: 1000 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[pein531's solution](#)

711.

500A

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

Quality: 62,699 global accepts · Rating: 1000 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation

[pein531's solution](#)

712.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,933 global accepts · Rating: 1000 · first AC: 2025-06-08 · PyPy 3-64 (first AC) · Tags: bitmasks

[pein531's solution](#)

713.

339B

[Xenia and Ringroad](#) · [Tutorial](#)

Quality: 81,377 global accepts · Rating: 1000 · first AC: 2025-05-28 · PyPy 3-64 (first AC) · Tags: implementation

[pein531's solution](#)

714.

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,892 global accepts · Rating: 1000 · first AC: 2025-05-27 · last AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[pein531's solution](#)

715.

322A

[Ciel and Dancing](#) · [Tutorial](#)

Quality: 8,943 global accepts · Rating: 1000 · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[pein531's solution](#)

716.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,938 global accepts · Rating: 1000 · first AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[pein531's solution](#)

717.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[pein531's solution](#)

718.

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,608 global accepts · Rating: 1000 · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[pein531's solution](#)

719.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[pein531's solution](#)

720.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2025-04-19 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math

[pein531's solution](#)

721.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,817 global accepts · Rating: 1000 · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[pein531's solution](#)

722.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,417 global accepts · Rating: 1000 · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[pein531's solution](#)

723.

165A

[Supercentral Point](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1000 · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[pein531's solution](#)

724.

2093C

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

Quality: 30,846 global accepts · Rating: 1000 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[pein531's solution](#)

725.

127B

[Canvas Frames](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1000 · first AC: 2025-04-03 · PyPy 3-64 (first AC) · Tags: implementation
[pein531's solution](#)

726.

476A

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

Quality: 51,615 global accepts · Rating: 1000 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[pein531's solution](#)

727.

118B

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

Quality: 34,584 global accepts · Rating: 1000 · first AC: 2025-03-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation
[pein531's solution](#)

728.

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,836 global accepts · Rating: 1000 · first AC: 2025-03-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy
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729.

1796B

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

Quality: 18,314 global accepts · Rating: 1000 · first AC: 2025-03-24 · PyPy 3-64 (first AC) · Tags: implementation, strings
[pein531's solution](#)

730.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,978 global accepts · Rating: 1000 · first AC: 2025-03-23 · PyPy 3-64 (first AC) · Tags: implementation, strings
[pein531's solution](#)

731.

122B

[Lucky Substring](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1000 · first AC: 2025-03-23 · PyPy 3-64 (first AC) · Tags: brute force, implementation
[pein531's solution](#)

732.

108A

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

Quality: 10,346 global accepts · Rating: 1000 · first AC: 2025-03-23 · PyPy 3-64 (first AC) · Tags: implementation, strings
[pein531's solution](#)

733.

114A

[Cifera](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1000 · first AC: 2025-03-22 · PyPy 3-64 (first AC) · Tags: math
[pein531's solution](#)

734.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2025-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings
[pein531's solution](#)

735.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1000 · first AC: 2025-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[pein531's solution](#)

736.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,886 global accepts · Rating: 1000 · first AC: 2024-02-16 · last AC: 2025-03-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[pein531's solution](#)

737.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2025-03-16 · PyPy 3-64 (first AC) · Tags: implementation
[pein531's solution](#)

738.

124A

[The number of positions](#) · [Tutorial](#)

Quality: 44,210 global accepts · Rating: 1000 · first AC: 2025-03-11 · PyPy 3-64 (first AC) · Tags: math
[pein531's solution](#)

739.

1671B

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

Quality: 19,739 global accepts · Rating: 1000 · first AC: 2025-03-09 · PyPy 3-64 (first AC) · Tags: brute force, math, sortings
[pein531's solution](#)

740.

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,384 global accepts · Rating: 1000 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers
[pein531's solution](#)

741.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,728 global accepts · Rating: 1000 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math
[pein531's solution](#)

742.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[pein531's solution](#)

743.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,162 global accepts · Rating: 1000 · first AC: 2025-02-02 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math

[pein531's solution](#)

744.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,480 global accepts · Rating: 1000 · first AC: 2025-02-02 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math

[pein531's solution](#)

745.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[pein531's solution](#)

746.

2037C

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

Quality: 25,531 global accepts · Rating: 1000 · first AC: 2024-11-18 · last AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[pein531's solution](#)

747.

2060B

[Farmer John's Card Game](#) · [Tutorial](#)

Quality: 28,593 global accepts · Rating: 1000 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[pein531's solution](#)

748.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, strings, two pointers

[pein531's solution](#)

749.

110C

[Lucky Sum of Digits](#) · [Tutorial](#)

Rating: 1000 · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[pein531's solution](#)

750.

102B

[Sum of Digits](#) · [Tutorial](#)

Quality: 31,943 global accepts · Rating: 1000 · first AC: 2025-01-03 · PyPy 3-64 (first AC) · Tags: implementation

[pein531's solution](#)

751.

90A

[Cableway](#) · [Tutorial](#)

Quality: 5,495 global accepts · Rating: 1000 · first AC: 2025-01-03 · PyPy 3-64 (first AC) · Tags: greedy, math

[pein531's solution](#)

752.

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[pein531's solution](#)

753.

1155A

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

Quality: 25,975 global accepts · Rating: 1000 · first AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings, strings

[pein531's solution](#)

754.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[pein531's solution](#)

755.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[pein531's solution](#)

756.

1073A

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

Quality: 17,055 global accepts · Rating: 1000 · first AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[pein531's solution](#)

757.

1550B

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

Quality: 28,554 global accepts · Rating: 1000 · first AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[pein531's solution](#)

758.

1027A

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

Quality: 18,804 global accepts · Rating: 1000 · first AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[pein531's solution](#)

759.

1469A

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

Quality: 30,034 global accepts · Rating: 1000 · first AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[pein531's solution](#)

760.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,885 global accepts · Rating: 1000 · first AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[pein531's solution](#)

761.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory, strings

[pein531's solution](#)

762.

2051C

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

Quality: 28,013 global accepts · Rating: 1000 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[pein531's solution](#)

763.

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,196 global accepts · Rating: 1000 · first AC: 2024-12-22 · PyPy 3-64 (first AC) · Tags: implementation

[pein531's solution](#)

764.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[pein531's solution](#)

765.

106B

[Choosing Laptop](#) · [Tutorial](#)

Quality: 6,867 global accepts · Rating: 1000 · first AC: 2024-12-15 · PyPy 3-64 (first AC) · Tags: brute force, implementation

[pein531's solution](#)

766.

106A

[Card Game](#) · [Tutorial](#)

Quality: 8,536 global accepts · Rating: 1000 · first AC: 2024-12-15 · PyPy 3-64 (first AC) · Tags: implementation

[pein531's solution](#)

767.

1620B

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

Quality: 31,477 global accepts · Rating: 1000 · first AC: 2024-12-15 · PyPy 3-64 (first AC) · Tags: geometry, greedy, math

[pein531's solution](#)

768.

1841B

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

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2024-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[pein531's solution](#)

769.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2024-12-13 · PyPy 3-64 (first AC) · Tags: implementation, math

[pein531's solution](#)

770.

137B

[Permutation](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[pein531's solution](#)

771.

143A

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

Quality: 15,446 global accepts · Rating: 1000 · first AC: 2024-12-07 · last AC: 2024-12-07 · PyPy 3-64 (first AC) · Tags: brute force, math

[pein531's solution](#)

772.

139A

[Petr and Book](#) · [Tutorial](#)

Quality: 37,508 global accepts · Rating: 1000 · first AC: 2024-12-07 · PyPy 3-64 (first AC) · Tags: implementation

[pein531's solution](#)

773.

893B

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

Quality: 12,664 global accepts · Rating: 1000 · first AC: 2024-11-24 · PyPy 3-64 (first AC) · Tags: brute force, implementation

[pein531's solution](#)

774.

75A

[Life Without Zeros](#) · [Tutorial](#)

Quality: 29,722 global accepts · Rating: 1000 · first AC: 2024-10-23 · PyPy 3-64 (first AC) · Tags: implementation

[pein531's solution](#)

775.

56A

[Bar](#) · [Tutorial](#)

Quality: 9,639 global accepts · Rating: 1000 · first AC: 2024-10-22 · PyPy 3-64 (first AC) · Tags: implementation

[pein531's solution](#)

776.

35A

[Shell Game](#) · [Tutorial](#)

Quality: 7,583 global accepts · Rating: 1000 · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[pein531's solution](#)

777.

29A

[Spit Problem](#) · [Tutorial](#)

Quality: 8,277 global accepts · Rating: 1000 · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[pein531's solution](#)

778.

14B

[Young Photographer](#) · [Tutorial](#)

Quality: 8,305 global accepts · Rating: 1000 · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[pein531's solution](#)

779.

2005B1

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

Quality: 24,749 global accepts · Rating: 1000 · first AC: 2024-10-06 · last AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[pein531's solution](#)

780.

1051B

[Relatively Prime Pairs](#) · [Tutorial](#)

Quality: 18,810 global accepts · Rating: 1000 · first AC: 2024-09-18 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory

[pein531's solution](#)

781.

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,724 global accepts · Rating: 1000 · first AC: 2024-09-14 · PyPy 3-64 (first AC) · Tags: greedy

[pein531's solution](#)

782.

1969B

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

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[pein531's solution](#)

783.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,523 global accepts · Rating: 1000 · first AC: 2024-08-20 · PyPy 3-64 (first AC) · Tags: brute force, greedy

[pein531's solution](#)

784.

2000C

[Numeric String Template](#) · [Tutorial](#)

Quality: 31,427 global accepts · Rating: 1000 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[pein531's solution](#)

785.

1607C

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

Quality: 26,837 global accepts · Rating: 1000 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings
[pein531's solution](#)

786.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2024-08-13 · PyPy 3-64 (first AC) · Tags: binary search, greedy
[pein531's solution](#)

787.

1579E1

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

Quality: 25,202 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[pein531's solution](#)

788.

1611C

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

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[pein531's solution](#)

789.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,748 global accepts · Rating: 1000 · first AC: 2024-08-07 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, implementation
[pein531's solution](#)

790.

1674C

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

Quality: 26,356 global accepts · Rating: 1000 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, strings
[pein531's solution](#)

791.

1690D

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

Quality: 47,034 global accepts · Rating: 1000 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, two pointers
[pein531's solution](#)

792.

1702D

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

Quality: 25,935 global accepts · Rating: 1000 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[pein531's solution](#)

793.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,100 global accepts · Rating: 1000 · first AC: 2024-07-03 · PyPy 3-64 (first AC) · Tags: binary search, implementation, two pointers
[pein531's solution](#)

794.

1986B

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

Quality: 30,132 global accepts · Rating: 1000 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings
[pein531's solution](#)

795.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,107 global accepts · Rating: 1000 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[pein531's solution](#)

796.

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[pein531's solution](#)

797.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,934 global accepts · Rating: 1000 · first AC: 2024-06-06 · PyPy 3-64 (first AC) · Tags: greedy, strings

[pein531's solution](#)

798.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,846 global accepts · Rating: 1000 · first AC: 2024-06-01 · PyPy 3-64 (first AC) · Tags: math

[pein531's solution](#)

799.

1256A

[Payment Without Change](#) · [Tutorial](#)

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2024-05-23 · PyPy 3-64 (first AC) · Tags: math

[pein531's solution](#)

800.

1249B1

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

Quality: 22,292 global accepts · Rating: 1000 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: dsu, math

[pein531's solution](#)

801.

1234B1

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

Quality: 19,768 global accepts · Rating: 1000 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[pein531's solution](#)

802.

1203A

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

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2024-05-15 · PyPy 3-64 (first AC) · Tags: implementation

[pein531's solution](#)

803.

1506C

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

Quality: 35,636 global accepts · Rating: 1000 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[pein531's solution](#)

804.

1520C

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

Quality: 34,543 global accepts · Rating: 1000 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[pein531's solution](#)

805.

1165B

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

Quality: 24,282 global accepts · Rating: 1000 · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[pein531's solution](#)

806.

1144C

[Two Shuffled Sequences](#) · [Tutorial](#)

Quality: 16,364 global accepts · Rating: 1000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings

[pein531's solution](#)

807.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,472 global accepts · Rating: 1000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[pein531's solution](#)

808.

1968C

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

Quality: 29,263 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory
[pein531's solution](#)

809.

1133A

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

Quality: 19,701 global accepts · Rating: 1000 · first AC: 2024-05-01 · PyPy 3-64 (first AC) · Tags: implementation
[pein531's solution](#)

810.

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,436 global accepts · Rating: 1000 · first AC: 2024-04-23 · PyPy 3-64 (first AC) · Tags: greedy
[pein531's solution](#)

811.

371A

[K-Periodic Array](#) · [Tutorial](#)

Quality: 6,657 global accepts · Rating: 1000 · first AC: 2024-04-18 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math
[pein531's solution](#)

812.

1955B

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

Quality: 32,264 global accepts · Rating: 1000 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings
[pein531's solution](#)

813.

691A

[Fashion in Berland](#) · [Tutorial](#)

Quality: 11,138 global accepts · Rating: 1000 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[pein531's solution](#)

814.

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,882 global accepts · Rating: 1000 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[pein531's solution](#)

815.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1000 · first AC: 2024-03-25 · PyPy 3-64 (first AC) · Tags: sortings
[pein531's solution](#)

816.

628A

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

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2024-03-21 · PyPy 3-64 (first AC) · Tags: implementation, math
[pein531's solution](#)

817.

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2024-03-21 · PyPy 3-64 (first AC) · Tags: implementation, math

[pein531's solution](#)

818.

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[pein531's solution](#)

819.

1837C

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

Quality: 24,577 global accepts · Rating: 1000 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[pein531's solution](#)

820.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,377 global accepts · Rating: 1000 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[pein531's solution](#)

821.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[pein531's solution](#)

822.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 1000 · first AC: 2024-03-12 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, math

[pein531's solution](#)

823.

620B

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

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[pein531's solution](#)

824.

43A

[Football](#) · [Tutorial](#)

Quality: 69,173 global accepts · Rating: 1000 · first AC: 2024-03-11 · PyPy 3-64 (first AC) · Tags: strings

[pein531's solution](#)

825.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,283 global accepts · Rating: 1000 · first AC: 2024-03-11 · PyPy 3-64 (first AC) · Tags: brute force, math

[pein531's solution](#)

826.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,803 global accepts · Rating: 1000 · first AC: 2024-03-11 · PyPy 3-64 (first AC) · Tags: brute force, number theory

[pein531's solution](#)

827.

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,995 global accepts · Rating: 1000 · first AC: 2024-03-11 · PyPy 3-64 (first AC) · Tags: greedy, strings

[pein531's solution](#)

828.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,439 global accepts · Rating: 1000 · first AC: 2024-03-11 · PyPy 3-64 (first AC) · Tags: implementation, strings

[pein531's solution](#)

829.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,373 global accepts · Rating: 1000 · first AC: 2024-03-11 · PyPy 3-64 (first AC) · Tags: implementation, math

[pein531's solution](#)

830.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,236 global accepts · Rating: 1000 · first AC: 2024-03-11 · PyPy 3-64 (first AC) · Tags: math

[pein531's solution](#)

831.

1772C

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

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[pein531's solution](#)

832.

1927C

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

Quality: 31,568 global accepts · Rating: 1000 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[pein531's solution](#)

833.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[pein531's solution](#)

834.

1800C1

[Powering the Hero \(easy version\)](#) · [Tutorial](#)

Quality: 26,957 global accepts · Rating: 1000 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[pein531's solution](#)

835.

1800B

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

Quality: 28,412 global accepts · Rating: 1000 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[pein531's solution](#)

836.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,912 global accepts · Rating: 1000 · first AC: 2024-01-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory

[pein531's solution](#)

837.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,824 global accepts · Rating: 1000 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[pein531's solution](#)

838.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,260 global accepts · Rating: 1000 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: strings

[pein531's solution](#)

839.

1907B

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

Quality: 30,382 global accepts · Rating: 1000 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, strings

[pein531's solution](#)

840.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[pein531's solution](#)

841.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,576 global accepts · Rating: 1000 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers

[pein531's solution](#)

842.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[pein531's solution](#)

843.

1760D

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

Quality: 27,017 global accepts · Rating: 1000 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[pein531's solution](#)

844.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,271 global accepts · Rating: 1000 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings

[pein531's solution](#)

845.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,167 global accepts · Rating: 1000 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[pein531's solution](#)

846.

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,182 global accepts · Rating: 1000 · first AC: 2023-11-11 · last AC: 2023-11-11 · Clang++20 Diagnostics (first AC) · Tags: dp, math

[pein531's solution](#)

847.

1861B

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

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2023-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[pein531's solution](#)

848.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[pein531's solution](#)

849.

1859B

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

Quality: 43,905 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[pein531's solution](#)

850.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[pein531's solution](#)

851.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[pein531's solution](#)

852.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1100 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[pein531's solution](#)

853.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,410 global accepts · Rating: 1100 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, sortings
[pein531's solution](#)

854.

1997B

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

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-08-24 · last AC: 2026-01-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, two pointers
[pein531's solution](#)

855.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,325 global accepts · Rating: 1100 · first AC: 2025-11-04 · last AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[pein531's solution](#)

856.

2125C

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

Quality: 22,750 global accepts · Rating: 1100 · first AC: 2025-07-28 · last AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, number theory
[pein531's solution](#)

857.

1921D

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

Quality: 24,278 global accepts · Rating: 1100 · first AC: 2024-01-17 · last AC: 2025-11-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers
[pein531's solution](#)

858.

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,912 global accepts · Rating: 1100 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math
[pein531's solution](#)

859.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,620 global accepts · Rating: 1100 · first AC: 2025-08-19 · last AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[pein531's solution](#)

860.

2126C

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

Quality: 26,277 global accepts · Rating: 1100 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[pein531's solution](#)

861.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,220 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[pein531's solution](#)

862.

258A

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

Quality: 26,506 global accepts · Rating: 1100 · first AC: 2025-07-15 · PyPy 3-64 (first AC) · Tags: greedy, math

[pein531's solution](#)

863.

296A

[Yaroslav and Permutations](#) · [Tutorial](#)

Quality: 26,039 global accepts · Rating: 1100 · first AC: 2025-07-15 · PyPy 3-64 (first AC) · Tags: greedy, math

[pein531's solution](#)

864.

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,188 global accepts · Rating: 1100 · first AC: 2025-07-15 · PyPy 3-64 (first AC) · Tags: implementation

[pein531's solution](#)

865.

682A

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

Quality: 23,994 global accepts · Rating: 1100 · first AC: 2025-07-14 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory

[pein531's solution](#)

866.

300A

[Array](#) · [Tutorial](#)

Quality: 27,215 global accepts · Rating: 1100 · first AC: 2025-07-12 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, implementation

[pein531's solution](#)

867.

1345B

[Card Constructions](#) · [Tutorial](#)

Quality: 28,241 global accepts · Rating: 1100 · first AC: 2025-07-11 · PyPy 3-64 (first AC) · Tags: binary search, brute force, dp, math

[pein531's solution](#)

868.

463B

[Caisa and Pylons](#) · [Tutorial](#)

Quality: 29,965 global accepts · Rating: 1100 · first AC: 2025-07-11 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math

[pein531's solution](#)

869.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,608 global accepts · Rating: 1100 · first AC: 2025-07-11 · PyPy 3-64 (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[pein531's solution](#)

870.

227B

[Effective Approach](#) · [Tutorial](#)

Quality: 32,440 global accepts · Rating: 1100 · first AC: 2025-07-10 · PyPy 3-64 (first AC) · Tags: implementation

[pein531's solution](#)

871.

368B

[Sereja and Suffixes](#) · [Tutorial](#)

Quality: 49,901 global accepts · Rating: 1100 · first AC: 2025-07-10 · PyPy 3-64 (first AC) · Tags: data structures, dp

[pein531's solution](#)

872.

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,826 global accepts · Rating: 1100 · first AC: 2025-07-10 · PyPy 3-64 (first AC) · Tags: geometry, implementation, math

[pein531's solution](#)

873.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,506 global accepts · Rating: 1100 · first AC: 2025-07-09 · PyPy 3-64 (first AC) · Tags: dp, implementation

[pein531's solution](#)

874.

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,791 global accepts · Rating: 1100 · first AC: 2025-07-09 · PyPy 3-64 (first AC) · Tags: sortings

[pein531's solution](#)

875.

363B

[Fence](#) · [Tutorial](#)

Quality: 67,076 global accepts · Rating: 1100 · first AC: 2025-07-09 · PyPy 3-64 (first AC) · Tags: brute force, dp

[pein531's solution](#)

876.

706B

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

Quality: 84,463 global accepts · Rating: 1100 · first AC: 2025-07-06 · PyPy 3-64 (first AC) · Tags: binary search, dp, implementation

[pein531's solution](#)

877.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,833 global accepts · Rating: 1100 · first AC: 2025-07-05 · PyPy 3-64 (first AC) · Tags: *special, greedy, implementation

[pein531's solution](#)

878.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,118 global accepts · Rating: 1100 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[pein531's solution](#)

879.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,439 global accepts · Rating: 1100 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, two pointers

[pein531's solution](#)

880.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,884 global accepts · Rating: 1100 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math

[pein531's solution](#)

881.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[pein531's solution](#)

882.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,387 global accepts · Rating: 1100 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[pein531's solution](#)

883.

1202A

[You Are Given Two Binary Strings...](#) · [Tutorial](#)

Quality: 10,722 global accepts · Rating: 1100 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy

[pein531's solution](#)

884.

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,525 global accepts · Rating: 1100 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[pein531's solution](#)

885.

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,863 global accepts · Rating: 1100 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[pein531's solution](#)

886.

505A

[Mr. Kitayuta's Gift](#) · [Tutorial](#)

Quality: 6,921 global accepts · Rating: 1100 · first AC: 2025-04-14 · PyPy 3-64 (first AC) · Tags: brute force, implementation, strings

[pein531's solution](#)

887.

174A

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

Quality: 3,325 global accepts · Rating: 1100 · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[pein531's solution](#)

888.

169B

[Replacing Digits](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 1100 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[pein531's solution](#)

889.

2086B

[Large Array and Segments](#) · [Tutorial](#)

Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[pein531's solution](#)

890.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,972 global accepts · Rating: 1100 · first AC: 2025-03-12 · last AC: 2025-04-07 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[pein531's solution](#)

891.

116B

[Little Pigs and Wolves](#) · [Tutorial](#)

Quality: 14,615 global accepts · Rating: 1100 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[pein531's solution](#)

892.

160B

[Unlucky Ticket](#) · [Tutorial](#)

Quality: 15,557 global accepts · Rating: 1100 · first AC: 2025-03-29 · PyPy 3-64 (first AC) · Tags: greedy, sortings
[pein531's solution](#)

893.

166A

[Rank List](#) · [Tutorial](#)

Quality: 21,005 global accepts · Rating: 1100 · first AC: 2025-03-29 · PyPy 3-64 (first AC) · Tags: binary search, implementation, sortings
[pein531's solution](#)

894.

90B

[African Crossword](#) · [Tutorial](#)

Quality: 5,717 global accepts · Rating: 1100 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings
[pein531's solution](#)

895.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1100 · first AC: 2025-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[pein531's solution](#)

896.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2025-03-15 · PyPy 3-64 (first AC) · Tags: greedy, strings
[pein531's solution](#)

897.

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,733 global accepts · Rating: 1100 · first AC: 2025-03-14 · PyPy 3-64 (first AC) · Tags: math
[pein531's solution](#)

898.

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 32,999 global accepts · Rating: 1100 · first AC: 2025-03-14 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math
[pein531's solution](#)

899.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2025-03-14 · PyPy 3-64 (first AC) · Tags: greedy, sortings
[pein531's solution](#)

900.

835B

[The number on the board](#) · [Tutorial](#)

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2025-03-06 · PyPy 3-64 (first AC) · Tags: greedy
[pein531's solution](#)

901.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,690 global accepts · Rating: 1100 · first AC: 2025-03-01 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math
[pein531's solution](#)

902.

1788B

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

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[pein531's solution](#)

903.

2065C1

[Skibidus and Fanum Tax \(easy version\)](#) · [Tutorial](#)

Quality: 27,762 global accepts · Rating: 1100 · first AC: 2025-02-10 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy

[pein531's solution](#)

904.

1132A

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

Quality: 10,179 global accepts · Rating: 1100 · first AC: 2025-02-01 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[pein531's solution](#)

905.

2060D

[Subtract Min Sort](#) · [Tutorial](#)

Quality: 26,200 global accepts · Rating: 1100 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[pein531's solution](#)

906.

110B

[Lucky String](#) · [Tutorial](#)

Quality: 11,020 global accepts · Rating: 1100 · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, strings

[pein531's solution](#)

907.

946B

[Weird Subtraction Process](#) · [Tutorial](#)

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[pein531's solution](#)

908.

1821B

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

Quality: 28,335 global accepts · Rating: 1100 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[pein531's solution](#)

909.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,733 global accepts · Rating: 1100 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[pein531's solution](#)

910.

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,103 global accepts · Rating: 1100 · first AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[pein531's solution](#)

911.

252A

[Little Xor](#) · [Tutorial](#)

Quality: 5,862 global accepts · Rating: 1100 · first AC: 2024-12-12 · PyPy 3-64 (first AC) · Tags: brute force, implementation

[pein531's solution](#)

912.

242B

[Big Segment](#) · [Tutorial](#)

Quality: 17,358 global accepts · Rating: 1100 · first AC: 2024-12-12 · PyPy 3-64 (first AC) · Tags: implementation, sortings
[pein531's solution](#)

913.

224A

[Parallelepiped](#) · [Tutorial](#)

Quality: 30,289 global accepts · Rating: 1100 · first AC: 2024-12-12 · PyPy 3-64 (first AC) · Tags: brute force, geometry, math
[pein531's solution](#)

914.

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2024-12-12 · PyPy 3-64 (first AC) · Tags: implementation
[pein531's solution](#)

915.

2025B

[Binomial Coefficients, Kind Of](#) · [Tutorial](#)

Quality: 19,616 global accepts · Rating: 1100 · first AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[pein531's solution](#)

916.

938B

[Run For Your Prize](#) · [Tutorial](#)

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2024-12-11 · PyPy 3-64 (first AC) · Tags: brute force, greedy
[pein531's solution](#)

917.

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2024-12-11 · PyPy 3-64 (first AC) · Tags: implementation
[pein531's solution](#)

918.

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,060 global accepts · Rating: 1100 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math
[pein531's solution](#)

919.

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers
[pein531's solution](#)

920.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,496 global accepts · Rating: 1100 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings, two pointers
[pein531's solution](#)

921.

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,202 global accepts · Rating: 1100 · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation
[pein531's solution](#)

922.

66B

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

Quality: 23,109 global accepts · Rating: 1100 · first AC: 2024-10-23 · PyPy 3-64 (first AC) · Tags: brute force, implementation
[pein531's solution](#)

923.

53A

[Autocomplete](#) · [Tutorial](#)

Quality: 5,793 global accepts · Rating: 1100 · first AC: 2024-10-15 · PyPy 3-64 (first AC) · Tags: implementation

[pein531's solution](#)

924.

43B

[Letter](#) · [Tutorial](#)

Quality: 20,492 global accepts · Rating: 1100 · first AC: 2024-10-15 · PyPy 3-64 (first AC) · Tags: implementation, strings

[pein531's solution](#)

925.

25B

[Phone numbers](#) · [Tutorial](#)

Quality: 11,255 global accepts · Rating: 1100 · first AC: 2024-10-14 · PyPy 3-64 (first AC) · Tags: implementation

[pein531's solution](#)

926.

12C

[Fruits](#) · [Tutorial](#)

Quality: 7,354 global accepts · Rating: 1100 · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[pein531's solution](#)

927.

12B

[Correct Solution?](#) · [Tutorial](#)

Quality: 9,671 global accepts · Rating: 1100 · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[pein531's solution](#)

928.

6B

[President's Office](#) · [Tutorial](#)

Quality: 14,826 global accepts · Rating: 1100 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[pein531's solution](#)

929.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[pein531's solution](#)

930.

2014C

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

Quality: 27,457 global accepts · Rating: 1100 · first AC: 2024-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

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931.

884B

[Japanese Crosswords Strike Back](#) · [Tutorial](#)

Quality: 7,564 global accepts · Rating: 1100 · first AC: 2024-09-18 · PyPy 3-64 (first AC) · Tags: implementation

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932.

1976B

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

Quality: 25,081 global accepts · Rating: 1100 · first AC: 2024-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

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933.

2009C

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

Quality: 33,012 global accepts · Rating: 1100 · first AC: 2024-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[pein531's solution](#)

934.

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,447 global accepts · Rating: 1100 · first AC: 2024-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, dsu, graphs, math
[pein531's solution](#)

935.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,432 global accepts · Rating: 1100 · first AC: 2024-08-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy
[pein531's solution](#)

936.

2004C

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Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[pein531's solution](#)

937.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,887 global accepts · Rating: 1100 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
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938.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 1100 · first AC: 2024-08-13 · PyPy 3-64 (first AC) · Tags: math, number theory
[pein531's solution](#)

939.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,675 global accepts · Rating: 1100 · first AC: 2024-08-07 · PyPy 3-64 (first AC) · Tags: greedy, implementation, strings
[pein531's solution](#)

940.

1624C

[Division by Two and Permutation](#) · [Tutorial](#)

Quality: 26,837 global accepts · Rating: 1100 · first AC: 2024-08-05 · last AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math
[pein531's solution](#)

941.

1618C

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Quality: 32,404 global accepts · Rating: 1100 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: math
[pein531's solution](#)

942.

1675C

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Quality: 19,291 global accepts · Rating: 1100 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[pein531's solution](#)

943.

1729C

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Quality: 21,642 global accepts · Rating: 1100 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings
[pein531's solution](#)

944.

1741C

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Quality: 19,362 global accepts · Rating: 1100 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, two

pointers

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945.

1702C

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

Quality: 25,123 global accepts · Rating: 1100 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[pein531's solution](#)

946.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,021 global accepts · Rating: 1100 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[pein531's solution](#)

947.

1472C

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Quality: 35,343 global accepts · Rating: 1100 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs

[pein531's solution](#)

948.

1506B

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Quality: 21,152 global accepts · Rating: 1100 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[pein531's solution](#)

949.

1409B

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Quality: 30,925 global accepts · Rating: 1100 · first AC: 2024-06-07 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math

[pein531's solution](#)

950.

1426C

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Quality: 20,544 global accepts · Rating: 1100 · first AC: 2024-06-06 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, math

[pein531's solution](#)

951.

1360C

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Quality: 36,784 global accepts · Rating: 1100 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, sortings

[pein531's solution](#)

952.

1335C

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Quality: 38,968 global accepts · Rating: 1100 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[pein531's solution](#)

953.

1324C

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Quality: 30,515 global accepts · Rating: 1100 · first AC: 2024-05-28 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[pein531's solution](#)

954.

1324B

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Quality: 30,795 global accepts · Rating: 1100 · first AC: 2024-05-27 · PyPy 3-64 (first AC) · Tags: brute force, strings

[pein531's solution](#)

955.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,555 global accepts · Rating: 1100 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation
[pein531's solution](#)

956.

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1100 · first AC: 2024-05-13 · PyPy 3-64 (first AC) · Tags: math
[pein531's solution](#)

957.

1165A

[Remainder](#) · [Tutorial](#)

Quality: 14,688 global accepts · Rating: 1100 · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[pein531's solution](#)

958.

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,557 global accepts · Rating: 1100 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, sortings, strings
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959.

845A

[Chess Tourney](#) · [Tutorial](#)

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2024-05-10 · PyPy 3-64 (first AC) · Tags: implementation, sortings
[pein531's solution](#)

960.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1100 · first AC: 2024-05-06 · PyPy 3-64 (first AC) · Tags: greedy, math, shortest paths
[pein531's solution](#)

961.

1108B

[Divisors of Two Integers](#) · [Tutorial](#)

Quality: 25,195 global accepts · Rating: 1100 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory
[pein531's solution](#)

962.

1157A

[Reachable Numbers](#) · [Tutorial](#)

Quality: 16,566 global accepts · Rating: 1100 · first AC: 2024-04-27 · PyPy 3-64 (first AC) · Tags: implementation
[pein531's solution](#)

963.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers
[pein531's solution](#)

964.

1066A

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Quality: 15,428 global accepts · Rating: 1100 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: math
[pein531's solution](#)

965.

1015C

[Songs Compression](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2024-04-19 · PyPy 3-64 (first AC) · Tags: sortings

[pein531's solution](#)

966.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2024-04-15 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy
[pein531's solution](#)

967.

825A

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Quality: 8,197 global accepts · Rating: 1100 · first AC: 2024-04-07 · last AC: 2024-04-07 · PyPy 3-64 (first AC) · Tags: implementation
[pein531's solution](#)

968.

813A

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Quality: 5,435 global accepts · Rating: 1100 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[pein531's solution](#)

969.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,886 global accepts · Rating: 1100 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory

[pein531's solution](#)

970.

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1100 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
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971.

1950D

[Product of Binary Decimals](#) · [Tutorial](#)

Quality: 26,495 global accepts · Rating: 1100 · first AC: 2024-03-29 · PyPy 3-64 (first AC) · Tags: brute force, dp, implementation, number theory
[pein531's solution](#)

972.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[pein531's solution](#)

973.

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2024-03-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation
[pein531's solution](#)

974.

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[pein531's solution](#)

975.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,274 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[pein531's solution](#)

976.

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1100 · first AC: 2024-03-15 · PyPy 3-64 (first AC) · Tags: math, number theory

[pein531's solution](#)

977.

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2024-03-15 · PyPy 3-64 (first AC) · Tags: math

[pein531's solution](#)

978.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,919 global accepts · Rating: 1100 · first AC: 2024-03-15 · PyPy 3-64 (first AC) · Tags: combinatorics, math

[pein531's solution](#)

979.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,825 global accepts · Rating: 1100 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[pein531's solution](#)

980.

1933C

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

Quality: 25,373 global accepts · Rating: 1100 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[pein531's solution](#)

981.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,880 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[pein531's solution](#)

982.

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 1100 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[pein531's solution](#)

983.

1800C2

[Powering the Hero \(hard version\)](#) · [Tutorial](#)

Quality: 27,090 global accepts · Rating: 1100 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[pein531's solution](#)

984.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[pein531's solution](#)

985.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,288 global accepts · Rating: 1100 · first AC: 2023-12-22 · PyPy 3-64 (first AC) · Tags: sortings, strings

[pein531's solution](#)

986.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,539 global accepts · Rating: 1100 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[pein531's solution](#)

987.

1811C

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

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[pein531's solution](#)

988.

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,725 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math
[pein531's solution](#)

989.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,949 global accepts · Rating: 1100 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[pein531's solution](#)

990.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,619 global accepts · Rating: 1100 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers
[pein531's solution](#)

991.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2023-11-27 · PyPy 3-64 (first AC) · Tags: implementation
[pein531's solution](#)

992.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,073 global accepts · Rating: 1100 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[pein531's solution](#)

993.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,661 global accepts · Rating: 1100 · first AC: 2023-11-25 · PyPy 3-64 (first AC) · Tags: brute force, implementation
[pein531's solution](#)

994.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,206 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, strings
[pein531's solution](#)

995.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,555 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[pein531's solution](#)

996.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,109 global accepts · Rating: 1100 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, number theory
[pein531's solution](#)

997.

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math
[pein531's solution](#)

998.

1791G1

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

Quality: 33,919 global accepts · Rating: 1100 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[pein531's solution](#)

999.

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,287 global accepts · Rating: 1100 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings
[pein531's solution](#)

1000.

1807G2

[Subsequence Addition \(Hard Version\)](#) · [Tutorial](#)

Quality: 27,845 global accepts · Rating: 1100 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings
[pein531's solution](#)

1001.

1807G1

[Subsequence Addition \(Easy Version\)](#) · [Tutorial](#)

Quality: 22,250 global accepts · Rating: 1100 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings
[pein531's solution](#)

1002.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,631 global accepts · Rating: 1100 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation
[pein531's solution](#)

1003.

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 35,001 global accepts · Rating: 1100 · first AC: 2023-11-19 · PyPy 3-64 (first AC) · Tags: binary search, geometry, implementation, math
[pein531's solution](#)

1004.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,868 global accepts · Rating: 1100 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers
[pein531's solution](#)

1005.

1899B

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

Quality: 33,362 global accepts · Rating: 1100 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, number theory
[pein531's solution](#)

1006.

1873E

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

Quality: 43,461 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings
[pein531's solution](#)

1007.

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,385 global accepts · Rating: 1100 · first AC: 2023-11-09 · last AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[pein531's solution](#)

1008.

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures,

implementation, sortings

[pein531's solution](#)

1009.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[pein531's solution](#)

1010.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,874 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[pein531's solution](#)

1011.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,902 global accepts · Rating: 1200 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[pein531's solution](#)

1012.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,837 global accepts · Rating: 1200 · first AC: 2024-08-14 · last AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers

[pein531's solution](#)

1013.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,095 global accepts · Rating: 1200 · first AC: 2023-12-20 · last AC: 2025-10-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[pein531's solution](#)

1014.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1200 · first AC: 2025-02-22 · last AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, matrices

[pein531's solution](#)

1015.

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,354 global accepts · Rating: 1200 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[pein531's solution](#)

1016.

2137D

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

Quality: 19,549 global accepts · Rating: 1200 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[pein531's solution](#)

1017.

2148E

[Split](#) · [Tutorial](#)

Quality: 14,069 global accepts · Rating: 1200 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers

[pein531's solution](#)

1018.

2126D

[This Is the Last Time](#) · [Tutorial](#)

Quality: 24,016 global accepts · Rating: 1200 · first AC: 2025-07-31 · last AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[pein531's solution](#)

1019.

2123D

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

Quality: 21,890 global accepts · Rating: 1200 · first AC: 2025-07-28 · last AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[pein531's solution](#)

1020.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[pein531's solution](#)

1021.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[pein531's solution](#)

1022.

433B

[Kuriyama Mirai's Stones](#) · [Tutorial](#)

Quality: 53,868 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, sortings

[pein531's solution](#)

1023.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,325 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[pein531's solution](#)

1024.

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,124 global accepts · Rating: 1200 · first AC: 2025-06-10 · last AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, number theory

[pein531's solution](#)

1025.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,023 global accepts · Rating: 1200 · first AC: 2025-07-04 · PyPy 3-64 (first AC) · Tags: implementation

[pein531's solution](#)

1026.

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,571 global accepts · Rating: 1200 · first AC: 2025-04-15 · last AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks

[pein531's solution](#)

1027.

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,069 global accepts · Rating: 1200 · first AC: 2025-06-10 · last AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[pein531's solution](#)

1028.

2121C

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

Quality: 21,746 global accepts · Rating: 1200 · first AC: 2025-06-18 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[pein531's solution](#)

1029.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2025-01-24 · last AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[pein531's solution](#)

1030.

385B

[Bear and Strings](#) · [Tutorial](#)

Quality: 10,835 global accepts · Rating: 1200 · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math, strings

[pein531's solution](#)

1031.

708A

[Letters Cyclic Shift](#) · [Tutorial](#)

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[pein531's solution](#)

1032.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2025-05-19 · last AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[pein531's solution](#)

1033.

327B

[Hungry Sequence](#) · [Tutorial](#)

Quality: 21,636 global accepts · Rating: 1200 · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[pein531's solution](#)

1034.

239A

[Two Bags of Potatoes](#) · [Tutorial](#)

Quality: 20,610 global accepts · Rating: 1200 · first AC: 2025-05-12 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math

[pein531's solution](#)

1035.

1006C

[Three Parts of the Array](#) · [Tutorial](#)

Quality: 25,362 global accepts · Rating: 1200 · first AC: 2024-04-11 · last AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[pein531's solution](#)

1036.

1989B

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

Quality: 23,317 global accepts · Rating: 1200 · first AC: 2024-09-13 · last AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, strings

[pein531's solution](#)

1037.

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[pein531's solution](#)

1038.

151B

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,862 global accepts · Rating: 1200 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings
[pein531's solution](#)

1039.

1257C

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

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers
[pein531's solution](#)

1040.

1140D

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

Quality: 13,168 global accepts · Rating: 1200 · first AC: 2025-04-22 · PyPy 3-64 (first AC) · Tags: dp, greedy, math
[pein531's solution](#)

1041.

1027B

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

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[pein531's solution](#)

1042.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,551 global accepts · Rating: 1200 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation
[pein531's solution](#)

1043.

131B

[Opposites Attract](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1200 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[pein531's solution](#)

1044.

133B

[Unary](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1200 · first AC: 2025-04-05 · PyPy 3-64 (first AC) · Tags: implementation
[pein531's solution](#)

1045.

2091D

[Place of the Olympiad](#) · [Tutorial](#)

Quality: 23,494 global accepts · Rating: 1200 · first AC: 2025-03-26 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math
[pein531's solution](#)

1046.

59B

[Fortune Telling](#) · [Tutorial](#)

Quality: 7,953 global accepts · Rating: 1200 · first AC: 2025-03-25 · PyPy 3-64 (first AC) · Tags: implementation, number theory
[pein531's solution](#)

1047.

2065D

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

Quality: 20,629 global accepts · Rating: 1200 · first AC: 2025-02-11 · last AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[pein531's solution](#)

1048.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation
[pein531's solution](#)

1049.

1000A

[Codehorses T-shirts](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[pein531's solution](#)

1050.

1155B

[Game with Telephone Numbers](#) · [Tutorial](#)

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2025-03-08 · PyPy 3-64 (first AC) · Tags: games, greedy, implementation
[pein531's solution](#)

1051.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings
[pein531's solution](#)

1052.

1076B

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

Quality: 14,590 global accepts · Rating: 1200 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, number theory
[pein531's solution](#)

1053.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,674 global accepts · Rating: 1200 · first AC: 2025-03-05 · PyPy 3-64 (first AC) · Tags: binary search, math
[pein531's solution](#)

1054.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,814 global accepts · Rating: 1200 · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math
[pein531's solution](#)

1055.

2072C

[Creating Keys for StORages Has Become My Main Skill](#) · [Tutorial](#)

Quality: 19,575 global accepts · Rating: 1200 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[pein531's solution](#)

1056.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,908 global accepts · Rating: 1200 · first AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation
[pein531's solution](#)

1057.

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[pein531's solution](#)

1058.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2025-02-16 · PyPy 3-64 (first AC) · Tags: implementation, math
[pein531's solution](#)

1059.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2025-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation

[pein531's solution](#)

1060.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[pein531's solution](#)

1061.

1909B

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

Quality: 30,969 global accepts · Rating: 1200 · first AC: 2025-02-10 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[pein531's solution](#)

1062.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,028 global accepts · Rating: 1200 · first AC: 2024-07-27 · last AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings

[pein531's solution](#)

1063.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, number theory, two pointers

[pein531's solution](#)

1064.

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,116 global accepts · Rating: 1200 · first AC: 2025-01-14 · PyPy 3-64 (first AC) · Tags: implementation

[pein531's solution](#)

1065.

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,346 global accepts · Rating: 1200 · first AC: 2025-01-13 · PyPy 3-64 (first AC) · Tags: data structures, dp, implementation, two pointers

[pein531's solution](#)

1066.

2019B

[All Pairs Segments](#) · [Tutorial](#)

Quality: 17,280 global accepts · Rating: 1200 · first AC: 2024-10-01 · last AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[pein531's solution](#)

1067.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,617 global accepts · Rating: 1200 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[pein531's solution](#)

1068.

2048C

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

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[pein531's solution](#)

1069.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2025-01-03 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, math
[pein531's solution](#)

1070.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,398 global accepts · Rating: 1200 · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[pein531's solution](#)

1071.

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,922 global accepts · Rating: 1200 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers
[pein531's solution](#)

1072.

2050C

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

Quality: 25,003 global accepts · Rating: 1200 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math
[pein531's solution](#)

1073.

2046A

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

Quality: 16,809 global accepts · Rating: 1200 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[pein531's solution](#)

1074.

2047C

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

Rating: 1200 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings
[pein531's solution](#)

1075.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,637 global accepts · Rating: 1200 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[pein531's solution](#)

1076.

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2024-11-26 · PyPy 3-64 (first AC) · Tags: greedy, implementation
[pein531's solution](#)

1077.

53C

[Little Frog](#) · [Tutorial](#)

Quality: 7,125 global accepts · Rating: 1200 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[pein531's solution](#)

1078.

47B

[Coins](#) · [Tutorial](#)

Quality: 16,079 global accepts · Rating: 1200 · first AC: 2024-10-14 · PyPy 3-64 (first AC) · Tags: implementation
[pein531's solution](#)

1079.

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,006 global accepts · Rating: 1200 · first AC: 2024-10-14 · PyPy 3-64 (first AC) · Tags: implementation, sortings
[pein531's solution](#)

1080.

31A

[Worms Evolution](#) · [Tutorial](#)

Quality: 12,652 global accepts · Rating: 1200 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[pein531's solution](#)

1081.

18C

[Stripe](#) · [Tutorial](#)

Quality: 15,419 global accepts · Rating: 1200 · first AC: 2024-10-13 · PyPy 3-64 (first AC) · Tags: data structures, implementation
[pein531's solution](#)

1082.

9B

[Running Student](#) · [Tutorial](#)

Quality: 6,188 global accepts · Rating: 1200 · first AC: 2024-10-10 · PyPy 3-64 (first AC) · Tags: brute force, geometry, implementation
[pein531's solution](#)

1083.

9C

[Hexadecimal's Numbers](#) · [Tutorial](#)

Quality: 14,347 global accepts · Rating: 1200 · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math
[pein531's solution](#)

1084.

6C

[Alice, Bob and Chocolate](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1200 · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, two pointers
[pein531's solution](#)

1085.

2005B2

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

Quality: 21,686 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings
[pein531's solution](#)

1086.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,473 global accepts · Rating: 1200 · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[pein531's solution](#)

1087.

2020B

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

Quality: 21,666 global accepts · Rating: 1200 · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math
[pein531's solution](#)

1088.

1934B

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

Quality: 22,014 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math
[pein531's solution](#)

1089.

1051A

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

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2024-09-17 · PyPy 3-64 (first AC) · Tags: greedy, implementation, strings
[pein531's solution](#)

1090.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,791 global accepts · Rating: 1200 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings
[pein531's solution](#)

1091.

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,755 global accepts · Rating: 1200 · first AC: 2024-07-13 · last AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[pein531's solution](#)

1092.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,005 global accepts · Rating: 1200 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[pein531's solution](#)

1093.

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,514 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, hashing, implementation, sortings

[pein531's solution](#)

1094.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,663 global accepts · Rating: 1200 · first AC: 2024-06-25 · PyPy 3-64 (first AC) · Tags: implementation

[pein531's solution](#)

1095.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,532 global accepts · Rating: 1200 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[pein531's solution](#)

1096.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,708 global accepts · Rating: 1200 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, strings

[pein531's solution](#)

1097.

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, implementation

[pein531's solution](#)

1098.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, sortings

[pein531's solution](#)

1099.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[pein531's solution](#)

1100.

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,580 global accepts · Rating: 1200 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar

[pein531's solution](#)

1101.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2024-06-12 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, math
[pein531's solution](#)

1102.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[pein531's solution](#)

1103.

1399C

[Boats Competition](#) · [Tutorial](#)

Quality: 32,655 global accepts · Rating: 1200 · first AC: 2024-06-07 · PyPy 3-64 (first AC) · Tags: brute force, greedy, two pointers
[pein531's solution](#)

1104.

1409C

[Yet Another Array Restoration](#) · [Tutorial](#)

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2024-06-07 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory
[pein531's solution](#)

1105.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,083 global accepts · Rating: 1200 · first AC: 2024-05-29 · PyPy 3-64 (first AC) · Tags: greedy, implementation
[pein531's solution](#)

1106.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,035 global accepts · Rating: 1200 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, sortings
[pein531's solution](#)

1107.

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,923 global accepts · Rating: 1200 · first AC: 2024-05-27 · PyPy 3-64 (first AC) · Tags: implementation, sortings
[pein531's solution](#)

1108.

1343C

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

Quality: 44,074 global accepts · Rating: 1200 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers
[pein531's solution](#)

1109.

1272B

[Snow Walking Robot](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1200 · first AC: 2024-05-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation
[pein531's solution](#)

1110.

1272C

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

Quality: 30,741 global accepts · Rating: 1200 · first AC: 2024-05-23 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, implementation
[pein531's solution](#)

1111.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,289 global accepts · Rating: 1200 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, implementation, two pointers

[pein531's solution](#)

1112.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,623 global accepts · Rating: 1200 · first AC: 2024-05-17 · PyPy 3-64 (first AC) · Tags: math

[pein531's solution](#)

1113.

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,944 global accepts · Rating: 1200 · first AC: 2024-05-15 · PyPy 3-64 (first AC) · Tags: greedy, math

[pein531's solution](#)

1114.

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[pein531's solution](#)

1115.

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2024-05-04 · PyPy 3-64 (first AC) · Tags: math

[pein531's solution](#)

1116.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,122 global accepts · Rating: 1200 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: sortings, two pointers

[pein531's solution](#)

1117.

1133B

[Preparation for International Women's Day](#) · [Tutorial](#)

Quality: 14,371 global accepts · Rating: 1200 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[pein531's solution](#)

1118.

1118B

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

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2024-04-30 · PyPy 3-64 (first AC) · Tags: implementation

[pein531's solution](#)

1119.

1102C

[Doors Breaking and Repairing](#) · [Tutorial](#)

Quality: 14,168 global accepts · Rating: 1200 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: games

[pein531's solution](#)

1120.

1029B

[Creating the Contest](#) · [Tutorial](#)

Quality: 18,465 global accepts · Rating: 1200 · first AC: 2024-04-20 · PyPy 3-64 (first AC) · Tags: dp, greedy, math

[pein531's solution](#)

1121.

1015B

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

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[pein531's solution](#)

1122.

1822D

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

Quality: 19,022 global accepts · Rating: 1200 · first AC: 2024-04-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[pein531's solution](#)

1123.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,514 global accepts · Rating: 1200 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[pein531's solution](#)

1124.

1954C

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

Quality: 22,744 global accepts · Rating: 1200 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[pein531's solution](#)

1125.

1006B

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

Quality: 14,655 global accepts · Rating: 1200 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[pein531's solution](#)

1126.

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,822 global accepts · Rating: 1200 · first AC: 2024-04-06 · PyPy 3-64 (first AC) · Tags: implementation, math, number theory

[pein531's solution](#)

1127.

803B

[Distances to Zero](#) · [Tutorial](#)

Quality: 7,579 global accepts · Rating: 1200 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[pein531's solution](#)

1128.

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,296 global accepts · Rating: 1200 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[pein531's solution](#)

1129.

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,409 global accepts · Rating: 1200 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[pein531's solution](#)

1130.

632A

[Grandma Laura and Apples](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2024-03-22 · PyPy 3-64 (first AC) · Tags: —

[pein531's solution](#)

1131.

612B

[HDD is Outdated Technology](#) · [Tutorial](#)

Quality: 7,604 global accepts · Rating: 1200 · first AC: 2024-03-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[pein531's solution](#)

1132.

1945C

[Left and Right Houses](#) · [Tutorial](#)

Quality: 17,395 global accepts · Rating: 1200 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[pein531's solution](#)

1133.

630R

[Game](#) · [Tutorial](#)

Quality: 9,587 global accepts · Rating: 1200 · first AC: 2024-03-15 · PyPy 3-64 (first AC) · Tags: games, math

[pein531's solution](#)

1134.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1200 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[pein531's solution](#)

1135.

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,939 global accepts · Rating: 1200 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation

[pein531's solution](#)

1136.

1792B

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

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[pein531's solution](#)

1137.

492B

[Vanya and Lanterns](#) · [Tutorial](#)

Quality: 90,196 global accepts · Rating: 1200 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, sortings

[pein531's solution](#)

1138.

1744D

[Divisibility by \$2^n\$](#) · [Tutorial](#)

Quality: 24,523 global accepts · Rating: 1200 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[pein531's solution](#)

1139.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,487 global accepts · Rating: 1200 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, math

[pein531's solution](#)

1140.

1933D

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

Quality: 23,528 global accepts · Rating: 1200 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[pein531's solution](#)

1141.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,483 global accepts · Rating: 1200 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[pein531's solution](#)

1142.

1926C

[Vlad and a Sum of Sum of Digits](#) · [Tutorial](#)

Quality: 32,747 global accepts · Rating: 1200 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[pein531's solution](#)

1143.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,937 global accepts · Rating: 1200 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[pein531's solution](#)

1144.

1738B

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

Quality: 18,794 global accepts · Rating: 1200 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[pein531's solution](#)

1145.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 23,754 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[pein531's solution](#)

1146.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,536 global accepts · Rating: 1200 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: games

[pein531's solution](#)

1147.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,566 global accepts · Rating: 1200 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[pein531's solution](#)

1148.

1800D

[Remove Two Letters](#) · [Tutorial](#)

Quality: 29,348 global accepts · Rating: 1200 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing, strings

[pein531's solution](#)

1149.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,742 global accepts · Rating: 1200 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[pein531's solution](#)

1150.

1925B

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

Quality: 23,129 global accepts · Rating: 1200 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[pein531's solution](#)

1151.

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[pein531's solution](#)

1152.

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,989 global accepts · Rating: 1200 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[pein531's solution](#)

1153.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1200 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[pein531's solution](#)

1154.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,332 global accepts · Rating: 1200 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[pein531's solution](#)

1155.

1907C

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

Quality: 23,137 global accepts · Rating: 1200 · first AC: 2023-12-08 · last AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[pein531's solution](#)

1156.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,835 global accepts · Rating: 1200 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[pein531's solution](#)

1157.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,693 global accepts · Rating: 1200 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[pein531's solution](#)

1158.

1352C

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

Quality: 69,773 global accepts · Rating: 1200 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[pein531's solution](#)

1159.

1352B

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

Quality: 44,820 global accepts · Rating: 1200 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[pein531's solution](#)

1160.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 1200 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation

[pein531's solution](#)

1161.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1200 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, strings

[pein531's solution](#)

1162.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,283 global accepts · Rating: 1200 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[pein531's solution](#)

1163.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,587 global accepts · Rating: 1200 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[pein531's solution](#)

1164.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,625 global accepts · Rating: 1200 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math
[pein531's solution](#)

1165.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,256 global accepts · Rating: 1200 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[pein531's solution](#)

1166.

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,832 global accepts · Rating: 1200 · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: math
[pein531's solution](#)

1167.

1846D

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

Quality: 22,449 global accepts · Rating: 1200 · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math
[pein531's solution](#)

1168.

1846C

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

Quality: 21,478 global accepts · Rating: 1200 · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings
[pein531's solution](#)

1169.

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math
[pein531's solution](#)

1170.

1857C

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

Quality: 41,757 global accepts · Rating: 1200 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[pein531's solution](#)

1171.

1980C

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

Quality: 21,703 global accepts · Rating: 1300 · first AC: 2024-06-05 · last AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[pein531's solution](#)

1172.

2179D

[Blackslex and Penguin Civilization](#) · [Tutorial](#)

Quality: 13,514 global accepts · Rating: 1300 · first AC: 2026-02-10 · last AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[pein531's solution](#)

1173.

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math
[pein531's solution](#)

1174.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,295 global accepts · Rating: 1300 · first AC: 2026-01-13 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy
[pein531's solution](#)

1175.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,672 global accepts · Rating: 1300 · first AC: 2025-12-08 · last AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, two pointers
[pein531's solution](#)

1176.

2160C

[Reverse XOR](#) · [Tutorial](#)

Quality: 15,160 global accepts · Rating: 1300 · first AC: 2025-11-25 · last AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks
[pein531's solution](#)

1177.

2145C

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

Quality: 15,403 global accepts · Rating: 1300 · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings
[pein531's solution](#)

1178.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy
[pein531's solution](#)

1179.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,630 global accepts · Rating: 1300 · first AC: 2024-02-18 · last AC: 2025-10-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[pein531's solution](#)

1180.

1999E

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

Quality: 23,621 global accepts · Rating: 1300 · first AC: 2024-08-07 · last AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math
[pein531's solution](#)

1181.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,833 global accepts · Rating: 1300 · first AC: 2025-03-19 · last AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[pein531's solution](#)

1182.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2025-02-08 · last AC: 2025-09-22 · PyPy 3-64 (first AC) · Tags: implementation
[pein531's solution](#)

1183.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,599 global accepts · Rating: 1300 · first AC: 2025-04-22 · last AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[pein531's solution](#)

1184.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,417 global accepts · Rating: 1300 · first AC: 2025-04-24 · last AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation

[pein531's solution](#)

1185.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[pein531's solution](#)

1186.

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,071 global accepts · Rating: 1300 · first AC: 2024-12-18 · last AC: 2025-08-25 · PyPy 3-64 (first AC) · Tags: binary search, greedy, implementation, math, number theory

[pein531's solution](#)

1187.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,729 global accepts · Rating: 1300 · first AC: 2025-07-02 · last AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[pein531's solution](#)

1188.

1585C

[Minimize Distance](#) · [Tutorial](#)

Quality: 12,821 global accepts · Rating: 1300 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[pein531's solution](#)

1189.

2127B

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

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

[pein531's solution](#)

1190.

459B

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

Quality: 47,492 global accepts · Rating: 1300 · first AC: 2025-08-05 · PyPy 3-64 (first AC) · Tags: combinatorics, implementation, sortings

[pein531's solution](#)

1191.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,874 global accepts · Rating: 1300 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[pein531's solution](#)

1192.

2065C2

[Skididus and Fanum Tax \(hard version\)](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-10 · last AC: 2025-07-21 · PyPy 3-64 (first AC) · Tags: binary search, greedy

[pein531's solution](#)

1193.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,880 global accepts · Rating: 1300 · first AC: 2025-07-12 · PyPy 3-64 (first AC) · Tags: brute force, dp

[pein531's solution](#)

1194.

2118C

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

Quality: 18,480 global accepts · Rating: 1300 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, greedy, math

[pein531's solution](#)

1195.

2124C

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

Quality: 14,596 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[pein531's solution](#)

1196.

2121D

[1709](#) · [Tutorial](#)

Quality: 18,207 global accepts · Rating: 1300 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[pein531's solution](#)

1197.

508B

[Anton and currency you all know](#) · [Tutorial](#)

Quality: 23,988 global accepts · Rating: 1300 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, strings

[pein531's solution](#)

1198.

236B

[Easy Number Challenge](#) · [Tutorial](#)

Quality: 16,946 global accepts · Rating: 1300 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, number theory

[pein531's solution](#)

1199.

1260B

[Obtain Two Zeros](#) · [Tutorial](#)

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[pein531's solution](#)

1200.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[pein531's solution](#)

1201.

1155C

[Alarm Clocks Everywhere](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1300 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[pein531's solution](#)

1202.

1093C

[Mishka and the Last Exam](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2025-04-19 · PyPy 3-64 (first AC) · Tags: greedy

[pein531's solution](#)

1203.

58B

[Coins](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1300 · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[pein531's solution](#)

1204.

181B

[Number of Triplets](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1300 · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force
[pein531's solution](#)

1205.

2086C

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

Quality: 16,127 global accepts · Rating: 1300 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation
[pein531's solution](#)

1206.

66A

[Petya and Java](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1300 · first AC: 2025-03-30 · PyPy 3-64 (first AC) · Tags: implementation, strings
[pein531's solution](#)

1207.

2091E

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

Quality: 19,630 global accepts · Rating: 1300 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory, two pointers
[pein531's solution](#)

1208.

61B

[Hard Work](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1300 · first AC: 2025-03-25 · PyPy 3-64 (first AC) · Tags: strings
[pein531's solution](#)

1209.

96B

[Lucky Numbers \(easy\)](#) · [Tutorial](#)

Quality: 19,108 global accepts · Rating: 1300 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force
[pein531's solution](#)

1210.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation
[pein531's solution](#)

1211.

56B

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

Quality: 4,024 global accepts · Rating: 1300 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[pein531's solution](#)

1212.

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-12-16 · last AC: 2025-03-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees
[pein531's solution](#)

1213.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,424 global accepts · Rating: 1300 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math
[pein531's solution](#)

1214.

2072D

[For Wizards, the Exam Is Easy, but I Couldn't Handle It](#) · [Tutorial](#)

Quality: 17,640 global accepts · Rating: 1300 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[pein531's solution](#)

1215.

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[pein531's solution](#)

1216.

1016B

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

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[pein531's solution](#)

1217.

1096B

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

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, strings

[pein531's solution](#)

1218.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[pein531's solution](#)

1219.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,902 global accepts · Rating: 1300 · first AC: 2025-02-08 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[pein531's solution](#)

1220.

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2025-01-13 · last AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[pein531's solution](#)

1221.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,205 global accepts · Rating: 1300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, strings

[pein531's solution](#)

1222.

2033D

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

Quality: 18,196 global accepts · Rating: 1300 · first AC: 2024-10-27 · last AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy, math

[pein531's solution](#)

1223.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[pein531's solution](#)

1224.

276B

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

Quality: 32,109 global accepts · Rating: 1300 · first AC: 2024-12-10 · PyPy 3-64 (first AC) · Tags: games, greedy

[pein531's solution](#)

1225.

2050D

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

Quality: 18,980 global accepts · Rating: 1300 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, strings

[pein531's solution](#)

1226.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[pein531's solution](#)

1227.

1217A

[Creating a Character](#) · [Tutorial](#)

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2024-11-30 · PyPy 3-64 (first AC) · Tags: binary search, math

[pein531's solution](#)

1228.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · last AC: 2024-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

[pein531's solution](#)

1229.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,272 global accepts · Rating: 1300 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy

[pein531's solution](#)

1230.

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,747 global accepts · Rating: 1300 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[pein531's solution](#)

1231.

318B

[Strings of Power](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1300 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings, two pointers

[pein531's solution](#)

1232.

1881D

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

Quality: 28,435 global accepts · Rating: 1300 · first AC: 2023-11-13 · last AC: 2024-11-11 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[pein531's solution](#)

1233.

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,990 global accepts · Rating: 1300 · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, matrices

[pein531's solution](#)

1234.

1973B

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

Quality: 16,829 global accepts · Rating: 1300 · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks,

data structures, greedy, math, two pointers

[pein531's solution](#)

1235.

1265B

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

Quality: 13,525 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, two pointers

[pein531's solution](#)

1236.

43C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1300 · first AC: 2024-10-15 · PyPy 3-64 (first AC) · Tags: greedy

[pein531's solution](#)

1237.

41C

[Email address](#) · [Tutorial](#)

Quality: 4,195 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: expression parsing, implementation

[pein531's solution](#)

1238.

34C

[Page Numbers](#) · [Tutorial](#)

Quality: 4,765 global accepts · Rating: 1300 · first AC: 2024-10-14 · PyPy 3-64 (first AC) · Tags: expression parsing, implementation, sortings, strings

[pein531's solution](#)

1239.

27B

[Tournament](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, greedy

[pein531's solution](#)

1240.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,879 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[pein531's solution](#)

1241.

4C

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

Quality: 108,153 global accepts · Rating: 1300 · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[pein531's solution](#)

1242.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2024-03-21 · last AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, strings

[pein531's solution](#)

1243.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[pein531's solution](#)

1244.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,349 global accepts · Rating: 1300 · first AC: 2024-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[pein531's solution](#)

1245.

976B

[Lara Croft and the New Game](#) · [Tutorial](#)

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2024-09-26 · PyPy 3-64 (first AC) · Tags: implementation, math

[pein531's solution](#)

1246.

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,033 global accepts · Rating: 1300 · first AC: 2024-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[pein531's solution](#)

1247.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2024-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[pein531's solution](#)

1248.

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,059 global accepts · Rating: 1300 · first AC: 2024-03-21 · last AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: dp

[pein531's solution](#)

1249.

1955C

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

Quality: 24,505 global accepts · Rating: 1300 · first AC: 2024-04-09 · last AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[pein531's solution](#)

1250.

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,331 global accepts · Rating: 1300 · first AC: 2024-02-29 · last AC: 2024-08-19 · Java 8 (first AC) · Tags: dp, greedy, implementation

[pein531's solution](#)

1251.

1560D

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

Quality: 19,459 global accepts · Rating: 1300 · first AC: 2024-08-12 · PyPy 3-64 (first AC) · Tags: greedy, math, strings

[pein531's solution](#)

1252.

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,976 global accepts · Rating: 1300 · first AC: 2024-04-14 · last AC: 2024-08-12 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[pein531's solution](#)

1253.

1650D

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

Quality: 14,704 global accepts · Rating: 1300 · first AC: 2024-08-08 · last AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[pein531's solution](#)

1254.

1618D

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

Quality: 20,897 global accepts · Rating: 1300 · first AC: 2024-08-06 · PyPy 3-64 (first AC) · Tags: dp, greedy, math

[pein531's solution](#)

1255.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, strings

[pein531's solution](#)

1256.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,015 global accepts · Rating: 1300 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, strings

[pein531's solution](#)

1257.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,773 global accepts · Rating: 1300 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation, trees

[pein531's solution](#)

1258.

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,393 global accepts · Rating: 1300 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[pein531's solution](#)

1259.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-25 · last AC: 2024-07-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[pein531's solution](#)

1260.

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,340 global accepts · Rating: 1300 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[pein531's solution](#)

1261.

1927D

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

Quality: 33,181 global accepts · Rating: 1300 · first AC: 2024-02-10 · last AC: 2024-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[pein531's solution](#)

1262.

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,606 global accepts · Rating: 1300 · first AC: 2024-04-23 · last AC: 2024-06-17 · PyPy 3-64 (first AC) · Tags: —

[pein531's solution](#)

1263.

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,149 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[pein531's solution](#)

1264.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,836 global accepts · Rating: 1300 · first AC: 2024-06-16 · PyPy 3-64 (first AC) · Tags: combinatorics, math

[pein531's solution](#)

1265.

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,180 global accepts · Rating: 1300 · first AC: 2024-06-10 · PyPy 3-64 (first AC) · Tags: greedy, two pointers

[pein531's solution](#)

1266.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,106 global accepts · Rating: 1300 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[pein531's solution](#)

1267.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,703 global accepts · Rating: 1300 · first AC: 2023-11-17 · last AC: 2024-06-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[pein531's solution](#)

1268.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 1300 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[pein531's solution](#)

1269.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,996 global accepts · Rating: 1300 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, implementation, shortest paths

[pein531's solution](#)

1270.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 43,006 global accepts · Rating: 1300 · first AC: 2024-06-01 · PyPy 3-64 (first AC) · Tags: math, number theory

[pein531's solution](#)

1271.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,046 global accepts · Rating: 1300 · first AC: 2024-05-31 · PyPy 3-64 (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[pein531's solution](#)

1272.

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[pein531's solution](#)

1273.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,277 global accepts · Rating: 1300 · first AC: 2024-05-27 · last AC: 2024-05-27 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory

[pein531's solution](#)

1274.

1249C1

[Good Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 16,557 global accepts · Rating: 1300 · first AC: 2024-05-21 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation

[pein531's solution](#)

1275.

1249B2

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

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, math
[pein531's solution](#)

1276.

1216D

[Swords](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1300 · first AC: 2024-05-20 · PyPy 3-64 (first AC) · Tags: math
[pein531's solution](#)

1277.

1234B2

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

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation
[pein531's solution](#)

1278.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,256 global accepts · Rating: 1300 · first AC: 2024-05-15 · PyPy 3-64 (first AC) · Tags: implementation, math
[pein531's solution](#)

1279.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2024-05-13 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation
[pein531's solution](#)

1280.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,345 global accepts · Rating: 1300 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, two pointers
[pein531's solution](#)

1281.

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,399 global accepts · Rating: 1300 · first AC: 2024-05-12 · PyPy 3-64 (first AC) · Tags: greedy
[pein531's solution](#)

1282.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,425 global accepts · Rating: 1300 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math
[pein531's solution](#)

1283.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,670 global accepts · Rating: 1300 · first AC: 2024-04-29 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math
[pein531's solution](#)

1284.

1157C1

[Increasing Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 13,454 global accepts · Rating: 1300 · first AC: 2024-04-27 · PyPy 3-64 (first AC) · Tags: greedy
[pein531's solution](#)

1285.

1547D

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

Quality: 18,589 global accepts · Rating: 1300 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms,

greedy

[pein531's solution](#)

1286.

1775B

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

Quality: 20,737 global accepts · Rating: 1300 · first AC: 2024-04-23 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms

[pein531's solution](#)

1287.

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2024-04-22 · PyPy 3-64 (first AC) · Tags: greedy

[pein531's solution](#)

1288.

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,433 global accepts · Rating: 1300 · first AC: 2024-04-20 · PyPy 3-64 (first AC) · Tags: implementation, strings

[pein531's solution](#)

1289.

371B

[Fox Dividing Cheese](#) · [Tutorial](#)

Quality: 12,536 global accepts · Rating: 1300 · first AC: 2024-04-18 · PyPy 3-64 (first AC) · Tags: math, number theory

[pein531's solution](#)

1290.

1065B

[Vasya and Isolated Vertices](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2024-04-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs

[pein531's solution](#)

1291.

1879C

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

Quality: 27,115 global accepts · Rating: 1300 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy

[pein531's solution](#)

1292.

1607D

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

Quality: 18,124 global accepts · Rating: 1300 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[pein531's solution](#)

1293.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,151 global accepts · Rating: 1300 · first AC: 2023-11-25 · last AC: 2024-04-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[pein531's solution](#)

1294.

808B

[Average Sleep Time](#) · [Tutorial](#)

Quality: 14,876 global accepts · Rating: 1300 · first AC: 2024-04-06 · PyPy 3-64 (first AC) · Tags: data structures, implementation, math

[pein531's solution](#)

1295.

792B

[Counting-out Rhyme](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[pein531's solution](#)

1296.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,401 global accepts · Rating: 1300 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

[pein531's solution](#)

1297.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,243 global accepts · Rating: 1300 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[pein531's solution](#)

1298.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings

[pein531's solution](#)

1299.

628C

[Bear and String Distance](#) · [Tutorial](#)

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[pein531's solution](#)

1300.

612A

[The Text Splitting](#) · [Tutorial](#)

Quality: 7,839 global accepts · Rating: 1300 · first AC: 2024-03-20 · PyPy 3-64 (first AC) · Tags: brute force, implementation, strings

[pein531's solution](#)

1301.

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[pein531's solution](#)

1302.

600B

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

Quality: 39,170 global accepts · Rating: 1300 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[pein531's solution](#)

1303.

870C

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

Quality: 9,767 global accepts · Rating: 1300 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[pein531's solution](#)

1304.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,095 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[pein531's solution](#)

1305.

630N

[Forecast](#) · [Tutorial](#)

Quality: 5,225 global accepts · Rating: 1300 · first AC: 2024-03-15 · PyPy 3-64 (first AC) · Tags: math

[pein531's solution](#)

1306.

630F

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

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2024-03-15 · PyPy 3-64 (first AC) · Tags: combinatorics, math

[pein531's solution](#)

1307.

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,203 global accepts · Rating: 1300 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[pein531's solution](#)

1308.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,679 global accepts · Rating: 1300 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings
[pein531's solution](#)

1309.

1926D

[Vlad and Division](#) · [Tutorial](#)

Quality: 18,375 global accepts · Rating: 1300 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy
[pein531's solution](#)

1310.

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[pein531's solution](#)

1311.

1005C

[Summarize to the Power of Two](#) · [Tutorial](#)

Quality: 13,054 global accepts · Rating: 1300 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
[pein531's solution](#)

1312.

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,525 global accepts · Rating: 1300 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[pein531's solution](#)

1313.

1003B

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

Quality: 12,224 global accepts · Rating: 1300 · first AC: 2024-01-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms
[pein531's solution](#)

1314.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,530 global accepts · Rating: 1300 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math
[pein531's solution](#)

1315.

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy
[pein531's solution](#)

1316.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,278 global accepts · Rating: 1300 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[pein531's solution](#)

1317.

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,856 global accepts · Rating: 1300 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[pein531's solution](#)

1318.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,112 global accepts · Rating: 1300 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[pein531's solution](#)

1319.

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 24,006 global accepts · Rating: 1300 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[pein531's solution](#)

1320.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,190 global accepts · Rating: 1300 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[pein531's solution](#)

1321.

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,052 global accepts · Rating: 1300 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[pein531's solution](#)

1322.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,776 global accepts · Rating: 1300 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, interactive

[pein531's solution](#)

1323.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,854 global accepts · Rating: 1300 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math

[pein531's solution](#)

1324.

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,589 global accepts · Rating: 1300 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[pein531's solution](#)

1325.

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory

[pein531's solution](#)

1326.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,842 global accepts · Rating: 1300 · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[pein531's solution](#)

1327.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[pein531's solution](#)

1328.

1846E1

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

Quality: 25,209 global accepts · Rating: 1300 · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[pein531's solution](#)

1329.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,321 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings, trees
[pein531's solution](#)

1330.

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[pein531's solution](#)

1331.

2035C

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

Quality: 11,531 global accepts · Rating: 1400 · first AC: 2026-02-12 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, math
[pein531's solution](#)

1332.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,710 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
[pein531's solution](#)

1333.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,791 global accepts · Rating: 1400 · first AC: 2024-12-14 · last AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, strings
[pein531's solution](#)

1334.

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,065 global accepts · Rating: 1400 · first AC: 2025-03-13 · last AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers
[pein531's solution](#)

1335.

2132C2

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

Quality: 13,337 global accepts · Rating: 1400 · first AC: 2025-08-28 · last AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math
[pein531's solution](#)

1336.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,122 global accepts · Rating: 1400 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
[pein531's solution](#)

1337.

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,324 global accepts · Rating: 1400 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, trees
[pein531's solution](#)

1338.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,449 global accepts · Rating: 1400 · first AC: 2024-09-14 · last AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[pein531's solution](#)

1339.

2034C

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

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[pein531's solution](#)

1340.

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,991 global accepts · Rating: 1400 · first AC: 2025-08-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation

[pein531's solution](#)

1341.

260A

[Adding Digits](#) · [Tutorial](#)

Quality: 16,587 global accepts · Rating: 1400 · first AC: 2025-08-15 · PyPy 3-64 (first AC) · Tags: implementation, math

[pein531's solution](#)

1342.

279B

[Books](#) · [Tutorial](#)

Quality: 72,434 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, two pointers

[pein531's solution](#)

1343.

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,682 global accepts · Rating: 1400 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[pein531's solution](#)

1344.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,388 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[pein531's solution](#)

1345.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,186 global accepts · Rating: 1400 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[pein531's solution](#)

1346.

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 1400 · first AC: 2024-09-24 · last AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, sortings

[pein531's solution](#)

1347.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,018 global accepts · Rating: 1400 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[pein531's solution](#)

1348.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,907 global accepts · Rating: 1400 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[pein531's solution](#)

1349.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,827 global accepts · Rating: 1400 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[pein531's solution](#)

1350.

2098B

[Sasha and the Apartment Purchase](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1400 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings

[pein531's solution](#)

1351.

2114E

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

Quality: 14,009 global accepts · Rating: 1400 · first AC: 2025-05-28 · last AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[pein531's solution](#)

1352.

2114D

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

Quality: 14,643 global accepts · Rating: 1400 · first AC: 2025-05-28 · last AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[pein531's solution](#)

1353.

2111D

[Creating a Schedule](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1400 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[pein531's solution](#)

1354.

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1400 · first AC: 2024-05-21 · last AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[pein531's solution](#)

1355.

197B

[Limit](#) · [Tutorial](#)

Quality: 4,917 global accepts · Rating: 1400 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[pein531's solution](#)

1356.

1494B

[Berland Crossword](#) · [Tutorial](#)

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2025-05-07 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, greedy, implementation

[pein531's solution](#)

1357.

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,272 global accepts · Rating: 1400 · first AC: 2025-04-16 · last AC: 2025-05-06 · PyPy 3-64 (first AC) · Tags: bitmasks, implementation

[pein531's solution](#)

1358.

248B

[Chilly Willy](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1400 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[pein531's solution](#)

1359.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,231 global accepts · Rating: 1400 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, number theory
[pein531's solution](#)

1360.

174B

[File List](#) · [Tutorial](#)

Quality: 2,515 global accepts · Rating: 1400 · first AC: 2025-04-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[pein531's solution](#)

1361.

131C

[The World is a Theatre](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2025-04-07 · PyPy 3-64 (first AC) · Tags: combinatorics, math
[pein531's solution](#)

1362.

124B

[Permutations](#) · [Tutorial](#)

Quality: 4,872 global accepts · Rating: 1400 · first AC: 2025-03-27 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, implementation
[pein531's solution](#)

1363.

1156A

[Inscribed Figures](#) · [Tutorial](#)

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry
[pein531's solution](#)

1364.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,795 global accepts · Rating: 1400 · first AC: 2024-05-21 · last AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[pein531's solution](#)

1365.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,966 global accepts · Rating: 1400 · first AC: 2023-11-16 · last AC: 2025-02-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy
[pein531's solution](#)

1366.

1167C

[News Distribution](#) · [Tutorial](#)

Quality: 26,006 global accepts · Rating: 1400 · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs
[pein531's solution](#)

1367.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 1400 · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, divide and conquer, interactive, math
[pein531's solution](#)

1368.

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 1400 · first AC: 2024-02-22 · last AC: 2025-01-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, math, two pointers

[pein531's solution](#)

1369.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[pein531's solution](#)

1370.

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,791 global accepts · Rating: 1400 · first AC: 2025-01-15 · PyPy 3-64 (first AC) · Tags: implementation, strings

[pein531's solution](#)

1371.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,456 global accepts · Rating: 1400 · first AC: 2024-02-23 · last AC: 2025-01-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[pein531's solution](#)

1372.

1860C

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

Quality: 15,563 global accepts · Rating: 1400 · first AC: 2025-01-03 · last AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, games, greedy

[pein531's solution](#)

1373.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,218 global accepts · Rating: 1400 · first AC: 2024-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[pein531's solution](#)

1374.

2020C

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

Quality: 18,298 global accepts · Rating: 1400 · first AC: 2024-10-01 · last AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[pein531's solution](#)

1375.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,667 global accepts · Rating: 1400 · first AC: 2024-09-02 · last AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[pein531's solution](#)

1376.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,380 global accepts · Rating: 1400 · first AC: 2024-06-05 · last AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[pein531's solution](#)

1377.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,174 global accepts · Rating: 1400 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, sortings, two pointers

[pein531's solution](#)

1378.

2033E

[Sakurako, Kosuke, and the Permutation](#) · [Tutorial](#)

Quality: 14,141 global accepts · Rating: 1400 · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[pein531's solution](#)

1379.

2033C

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

Quality: 17,813 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, two pointers

[pein531's solution](#)

1380.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,547 global accepts · Rating: 1400 · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[pein531's solution](#)

1381.

41B

[Martian Dollar](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1400 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[pein531's solution](#)

1382.

1955D

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

Quality: 18,580 global accepts · Rating: 1400 · first AC: 2024-04-09 · last AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[pein531's solution](#)

1383.

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation

[pein531's solution](#)

1384.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2023-11-04 · last AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, math

[pein531's solution](#)

1385.

2009E

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

Quality: 17,668 global accepts · Rating: 1400 · first AC: 2024-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, ternary search

[pein531's solution](#)

1386.

2009D

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

Quality: 18,774 global accepts · Rating: 1400 · first AC: 2024-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math

[pein531's solution](#)

1387.

437C

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

Quality: 14,995 global accepts · Rating: 1400 · first AC: 2024-09-02 · last AC: 2024-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, sortings

[pein531's solution](#)

1388.

2010C1

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

Quality: 9,246 global accepts · Rating: 1400 · first AC: 2024-08-29 · PyPy 3-64 (first AC) · Tags: brute force, strings
[pein531's solution](#)

1389.

1875C

[Jellyfish and Green Apple · Tutorial](#)

Quality: 13,880 global accepts · Rating: 1400 · first AC: 2024-08-20 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, math, number theory
[pein531's solution](#)

1390.

1579D

[Productive Meeting · Tutorial](#)

Quality: 18,424 global accepts · Rating: 1400 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[pein531's solution](#)

1391.

2000E

[Photoshoot for Gorillas · Tutorial](#)

Quality: 16,222 global accepts · Rating: 1400 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math
[pein531's solution](#)

1392.

1292A

[NEKO's Maze Game · Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, implementation
[pein531's solution](#)

1393.

1551B2

[Wonderful Coloring - 2 · Tutorial](#)

Quality: 16,665 global accepts · Rating: 1400 · first AC: 2024-08-10 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
[pein531's solution](#)

1394.

1624D

[Palindromes Coloring · Tutorial](#)

Quality: 19,080 global accepts · Rating: 1400 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings, strings
[pein531's solution](#)

1395.

1905C

[Largest Subsequence · Tutorial](#)

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[pein531's solution](#)

1396.

1901C

[Add, Divide and Floor · Tutorial](#)

Quality: 14,239 global accepts · Rating: 1400 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[pein531's solution](#)

1397.

1714E

[Add Modulo 10 · Tutorial](#)

Quality: 23,528 global accepts · Rating: 1400 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[pein531's solution](#)

1398.

1883G1

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

Quality: 19,556 global accepts · Rating: 1400 · first AC: 2023-11-13 · last AC: 2024-07-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[pein531's solution](#)

1399.

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,084 global accepts · Rating: 1400 · first AC: 2024-07-10 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy

[pein531's solution](#)

1400.

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,992 global accepts · Rating: 1400 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[pein531's solution](#)

1401.

1903C

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

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2023-12-07 · last AC: 2024-07-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[pein531's solution](#)

1402.

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,309 global accepts · Rating: 1400 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[pein531's solution](#)

1403.

1883F

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

Quality: 11,864 global accepts · Rating: 1400 · first AC: 2023-11-13 · last AC: 2024-06-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[pein531's solution](#)

1404.

1986D

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

Quality: 17,964 global accepts · Rating: 1400 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[pein531's solution](#)

1405.

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,612 global accepts · Rating: 1400 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[pein531's solution](#)

1406.

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,994 global accepts · Rating: 1400 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[pein531's solution](#)

1407.

1506D

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

Quality: 25,537 global accepts · Rating: 1400 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[pein531's solution](#)

1408.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,207 global accepts · Rating: 1400 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, math
[pein531's solution](#)

1409.

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1400 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[pein531's solution](#)

1410.

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,709 global accepts · Rating: 1400 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math
[pein531's solution](#)

1411.

1374D

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

Quality: 31,094 global accepts · Rating: 1400 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings, two pointers
[pein531's solution](#)

1412.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,091 global accepts · Rating: 1400 · first AC: 2024-05-27 · PyPy 3-64 (first AC) · Tags: binary search, data structures, sortings, two pointers
[pein531's solution](#)

1413.

1256B

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

Quality: 13,682 global accepts · Rating: 1400 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[pein531's solution](#)

1414.

1183D

[Candy Box \(easy version\)](#) · [Tutorial](#)

Quality: 20,424 global accepts · Rating: 1400 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[pein531's solution](#)

1415.

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,045 global accepts · Rating: 1400 · first AC: 2024-05-15 · PyPy 3-64 (first AC) · Tags: binary search, math
[pein531's solution](#)

1416.

1144D

[Equalize Them All](#) · [Tutorial](#)

Quality: 10,839 global accepts · Rating: 1400 · first AC: 2024-05-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy
[pein531's solution](#)

1417.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,269 global accepts · Rating: 1400 · first AC: 2024-05-06 · PyPy 3-64 (first AC) · Tags: brute force, number theory
[pein531's solution](#)

1418.

1154C

[Gourmet Cat](#) · [Tutorial](#)

Quality: 11,539 global accepts · Rating: 1400 · first AC: 2024-05-05 · PyPy 3-64 (first AC) · Tags: implementation, math
[pein531's solution](#)

1419.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,488 global accepts · Rating: 1400 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy
[pein531's solution](#)

1420.

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,983 global accepts · Rating: 1400 · first AC: 2024-04-29 · last AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[pein531's solution](#)

1421.

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,153 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[pein531's solution](#)

1422.

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1400 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[pein531's solution](#)

1423.

940B

[Our Tanya is Crying Out Loud](#) · [Tutorial](#)

Quality: 9,507 global accepts · Rating: 1400 · first AC: 2024-04-22 · PyPy 3-64 (first AC) · Tags: dp, greedy
[pein531's solution](#)

1424.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2023-12-22 · last AC: 2024-04-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[pein531's solution](#)

1425.

808C

[Tea Party](#) · [Tutorial](#)

Quality: 6,980 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[pein531's solution](#)

1426.

803A

[Maximal Binary Matrix](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: 1400 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[pein531's solution](#)

1427.

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,517 global accepts · Rating: 1400 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[pein531's solution](#)

1428.

710B

[Optimal Point on a Line](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2024-03-31 · PyPy 3-64 (first AC) · Tags: brute force, sortings
[pein531's solution](#)

1429.

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,578 global accepts · Rating: 1400 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, two pointers

[pein531's solution](#)

1430.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,798 global accepts · Rating: 1400 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[pein531's solution](#)

1431.

665B

[Shopping](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 1400 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[pein531's solution](#)

1432.

652A

[Gabriel and Caterpillar](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1400 · first AC: 2024-03-25 · PyPy 3-64 (first AC) · Tags: implementation, math

[pein531's solution](#)

1433.

632B

[Alice, Bob, Two Teams](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 1400 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[pein531's solution](#)

1434.

612C

[Replace To Make Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 9,859 global accepts · Rating: 1400 · first AC: 2024-03-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, expression parsing, math

[pein531's solution](#)

1435.

630L

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

Quality: 4,055 global accepts · Rating: 1400 · first AC: 2024-03-15 · PyPy 3-64 (first AC) · Tags: implementation, math

[pein531's solution](#)

1436.

630H

[Benches](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1400 · first AC: 2024-03-15 · PyPy 3-64 (first AC) · Tags: combinatorics, math

[pein531's solution](#)

1437.

45I

[TCMCF+++](#) · [Tutorial](#)

Quality: 2,803 global accepts · Rating: 1400 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[pein531's solution](#)

1438.

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,261 global accepts · Rating: 1400 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[pein531's solution](#)

1439.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,108 global accepts · Rating: 1400 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[pein531's solution](#)

1440.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,735 global accepts · Rating: 1400 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory
[pein531's solution](#)

1441.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1400 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, math
[pein531's solution](#)

1442.

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[pein531's solution](#)

1443.

1927E

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

Quality: 17,056 global accepts · Rating: 1400 · first AC: 2024-02-10 · last AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, two pointers
[pein531's solution](#)

1444.

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,731 global accepts · Rating: 1400 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings
[pein531's solution](#)

1445.

934A

[A Compatible Pair](#) · [Tutorial](#)

Quality: 7,601 global accepts · Rating: 1400 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games
[pein531's solution](#)

1446.

1929C

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

Quality: 17,286 global accepts · Rating: 1400 · first AC: 2024-02-15 · Java 8 (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math
[pein531's solution](#)

1447.

1706C

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

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy, implementation
[pein531's solution](#)

1448.

1771B

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

Quality: 21,333 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers
[pein531's solution](#)

1449.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,665 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math
[pein531's solution](#)

1450.

1748B

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

Quality: 16,781 global accepts · Rating: 1400 · first AC: 2024-01-22 · last AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[pein531's solution](#)

1451.

1919C

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

Quality: 28,584 global accepts · Rating: 1400 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[pein531's solution](#)

1452.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,973 global accepts · Rating: 1400 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[pein531's solution](#)

1453.

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,843 global accepts · Rating: 1400 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[pein531's solution](#)

1454.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[pein531's solution](#)

1455.

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,587 global accepts · Rating: 1400 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[pein531's solution](#)

1456.

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[pein531's solution](#)

1457.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[pein531's solution](#)

1458.

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[pein531's solution](#)

1459.

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 1400 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[pein531's solution](#)

1460.

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 1400 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, sortings
[pein531's solution](#)

1461.

1914E2

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

Quality: 14,751 global accepts · Rating: 1400 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings
[pein531's solution](#)

1462.

1914E1

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

Quality: 14,244 global accepts · Rating: 1400 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, sortings
[pein531's solution](#)

1463.

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[pein531's solution](#)

1464.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,572 global accepts · Rating: 1400 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms
[pein531's solution](#)

1465.

888C

[K-Dominant Character](#) · [Tutorial](#)

Quality: 8,983 global accepts · Rating: 1400 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers
[pein531's solution](#)

1466.

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2023-12-04 · last AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers
[pein531's solution](#)

1467.

1009B

[Minimum Ternary String](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[pein531's solution](#)

1468.

1676H1

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

Quality: 16,326 global accepts · Rating: 1400 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force
[pein531's solution](#)

1469.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,409 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings, two pointers
[pein531's solution](#)

1470.

804B

[Minimum number of steps](#) · [Tutorial](#)

Quality: 10,162 global accepts · Rating: 1400 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, implementation, math

[pein531's solution](#)

1471.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,770 global accepts · Rating: 1400 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[pein531's solution](#)

1472.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,383 global accepts · Rating: 1400 · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[pein531's solution](#)

1473.

335A

[Banana](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1400 · first AC: 2023-11-03 · last AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy

[pein531's solution](#)

1474.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[pein531's solution](#)

1475.

26B

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

Quality: 25,855 global accepts · Rating: 1400 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[pein531's solution](#)

1476.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,508 global accepts · Rating: 1400 · first AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[pein531's solution](#)

1477.

1443C

[The Delivery Dilemma](#) · [Tutorial](#)

Quality: 16,829 global accepts · Rating: 1400 · first AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[pein531's solution](#)

1478.

1195C

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

Quality: 34,840 global accepts · Rating: 1400 · first AC: 2023-10-19 · last AC: 2023-10-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[pein531's solution](#)

1479.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,948 global accepts · Rating: 1400 · first AC: 2023-10-16 · C++17 (GCC 7-32) (first AC) · Tags: dp

[pein531's solution](#)

1480.

1215B

[The Number of Products](#) · [Tutorial](#)

Quality: 18,350 global accepts · Rating: 1400 · first AC: 2023-10-13 · last AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[pein531's solution](#)

1481.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2023-08-14 · last AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[pein531's solution](#)

1482.

1276A

[As Simple as One and Two](#) · [Tutorial](#)

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[pein531's solution](#)

1483.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[pein531's solution](#)

1484.

435B

[Pasha Maximizes](#) · [Tutorial](#)

Quality: 7,561 global accepts · Rating: 1400 · first AC: 2023-06-19 · Clang++20 Diagnostics (first AC) · Tags: greedy

[pein531's solution](#)

1485.

602B

[Approximating a Constant Range](#) · [Tutorial](#)

Quality: 12,074 global accepts · Rating: 1400 · first AC: 2023-06-19 · last AC: 2023-06-19 · Clang++20 Diagnostics (first AC) · Tags: dp, implementation, two pointers

[pein531's solution](#)

1486.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,241 global accepts · Rating: 1400 · first AC: 2023-04-10 · Clang++17 Diagnostics (first AC) · Tags: binary search, greedy, math, sortings

[pein531's solution](#)

1487.

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,847 global accepts · Rating: 1500 · first AC: 2024-02-21 · last AC: 2025-11-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[pein531's solution](#)

1488.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,844 global accepts · Rating: 1500 · first AC: 2023-08-07 · last AC: 2025-11-11 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[pein531's solution](#)

1489.

2121E

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

Quality: 14,683 global accepts · Rating: 1500 · first AC: 2025-06-19 · last AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[pein531's solution](#)

1490.

2149E

[Hidden Knowledge of the Ancients](#) · [Tutorial](#)

Quality: 9,276 global accepts · Rating: 1500 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, two pointers

[pein531's solution](#)

1491.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,375 global accepts · Rating: 1500 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy

[pein531's solution](#)

1492.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,963 global accepts · Rating: 1500 · first AC: 2024-08-07 · last AC: 2025-10-09 · PyPy 3-64 (first AC) · Tags: combinatorics, math

[pein531's solution](#)

1493.

2137E

[Mexification](#) · [Tutorial](#)

Quality: 10,170 global accepts · Rating: 1500 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[pein531's solution](#)

1494.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,605 global accepts · Rating: 1500 · first AC: 2024-07-29 · last AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[pein531's solution](#)

1495.

2070C

[Limited Repainting](#) · [Tutorial](#)

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-03-02 · last AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[pein531's solution](#)

1496.

1101C

[Division and Union](#) · [Tutorial](#)

Quality: 12,036 global accepts · Rating: 1500 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings

[pein531's solution](#)

1497.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,335 global accepts · Rating: 1500 · first AC: 2025-08-12 · last AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[pein531's solution](#)

1498.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,230 global accepts · Rating: 1500 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, implementation

[pein531's solution](#)

1499.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,648 global accepts · Rating: 1500 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, implementation, strings

[pein531's solution](#)

1500.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,979 global accepts · Rating: 1500 · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[pein531's solution](#)

1501.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[pein531's solution](#)

1502.

2106D

[Flower Boy](#) · [Tutorial](#)

Quality: 12,271 global accepts · Rating: 1500 · first AC: 2025-04-27 · last AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, two pointers

[pein531's solution](#)

1503.

2107C

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

Quality: 12,095 global accepts · Rating: 1500 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[pein531's solution](#)

1504.

1133D

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

Quality: 16,452 global accepts · Rating: 1500 · first AC: 2024-05-01 · last AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: hashing, math, number theory

[pein531's solution](#)

1505.

1166C

[A Tale of Two Lands](#) · [Tutorial](#)

Quality: 11,034 global accepts · Rating: 1500 · first AC: 2025-05-20 · last AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers

[pein531's solution](#)

1506.

224B

[Array](#) · [Tutorial](#)

Quality: 7,917 global accepts · Rating: 1500 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, implementation, two pointers

[pein531's solution](#)

1507.

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,290 global accepts · Rating: 1500 · first AC: 2024-05-05 · last AC: 2025-04-29 · PyPy 3-64 (first AC) · Tags: math

[pein531's solution](#)

1508.

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,444 global accepts · Rating: 1500 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[pein531's solution](#)

1509.

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,528 global accepts · Rating: 1500 · first AC: 2023-11-22 · last AC: 2025-04-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[pein531's solution](#)

1510.

75B

[Facetook Priority Wall](#) · [Tutorial](#)

Quality: 3,621 global accepts · Rating: 1500 · first AC: 2025-04-05 · PyPy 3-64 (first AC) · Tags: expression parsing, implementation, strings

[pein531's solution](#)

1511.

114B

[PFAST Inc.](#) · [Tutorial](#)

Quality: 4,261 global accepts · Rating: 1500 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, graphs

[pein531's solution](#)

1512.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,496 global accepts · Rating: 1500 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[pein531's solution](#)

1513.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, math

[pein531's solution](#)

1514.

709B

[Checkpoints](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1500 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[pein531's solution](#)

1515.

212E

[IT Restaurants](#) · [Tutorial](#)

Quality: 2,196 global accepts · Rating: 1500 · first AC: 2025-03-11 · last AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[pein531's solution](#)

1516.

159D

[Palindrome pairs](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, brute force, dp, strings

[pein531's solution](#)

1517.

2072E

[Do You Love Your Hero and His Two-Hit Multi-Target Attacks?](#) · [Tutorial](#)

Quality: 12,271 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[pein531's solution](#)

1518.

2069C

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

Quality: 14,822 global accepts · Rating: 1500 · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[pein531's solution](#)

1519.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1500 · first AC: 2025-02-08 · PyPy 3-64 (first AC) · Tags: greedy, math

[pein531's solution](#)

1520.

2060E

[Graph Composition](#) · [Tutorial](#)

Quality: 12,254 global accepts · Rating: 1500 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[pein531's solution](#)

1521.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2025-01-10 · last AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

[pein531's solution](#)

1522.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2024-12-29 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math

[pein531's solution](#)

1523.

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,935 global accepts · Rating: 1500 · first AC: 2024-12-21 · PyPy 3-64 (first AC) · Tags: brute force, greedy, sortings

[pein531's solution](#)

1524.

1842C

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

Quality: 16,496 global accepts · Rating: 1500 · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[pein531's solution](#)

1525.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,631 global accepts · Rating: 1500 · first AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[pein531's solution](#)

1526.

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,555 global accepts · Rating: 1500 · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, sortings

[pein531's solution](#)

1527.

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,504 global accepts · Rating: 1500 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, strings

[pein531's solution](#)

1528.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[pein531's solution](#)

1529.

204A

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

Quality: 6,590 global accepts · Rating: 1500 · first AC: 2024-11-12 · last AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp

[pein531's solution](#)

1530.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,690 global accepts · Rating: 1500 · first AC: 2023-11-13 · last AC: 2024-11-05 · C++20 (GCC 11-64) (first AC) · Tags: dp
[pein531's solution](#)

1531.

29B

[Traffic Lights](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1500 · first AC: 2024-10-19 · PyPy 3-64 (first AC) · Tags: implementation
[pein531's solution](#)

1532.

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,618 global accepts · Rating: 1500 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, shortest paths
[pein531's solution](#)

1533.

31B

[Sysadmin Bob](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 1500 · first AC: 2024-10-19 · PyPy 3-64 (first AC) · Tags: greedy, implementation, strings
[pein531's solution](#)

1534.

49B

[Sum](#) · [Tutorial](#)

Quality: 2,802 global accepts · Rating: 1500 · first AC: 2024-10-18 · PyPy 3-64 (first AC) · Tags: math
[pein531's solution](#)

1535.

22B

[Bargaining Table](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1500 · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp
[pein531's solution](#)

1536.

53D

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

Quality: 2,626 global accepts · Rating: 1500 · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings
[pein531's solution](#)

1537.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1500 · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation
[pein531's solution](#)

1538.

18A

[Triangle](#) · [Tutorial](#)

Quality: 6,959 global accepts · Rating: 1500 · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, geometry
[pein531's solution](#)

1539.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2024-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, two pointers
[pein531's solution](#)

1540.

2008E

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

Quality: 13,226 global accepts · Rating: 1500 · first AC: 2024-09-02 · last AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings
[pein531's solution](#)

1541.

812C

[Sagheer and Nubian Market](#) · [Tutorial](#)

Quality: 17,499 global accepts · Rating: 1500 · first AC: 2024-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings
[pein531's solution](#)

1542.

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2024-09-17 · PyPy 3-64 (first AC) · Tags: dp, implementation
[pein531's solution](#)

1543.

1997D

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

Quality: 15,913 global accepts · Rating: 1500 · first AC: 2024-09-11 · last AC: 2024-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees
[pein531's solution](#)

1544.

846A

[Curriculum Vitae](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2024-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation
[pein531's solution](#)

1545.

1924A

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

Quality: 16,753 global accepts · Rating: 1500 · first AC: 2024-09-10 · last AC: 2024-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings
[pein531's solution](#)

1546.

115B

[Lawnmower](#) · [Tutorial](#)

Quality: 2,841 global accepts · Rating: 1500 · first AC: 2024-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[pein531's solution](#)

1547.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2024-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[pein531's solution](#)

1548.

1551C

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

Quality: 14,542 global accepts · Rating: 1500 · first AC: 2024-08-15 · PyPy 3-64 (first AC) · Tags: greedy, sortings, strings
[pein531's solution](#)

1549.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[pein531's solution](#)

1550.

1611D

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

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees
[pein531's solution](#)

1551.

1999G1

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

Quality: 14,527 global accepts · Rating: 1500 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[pein531's solution](#)

1552.

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,087 global accepts · Rating: 1500 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: dsu, greedy, strings

[pein531's solution](#)

1553.

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,358 global accepts · Rating: 1500 · first AC: 2024-07-16 · last AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[pein531's solution](#)

1554.

1744E1

[Divisible Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 12,651 global accepts · Rating: 1500 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[pein531's solution](#)

1555.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,519 global accepts · Rating: 1500 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, sortings

[pein531's solution](#)

1556.

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, math, number theory

[pein531's solution](#)

1557.

1490F

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

Quality: 18,382 global accepts · Rating: 1500 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[pein531's solution](#)

1558.

1506E

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

Quality: 14,195 global accepts · Rating: 1500 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[pein531's solution](#)

1559.

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,639 global accepts · Rating: 1500 · first AC: 2024-06-18 · last AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[pein531's solution](#)

1560.

1462E1

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

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2024-06-15 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[pein531's solution](#)

1561.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2024-06-14 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, divide and conquer, dp,

implementation

[pein531's solution](#)

1562.

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[pein531's solution](#)

1563.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,014 global accepts · Rating: 1500 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[pein531's solution](#)

1564.

1409D

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

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2024-06-08 · PyPy 3-64 (first AC) · Tags: greedy, math

[pein531's solution](#)

1565.

1426D

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

Quality: 17,600 global accepts · Rating: 1500 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[pein531's solution](#)

1566.

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[pein531's solution](#)

1567.

608B

[Hamming Distance Sum](#) · [Tutorial](#)

Quality: 7,463 global accepts · Rating: 1500 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, strings

[pein531's solution](#)

1568.

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[pein531's solution](#)

1569.

1283C

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

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, math

[pein531's solution](#)

1570.

1272D

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

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[pein531's solution](#)

1571.

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[pein531's solution](#)

1572.

1249C2

[Good Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 13,535 global accepts · Rating: 1500 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle

[pein531's solution](#)

1573.

760B

[Frodo and pillows](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[pein531's solution](#)

1574.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,485 global accepts · Rating: 1500 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[pein531's solution](#)

1575.

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,080 global accepts · Rating: 1500 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[pein531's solution](#)

1576.

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[pein531's solution](#)

1577.

1196D1

[RGB Substring \(easy version\)](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[pein531's solution](#)

1578.

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[pein531's solution](#)

1579.

576A

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

Quality: 15,930 global accepts · Rating: 1500 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[pein531's solution](#)

1580.

1154D

[Walking Robot](#) · [Tutorial](#)

Quality: 10,546 global accepts · Rating: 1500 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[pein531's solution](#)

1581.

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,338 global accepts · Rating: 1500 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings

[pein531's solution](#)

1582.

837C

[Two Seals](#) · [Tutorial](#)

Quality: 4,561 global accepts · Rating: 1500 · first AC: 2024-05-10 · PyPy 3-64 (first AC) · Tags: brute force, implementation

[pein531's solution](#)

1583.

991C

[Candies](#) · [Tutorial](#)

Quality: 11,512 global accepts · Rating: 1500 · first AC: 2024-05-07 · PyPy 3-64 (first AC) · Tags: binary search, implementation
[pein531's solution](#)

1584.

1141D

[Colored Boots](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1500 · first AC: 2024-05-05 · PyPy 3-64 (first AC) · Tags: greedy, implementation
[pein531's solution](#)

1585.

1102D

[Balanced Ternary String](#) · [Tutorial](#)

Quality: 8,562 global accepts · Rating: 1500 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[pein531's solution](#)

1586.

1066B

[Heaters](#) · [Tutorial](#)

Quality: 9,380 global accepts · Rating: 1500 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers
[pein531's solution](#)

1587.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers
[pein531's solution](#)

1588.

1933E

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

Quality: 13,625 global accepts · Rating: 1500 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math, ternary search
[pein531's solution](#)

1589.

825D

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

Quality: 3,728 global accepts · Rating: 1500 · first AC: 2024-04-08 · last AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation
[pein531's solution](#)

1590.

1299A

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

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[pein531's solution](#)

1591.

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[pein531's solution](#)

1592.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1500 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math
[pein531's solution](#)

1593.

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,428 global accepts · Rating: 1500 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, number theory, strings

[pein531's solution](#)

1594.

166C

[Median](#) · [Tutorial](#)

Quality: 7,431 global accepts · Rating: 1500 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[pein531's solution](#)

1595.

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,398 global accepts · Rating: 1500 · first AC: 2024-03-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[pein531's solution](#)

1596.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,374 global accepts · Rating: 1500 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[pein531's solution](#)

1597.

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,338 global accepts · Rating: 1500 · first AC: 2024-03-15 · PyPy 3-64 (first AC) · Tags: math, number theory

[pein531's solution](#)

1598.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,736 global accepts · Rating: 1500 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[pein531's solution](#)

1599.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[pein531's solution](#)

1600.

1925C

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

Rating: 1500 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, strings

[pein531's solution](#)

1601.

1005D

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

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, number theory

[pein531's solution](#)

1602.

91B

[Queue](#) · [Tutorial](#)

Quality: 7,738 global accepts · Rating: 1500 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[pein531's solution](#)

1603.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,200 global accepts · Rating: 1500 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[pein531's solution](#)

1604.

990C

[Bracket Sequences Concatenation Problem](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[pein531's solution](#)

1605.

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,272 global accepts · Rating: 1500 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[pein531's solution](#)

1606.

817B

[Makes And The Product](#) · [Tutorial](#)

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, math, sortings

[pein531's solution](#)

1607.

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[pein531's solution](#)

1608.

978D

[Almost Arithmetic Progression](#) · [Tutorial](#)

Quality: 9,955 global accepts · Rating: 1500 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[pein531's solution](#)

1609.

977E

[Cyclic Components](#) · [Tutorial](#)

Quality: 25,619 global accepts · Rating: 1500 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[pein531's solution](#)

1610.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,894 global accepts · Rating: 1500 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[pein531's solution](#)

1611.

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[pein531's solution](#)

1612.

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,670 global accepts · Rating: 1500 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[pein531's solution](#)

1613.

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[pein531's solution](#)

1614.

746D

[Green and Black Tea](#) · [Tutorial](#)

Quality: 5,367 global accepts · Rating: 1500 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[pein531's solution](#)

1615.

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,612 global accepts · Rating: 1500 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[pein531's solution](#)

1616.

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math
[pein531's solution](#)

1617.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,016 global accepts · Rating: 1500 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, two pointers
[pein531's solution](#)

1618.

1676H2

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

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings
[pein531's solution](#)

1619.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,180 global accepts · Rating: 1500 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[pein531's solution](#)

1620.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,265 global accepts · Rating: 1500 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings
[pein531's solution](#)

1621.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,015 global accepts · Rating: 1500 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings
[pein531's solution](#)

1622.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,790 global accepts · Rating: 1500 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[pein531's solution](#)

1623.

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,733 global accepts · Rating: 1500 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation

[pein531's solution](#)

1624.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,475 global accepts · Rating: 1500 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[pein531's solution](#)

1625.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,843 global accepts · Rating: 1500 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[pein531's solution](#)

1626.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,011 global accepts · Rating: 1500 · first AC: 2023-11-14 · last AC: 2023-11-14 · Clang++20 Diagnostics (first AC) · Tags: brute force, dp, math, number theory

[pein531's solution](#)

1627.

1883D

[In Love](#) · [Tutorial](#)

Quality: 14,529 global accepts · Rating: 1500 · first AC: 2023-11-11 · Clang++20 Diagnostics (first AC) · Tags: data structures, greedy

[pein531's solution](#)

1628.

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,380 global accepts · Rating: 1500 · first AC: 2023-11-10 · Clang++20 Diagnostics (first AC) · Tags: binary search, bitmasks, data structures, dp

[pein531's solution](#)

1629.

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,658 global accepts · Rating: 1500 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[pein531's solution](#)

1630.

1851E

[Nastya and Potions](#) · [Tutorial](#)

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[pein531's solution](#)

1631.

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,107 global accepts · Rating: 1500 · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[pein531's solution](#)

1632.

864D

[Make a Permutation!](#) · [Tutorial](#)

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2023-10-24 · last AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[pein531's solution](#)

1633.

191A

[Dynasty Puzzles](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 1500 · first AC: 2023-10-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[pein531's solution](#)

1634.

991D

[Bishwock](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 1500 · first AC: 2023-10-17 · last AC: 2023-10-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[pein531's solution](#)

1635.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2023-10-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[pein531's solution](#)

1636.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,759 global accepts · Rating: 1500 · first AC: 2023-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers
[pein531's solution](#)

1637.

1051C

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

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math
[pein531's solution](#)

1638.

1690E

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

Quality: 16,988 global accepts · Rating: 1500 · first AC: 2023-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers
[pein531's solution](#)

1639.

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2023-07-15 · last AC: 2023-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[pein531's solution](#)

1640.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory
[pein531's solution](#)

1641.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math, number theory
[pein531's solution](#)

1642.

460B

[Little Dima and Equation](#) · [Tutorial](#)

Quality: 13,372 global accepts · Rating: 1500 · first AC: 2023-06-19 · Clang++20 Diagnostics (first AC) · Tags: brute force, implementation, math, number theory
[pein531's solution](#)

1643.

2162E

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

Quality: 9,337 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, schedules

[pein531's solution](#)

1644.

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-06-05 · last AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[pein531's solution](#)

1645.

2061D

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

Quality: 10,783 global accepts · Rating: 1600 · first AC: 2026-02-04 · last AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[pein531's solution](#)

1646.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[pein531's solution](#)

1647.

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,359 global accepts · Rating: 1600 · first AC: 2024-02-07 · last AC: 2025-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[pein531's solution](#)

1648.

493C

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

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[pein531's solution](#)

1649.

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1600 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, math, trees

[pein531's solution](#)

1650.

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1600 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[pein531's solution](#)

1651.

2167E

[khba Loves to Sleep!](#) · [Tutorial](#)

Quality: 9,068 global accepts · Rating: 1600 · first AC: 2025-10-31 · PyPy 3-64 (first AC) · Tags: binary search, data structures, geometry, greedy, implementation

[pein531's solution](#)

1652.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,548 global accepts · Rating: 1600 · first AC: 2024-01-31 · last AC: 2025-10-13 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[pein531's solution](#)

1653.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-03-02 · last AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[pein531's solution](#)

1654.

2125D

[Segments Covering](#) · [Tutorial](#)

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-07-28 · last AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[pein531's solution](#)

1655.

2132D

[From 1 to Infinity](#) · [Tutorial](#)

Quality: 8,825 global accepts · Rating: 1600 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, implementation, math

[pein531's solution](#)

1656.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,268 global accepts · Rating: 1600 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[pein531's solution](#)

1657.

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 1600 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[pein531's solution](#)

1658.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp

[pein531's solution](#)

1659.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, two pointers

[pein531's solution](#)

1660.

322B

[Ciel and Flowers](#) · [Tutorial](#)

Quality: 13,200 global accepts · Rating: 1600 · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[pein531's solution](#)

1661.

236C

[LCM Challenge](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory

[pein531's solution](#)

1662.

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,239 global accepts · Rating: 1600 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, geometry

[pein531's solution](#)

1663.

75C

[Modified GCD](#) · [Tutorial](#)

Quality: 15,649 global accepts · Rating: 1600 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, number

theory

[pein531's solution](#)

1664.

214B

[Hometask](#) · [Tutorial](#)

Quality: 5,352 global accepts · Rating: 1600 · first AC: 2025-04-24 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[pein531's solution](#)

1665.

2094F

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

Quality: 11,413 global accepts · Rating: 1600 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[pein531's solution](#)

1666.

131D

[Subway](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1600 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs

[pein531's solution](#)

1667.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,613 global accepts · Rating: 1600 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, math

[pein531's solution](#)

1668.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2025-03-24 · PyPy 3-64 (first AC) · Tags: binary search, math

[pein531's solution](#)

1669.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2025-03-20 · PyPy 3-64 (first AC) · Tags: greedy, math

[pein531's solution](#)

1670.

446A

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

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, two pointers

[pein531's solution](#)

1671.

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1600 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, interactive, probabilities

[pein531's solution](#)

1672.

150B

[Quantity of Strings](#) · [Tutorial](#)

Quality: 5,316 global accepts · Rating: 1600 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[pein531's solution](#)

1673.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,432 global accepts · Rating: 1600 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, expression parsing, implementation

[pein531's solution](#)

1674.

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[pein531's solution](#)

1675.

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1600 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[pein531's solution](#)

1676.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,350 global accepts · Rating: 1600 · first AC: 2025-02-18 · last AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy

[pein531's solution](#)

1677.

2065E

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

Quality: 11,972 global accepts · Rating: 1600 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[pein531's solution](#)

1678.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,199 global accepts · Rating: 1600 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[pein531's solution](#)

1679.

2040C

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[pein531's solution](#)

1680.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,958 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[pein531's solution](#)

1681.

2028C

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

Quality: 9,983 global accepts · Rating: 1600 · first AC: 2024-12-11 · last AC: 2024-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, two pointers

[pein531's solution](#)

1682.

2047D

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

Rating: 1600 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[pein531's solution](#)

1683.

2037E

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

Quality: 7,372 global accepts · Rating: 1600 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, interactive, two

pointers

[pein531's solution](#)

1684.

1920C

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

Quality: 19,921 global accepts · Rating: 1600 · first AC: 2024-01-13 · last AC: 2024-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[pein531's solution](#)

1685.

2036E

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

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[pein531's solution](#)

1686.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, two pointers

[pein531's solution](#)

1687.

1798D

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

Quality: 14,078 global accepts · Rating: 1600 · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[pein531's solution](#)

1688.

32D

[Constellation](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 1600 · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[pein531's solution](#)

1689.

34D

[Road Map](#) · [Tutorial](#)

Quality: 6,490 global accepts · Rating: 1600 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs

[pein531's solution](#)

1690.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2024-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[pein531's solution](#)

1691.

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,503 global accepts · Rating: 1600 · first AC: 2024-09-13 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math

[pein531's solution](#)

1692.

873C

[Strange Game On Matrix](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: 1600 · first AC: 2024-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, two pointers

[pein531's solution](#)

1693.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,421 global accepts · Rating: 1600 · first AC: 2024-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy,

implementation, two pointers

[pein531's solution](#)

1694.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-23 · last AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[pein531's solution](#)

1695.

1593E

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

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[pein531's solution](#)

1696.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-26 · last AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[pein531's solution](#)

1697.

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[pein531's solution](#)

1698.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,537 global accepts · Rating: 1600 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[pein531's solution](#)

1699.

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[pein531's solution](#)

1700.

1660D

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

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, two pointers

[pein531's solution](#)

1701.

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,797 global accepts · Rating: 1600 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: dp

[pein531's solution](#)

1702.

1811D

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

Quality: 8,639 global accepts · Rating: 1600 · first AC: 2024-07-15 · last AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[pein531's solution](#)

1703.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,412 global accepts · Rating: 1600 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[pein531's solution](#)

1704.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-11-08 · last AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[pein531's solution](#)

1705.

1512E

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

Quality: 11,383 global accepts · Rating: 1600 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[pein531's solution](#)

1706.

1520F1

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

Quality: 14,395 global accepts · Rating: 1600 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[pein531's solution](#)

1707.

1475E

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

Quality: 17,672 global accepts · Rating: 1600 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, sortings

[pein531's solution](#)

1708.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,215 global accepts · Rating: 1600 · first AC: 2024-06-12 · PyPy 3-64 (first AC) · Tags: combinatorics, math, number theory

[pein531's solution](#)

1709.

1374E1

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

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[pein531's solution](#)

1710.

898D

[Alarm Clock](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1600 · first AC: 2024-06-05 · PyPy 3-64 (first AC) · Tags: greedy

[pein531's solution](#)

1711.

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, sortings

[pein531's solution](#)

1712.

1843E

[Tracking Segments](#) · [Tutorial](#)

Quality: 17,806 global accepts · Rating: 1600 · first AC: 2023-11-29 · last AC: 2024-05-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[pein531's solution](#)

1713.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[pein531's solution](#)

1714.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,475 global accepts · Rating: 1600 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[pein531's solution](#)

1715.

1234D

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

Quality: 18,590 global accepts · Rating: 1600 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[pein531's solution](#)

1716.

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,198 global accepts · Rating: 1600 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, sortings

[pein531's solution](#)

1717.

1203D1

[Remove the Substring \(easy version\)](#) · [Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[pein531's solution](#)

1718.

1196D2

[RGB Substring \(hard version\)](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, two pointers

[pein531's solution](#)

1719.

1165E

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

Quality: 10,018 global accepts · Rating: 1600 · first AC: 2024-05-13 · last AC: 2024-05-15 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

[pein531's solution](#)

1720.

1165D

[Almost All Divisors](#) · [Tutorial](#)

Quality: 19,719 global accepts · Rating: 1600 · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[pein531's solution](#)

1721.

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,470 global accepts · Rating: 1600 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[pein531's solution](#)

1722.

837B

[Flag of Berland](#) · [Tutorial](#)

Quality: 4,365 global accepts · Rating: 1600 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[pein531's solution](#)

1723.

845B

[Luba And The Ticket](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1600 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[pein531's solution](#)

1724.

1968E

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

Quality: 12,640 global accepts · Rating: 1600 · first AC: 2024-05-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[pein531's solution](#)

1725.

1714D

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

Quality: 10,324 global accepts · Rating: 1600 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[pein531's solution](#)

1726.

1133F1

[Spanning Tree with Maximum Degree](#) · [Tutorial](#)

Quality: 8,778 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[pein531's solution](#)

1727.

1029C

[Maximal Intersection](#) · [Tutorial](#)

Quality: 8,275 global accepts · Rating: 1600 · first AC: 2024-04-23 · last AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[pein531's solution](#)

1728.

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings

[pein531's solution](#)

1729.

1015D

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

Quality: 8,961 global accepts · Rating: 1600 · first AC: 2024-04-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[pein531's solution](#)

1730.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,506 global accepts · Rating: 1600 · first AC: 2024-04-18 · PyPy 3-64 (first AC) · Tags: binary search, brute force

[pein531's solution](#)

1731.

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,292 global accepts · Rating: 1600 · first AC: 2024-04-17 · last AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[pein531's solution](#)

1732.

1840E

[Character Blocking](#) · [Tutorial](#)

Quality: 9,308 global accepts · Rating: 1600 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation

[pein531's solution](#)

1733.

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[pein531's solution](#)

1734.

1875D

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

Quality: 11,405 global accepts · Rating: 1600 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: dp

[pein531's solution](#)

1735.

818B

[Permutation Game](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1600 · first AC: 2024-04-08 · PyPy 3-64 (first AC) · Tags: implementation

[pein531's solution](#)

1736.

825C

[Multi-judge Solving](#) · [Tutorial](#)

Quality: 4,886 global accepts · Rating: 1600 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[pein531's solution](#)

1737.

825B

[Five-In-a-Row](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1600 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[pein531's solution](#)

1738.

817C

[Really Big Numbers](#) · [Tutorial](#)

Quality: 8,485 global accepts · Rating: 1600 · first AC: 2024-04-07 · PyPy 3-64 (first AC) · Tags: binary search, brute force, dp, math

[pein531's solution](#)

1739.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[pein531's solution](#)

1740.

691B

[s-palindrome](#) · [Tutorial](#)

Quality: 8,210 global accepts · Rating: 1600 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[pein531's solution](#)

1741.

678B

[The Same Calendar](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2024-03-28 · PyPy 3-64 (first AC) · Tags: implementation

[pein531's solution](#)

1742.

678C

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

Quality: 11,047 global accepts · Rating: 1600 · first AC: 2024-03-28 · PyPy 3-64 (first AC) · Tags: implementation, math, number theory

[pein531's solution](#)

1743.

665A

[Buses Between Cities](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 1600 · first AC: 2024-03-27 · PyPy 3-64 (first AC) · Tags: implementation

[pein531's solution](#)

1744.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1600 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[pein531's solution](#)

1745.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, strings

[pein531's solution](#)

1746.

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,376 global accepts · Rating: 1600 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[pein531's solution](#)

1747.

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,720 global accepts · Rating: 1600 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[pein531's solution](#)

1748.

383A

[Milking cows](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1600 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[pein531's solution](#)

1749.

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2024-03-19 · PyPy 3-64 (first AC) · Tags: implementation, strings

[pein531's solution](#)

1750.

630G

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

Quality: 3,301 global accepts · Rating: 1600 · first AC: 2024-03-15 · PyPy 3-64 (first AC) · Tags: combinatorics, math

[pein531's solution](#)

1751.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[pein531's solution](#)

1752.

1702E

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

Quality: 17,845 global accepts · Rating: 1600 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[pein531's solution](#)

1753.

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,932 global accepts · Rating: 1600 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[pein531's solution](#)

1754.

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[pein531's solution](#)

1755.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,204 global accepts · Rating: 1600 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[pein531's solution](#)

1756.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,988 global accepts · Rating: 1600 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings

[pein531's solution](#)

1757.

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,992 global accepts · Rating: 1600 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[pein531's solution](#)

1758.

1928C

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

Quality: 10,358 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[pein531's solution](#)

1759.

500C

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

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2024-01-31 · last AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[pein531's solution](#)

1760.

1771C

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

Quality: 11,597 global accepts · Rating: 1600 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[pein531's solution](#)

1761.

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[pein531's solution](#)

1762.

1610C

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

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[pein531's solution](#)

1763.

1003D

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

Quality: 8,561 global accepts · Rating: 1600 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[pein531's solution](#)

1764.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,414 global accepts · Rating: 1600 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, math

[pein531's solution](#)

1765.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2024-01-17 · last AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[pein531's solution](#)

1766.

1781C

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

Quality: 10,461 global accepts · Rating: 1600 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[pein531's solution](#)

1767.

1849C

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

Quality: 12,533 global accepts · Rating: 1600 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[pein531's solution](#)

1768.

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[pein531's solution](#)

1769.

1730B

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

Quality: 17,261 global accepts · Rating: 1600 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[pein531's solution](#)

1770.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,797 global accepts · Rating: 1600 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, number theory

[pein531's solution](#)

1771.

1886C

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

Quality: 16,607 global accepts · Rating: 1600 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[pein531's solution](#)

1772.

369C

[Valera and Elections](#) · [Tutorial](#)

Quality: 12,034 global accepts · Rating: 1600 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[pein531's solution](#)

1773.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,524 global accepts · Rating: 1600 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[pein531's solution](#)

1774.

525C

[Ilya and Sticks](#) · [Tutorial](#)

Quality: 6,066 global accepts · Rating: 1600 · first AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[pein531's solution](#)

1775.

1352G

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

Quality: 24,802 global accepts · Rating: 1600 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[pein531's solution](#)

1776.

1703G

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

Quality: 12,746 global accepts · Rating: 1600 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[pein531's solution](#)**1777.**

1722E

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

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation

[pein531's solution](#)**1778.**

534C

[Polycarpus' Dice](#) · [Tutorial](#)

Quality: 5,275 global accepts · Rating: 1600 · first AC: 2023-11-22 · last AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: math

[pein531's solution](#)**1779.**

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,132 global accepts · Rating: 1600 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math

[pein531's solution](#)**1780.**

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,109 global accepts · Rating: 1600 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[pein531's solution](#)**1781.**

1861C

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

Quality: 12,315 global accepts · Rating: 1600 · first AC: 2023-11-06 · last AC: 2023-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[pein531's solution](#)**1782.**

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,400 global accepts · Rating: 1600 · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

[pein531's solution](#)**1783.**

777C

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

Quality: 6,818 global accepts · Rating: 1600 · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[pein531's solution](#)**1784.**

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2023-10-25 · last AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[pein531's solution](#)**1785.**

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings, two pointers

[pein531's solution](#)

1786.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math
[pein531's solution](#)

1787.

631C

[Report](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 1700 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings
[pein531's solution](#)

1788.

2112D

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

Quality: 9,441 global accepts · Rating: 1700 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
[pein531's solution](#)

1789.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-11-20 · last AC: 2025-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation
[pein531's solution](#)

1790.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, math
[pein531's solution](#)

1791.

1982D

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

Quality: 9,769 global accepts · Rating: 1700 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, math, number theory
[pein531's solution](#)

1792.

2132E

[Arithmetics Competition](#) · [Tutorial](#)

Quality: 7,594 global accepts · Rating: 1700 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search
[pein531's solution](#)

1793.

2065F

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

Quality: 7,093 global accepts · Rating: 1700 · first AC: 2025-02-14 · last AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees
[pein531's solution](#)

1794.

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,759 global accepts · Rating: 1700 · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory
[pein531's solution](#)

1795.

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2025-07-30 · last AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, graphs

[pein531's solution](#)

1796.

2065G

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

Quality: 6,285 global accepts · Rating: 1700 · first AC: 2025-02-14 · last AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[pein531's solution](#)

1797.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

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

[pein531's solution](#)

1798.

2124D

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

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

[pein531's solution](#)

1799.

2094G

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

Quality: 7,848 global accepts · Rating: 1700 · first AC: 2025-04-16 · last AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[pein531's solution](#)

1800.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-30 · last AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, strings

[pein531's solution](#)

1801.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2025-04-08 · last AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[pein531's solution](#)

1802.

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs

[pein531's solution](#)

1803.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[pein531's solution](#)

1804.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs

[pein531's solution](#)

1805.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,565 global accepts · Rating: 1700 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[pein531's solution](#)

1806.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,623 global accepts · Rating: 1700 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[pein531's solution](#)

1807.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,856 global accepts · Rating: 1700 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force

[pein531's solution](#)

1808.

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,447 global accepts · Rating: 1700 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[pein531's solution](#)

1809.

2045A

[Scrambled Scrabble](#) · [Tutorial](#)

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[pein531's solution](#)

1810.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, implementation, math

[pein531's solution](#)

1811.

2009F

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

Quality: 8,488 global accepts · Rating: 1700 · first AC: 2024-09-04 · last AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, flows, math

[pein531's solution](#)

1812.

2044G1

[Medium Demon Problem \(easy version\)](#) · [Tutorial](#)

Quality: 7,325 global accepts · Rating: 1700 · first AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees

[pein531's solution](#)

1813.

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1700 · first AC: 2024-12-06 · last AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, number theory

[pein531's solution](#)

1814.

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,371 global accepts · Rating: 1700 · first AC: 2024-12-10 · PyPy 3-64 (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[pein531's solution](#)

1815.

66D

[Petya and His Friends](#) · [Tutorial](#)

Quality: 3,612 global accepts · Rating: 1700 · first AC: 2024-12-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory

[pein531's solution](#)

1816.

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,439 global accepts · Rating: 1700 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings

[pein531's solution](#)

1817.

2010C2

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

Quality: 4,583 global accepts · Rating: 1700 · first AC: 2024-08-29 · last AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, string suffix structures, strings, two pointers

[pein531's solution](#)

1818.

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[pein531's solution](#)

1819.

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1700 · first AC: 2024-06-24 · last AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[pein531's solution](#)

1820.

29C

[Mail Stamps](#) · [Tutorial](#)

Quality: 6,479 global accepts · Rating: 1700 · first AC: 2024-10-20 · last AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, implementation

[pein531's solution](#)

1821.

35B

[Warehouse](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[pein531's solution](#)

1822.

35D

[Animals](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[pein531's solution](#)

1823.

53B

[Blog Photo](#) · [Tutorial](#)

Quality: 1,572 global accepts · Rating: 1700 · first AC: 2024-10-15 · PyPy 3-64 (first AC) · Tags: binary search, implementation

[pein531's solution](#)

1824.

18B

[Platforms](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 1700 · first AC: 2024-10-13 · PyPy 3-64 (first AC) · Tags: brute force, math

[pein531's solution](#)

1825.

14C

[Four Segments](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1700 · first AC: 2024-10-10 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, geometry, implementation, math

[pein531's solution](#)

1826.

4D

[Mysterious Present](#) · [Tutorial](#)

Quality: 12,113 global accepts · Rating: 1700 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[pein531's solution](#)

1827.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[pein531's solution](#)

1828.

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2024-05-16 · last AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[pein531's solution](#)

1829.

761D

[Dasha and Very Difficult Problem](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 1700 · first AC: 2024-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings

[pein531's solution](#)

1830.

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-11-15 · last AC: 2024-09-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[pein531's solution](#)

1831.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2024-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[pein531's solution](#)

1832.

1969C

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

Quality: 11,496 global accepts · Rating: 1700 · first AC: 2024-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[pein531's solution](#)

1833.

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2024-03-21 · last AC: 2024-08-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[pein531's solution](#)

1834.

1619E

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

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2024-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[pein531's solution](#)

1835.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2024-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[pein531's solution](#)

1836.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[pein531's solution](#)

1837.

1579F

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

Quality: 5,363 global accepts · Rating: 1700 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths
[pein531's solution](#)

1838.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[pein531's solution](#)

1839.

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2024-07-26 · last AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, strings
[pein531's solution](#)

1840.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,376 global accepts · Rating: 1700 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers
[pein531's solution](#)

1841.

1999G2

[Ruler \(hard version\)](#) · [Tutorial](#)

Quality: 11,029 global accepts · Rating: 1700 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search
[pein531's solution](#)

1842.

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2024-07-15 · last AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees
[pein531's solution](#)

1843.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees
[pein531's solution](#)

1844.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, number theory, strings
[pein531's solution](#)

1845.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,462 global accepts · Rating: 1700 · first AC: 2024-07-17 · last AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[pein531's solution](#)

1846.

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,477 global accepts · Rating: 1700 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory

[pein531's solution](#)

1847.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,758 global accepts · Rating: 1700 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[pein531's solution](#)

1848.

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,140 global accepts · Rating: 1700 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[pein531's solution](#)

1849.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2024-07-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, two pointers

[pein531's solution](#)

1850.

1538D

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

Quality: 15,269 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[pein531's solution](#)

1851.

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1700 · first AC: 2024-06-21 · last AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[pein531's solution](#)

1852.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,278 global accepts · Rating: 1700 · first AC: 2024-03-29 · last AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[pein531's solution](#)

1853.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[pein531's solution](#)

1854.

1462E2

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

Quality: 11,367 global accepts · Rating: 1700 · first AC: 2024-06-15 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[pein531's solution](#)

1855.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[pein531's solution](#)

1856.

1985H1

[Maximize the Largest Component \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1700 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[pein531's solution](#)

1857.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,493 global accepts · Rating: 1700 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[pein531's solution](#)

1858.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1700 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, two pointers

[pein531's solution](#)

1859.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2024-06-03 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[pein531's solution](#)

1860.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[pein531's solution](#)

1861.

1324E

[Sleeping Schedule](#) · [Tutorial](#)

Quality: 17,013 global accepts · Rating: 1700 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[pein531's solution](#)

1862.

1256C

[Platforms Jumping](#) · [Tutorial](#)

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[pein531's solution](#)

1863.

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 11,003 global accepts · Rating: 1700 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, shortest paths

[pein531's solution](#)

1864.

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2024-05-20 · PyPy 3-64 (first AC) · Tags: geometry, math

[pein531's solution](#)

1865.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,571 global accepts · Rating: 1700 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[pein531's solution](#)

1866.

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[pein531's solution](#)

1867.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,488 global accepts · Rating: 1700 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings

[pein531's solution](#)

1868.

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,119 global accepts · Rating: 1700 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[pein531's solution](#)

1869.

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,107 global accepts · Rating: 1700 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: math

[pein531's solution](#)

1870.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,297 global accepts · Rating: 1700 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[pein531's solution](#)

1871.

1118D1

[Coffee and Coursework \(Easy version\)](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 1700 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[pein531's solution](#)

1872.

1118D2

[Coffee and Coursework \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,801 global accepts · Rating: 1700 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[pein531's solution](#)

1873.

1118E

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

Quality: 4,456 global accepts · Rating: 1700 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[pein531's solution](#)

1874.

1118C

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

Quality: 6,101 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[pein531's solution](#)

1875.

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,921 global accepts · Rating: 1700 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, sortings
[pein531's solution](#)

1876.

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,922 global accepts · Rating: 1700 · first AC: 2023-11-13 · last AC: 2024-04-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy
[pein531's solution](#)

1877.

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,577 global accepts · Rating: 1700 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math
[pein531's solution](#)

1878.

1015E1

[Stars Drawing \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy
[pein531's solution](#)

1879.

1006D

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

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[pein531's solution](#)

1880.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1700 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings
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1881.

818D

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Quality: 3,785 global accepts · Rating: 1700 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation
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1882.

813C

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Quality: 8,144 global accepts · Rating: 1700 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs
[pein531's solution](#)

1883.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,843 global accepts · Rating: 1700 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings
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1884.

1092C

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Quality: 6,347 global accepts · Rating: 1700 · first AC: 2024-04-01 · last AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: strings
[pein531's solution](#)

1885.

691D

[Swaps in Permutation](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, math

[pein531's solution](#)

1886.

678D

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Quality: 5,404 global accepts · Rating: 1700 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[pein531's solution](#)

1887.

632C

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Quality: 10,433 global accepts · Rating: 1700 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

[pein531's solution](#)

1888.

1945E

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Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy

[pein531's solution](#)

1889.

598D

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Quality: 13,095 global accepts · Rating: 1700 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

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1890.

1948D

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Quality: 12,308 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[pein531's solution](#)

1891.

630Q

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Quality: 1,464 global accepts · Rating: 1700 · first AC: 2024-03-15 · PyPy 3-64 (first AC) · Tags: geometry, math

[pein531's solution](#)

1892.

630I

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Quality: 8,263 global accepts · Rating: 1700 · first AC: 2024-03-15 · PyPy 3-64 (first AC) · Tags: combinatorics, math

[pein531's solution](#)

1893.

1937C

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[pein531's solution](#)

1894.

696B

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Quality: 3,801 global accepts · Rating: 1700 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, probabilities, trees

[pein531's solution](#)

1895.

1772E

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1896.

1931F

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[pein531's solution](#)

1897.

978G

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Quality: 4,881 global accepts · Rating: 1700 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[pein531's solution](#)

1898.

977F

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[pein531's solution](#)

1899.

1765D

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[pein531's solution](#)

1900.

193A

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1901.

1903D1

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[pein531's solution](#)

1902.

1692H

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Quality: 9,602 global accepts · Rating: 1700 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[pein531's solution](#)

1903.

1722F

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Quality: 8,014 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation

[pein531's solution](#)

1904.

1760G

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Quality: 10,315 global accepts · Rating: 1700 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[pein531's solution](#)

1905.

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,319 global accepts · Rating: 1700 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation

[pein531's solution](#)

1906.

1829H

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Quality: 10,801 global accepts · Rating: 1700 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[pein531's solution](#)

1907.

1873H

[Mad City](#) · [Tutorial](#)

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[pein531's solution](#)

1908.

1516C

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Quality: 14,111 global accepts · Rating: 1700 · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

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1909.

1799C

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Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-10-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

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1910.

1157C2

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Quality: 9,081 global accepts · Rating: 1700 · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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1911.

1677B

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1912.

484A

[Bits](#) · [Tutorial](#)

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[pein531's solution](#)

1913.

1954D

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Quality: 8,081 global accepts · Rating: 1800 · first AC: 2024-04-15 · last AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[pein531's solution](#)

1914.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,202 global accepts · Rating: 1800 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

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1915.

2148F

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Quality: 6,595 global accepts · Rating: 1800 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[pein531's solution](#)

1916.

2164D

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Quality: 4,971 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

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1917.

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation

[pein531's solution](#)

1918.

1750D

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Quality: 7,367 global accepts · Rating: 1800 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

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1919.

911D

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Quality: 5,107 global accepts · Rating: 1800 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

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1920.

846F

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Quality: 2,657 global accepts · Rating: 1800 · first AC: 2024-12-20 · last AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, probabilities, two pointers

[pein531's solution](#)

1921.

1073C

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Quality: 5,437 global accepts · Rating: 1800 · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, two pointers

[pein531's solution](#)

1922.

2127D

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Quality: 6,196 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

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1923.

2039C2

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Quality: 4,969 global accepts · Rating: 1800 · first AC: 2025-07-17 · last AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[pein531's solution](#)

1924.

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1800 · first AC: 2025-06-19 · last AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

[pein531's solution](#)

1925.

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,930 global accepts · Rating: 1800 · first AC: 2025-06-19 · last AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, trees

[pein531's solution](#)

1926.

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,084 global accepts · Rating: 1800 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities

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1927.

645D

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Quality: 3,340 global accepts · Rating: 1800 · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs

[pein531's solution](#)

1928.

2106E

[Wolf](#) · [Tutorial](#)

Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

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1929.

2093F

[Hackers and Neural Networks](#) · [Tutorial](#)

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-04-17 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, greedy

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1930.

174C

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Quality: 1,258 global accepts · Rating: 1800 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[pein531's solution](#)

1931.

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,157 global accepts · Rating: 1800 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp

[pein531's solution](#)

1932.

2069D

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

Quality: 7,049 global accepts · Rating: 1800 · first AC: 2025-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[pein531's solution](#)

1933.

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,576 global accepts · Rating: 1800 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

[pein531's solution](#)

1934.

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,280 global accepts · Rating: 1800 · first AC: 2025-01-05 · PyPy 3-64 (first AC) · Tags: brute force, games, implementation

[pein531's solution](#)

1935.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, strings

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1936.

2042C

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Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-20 · last AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

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1937.

2043D

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[pein531's solution](#)

1938.

846C

[Four Segments](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 1800 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp

[pein531's solution](#)

1939.

846B

[Math Show](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1800 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[pein531's solution](#)

1940.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,012 global accepts · Rating: 1800 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[pein531's solution](#)

1941.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,071 global accepts · Rating: 1800 · first AC: 2024-05-28 · last AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[pein531's solution](#)

1942.

666A

[Reberland Linguistics](#) · [Tutorial](#)

Quality: 3,808 global accepts · Rating: 1800 · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, strings

[pein531's solution](#)

1943.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[pein531's solution](#)

1944.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[pein531's solution](#)

1945.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-11-06 · last AC: 2024-11-06 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[pein531's solution](#)

1946.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-10-30 · last AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[pein531's solution](#)

1947.

49D

[Game](#) · [Tutorial](#)

Quality: 2,136 global accepts · Rating: 1800 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation

[pein531's solution](#)

1948.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,210 global accepts · Rating: 1800 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[pein531's solution](#)

1949.

16C

[Monitor](#) · [Tutorial](#)

Quality: 5,418 global accepts · Rating: 1800 · first AC: 2024-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, number theory

[pein531's solution](#)

1950.

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,321 global accepts · Rating: 1800 · first AC: 2024-05-22 · last AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: dp

[pein531's solution](#)

1951.

2014E

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

Quality: 8,727 global accepts · Rating: 1800 · first AC: 2024-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths

[pein531's solution](#)

1952.

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[pein531's solution](#)

1953.

845D

[Driving Test](#) · [Tutorial](#)

Quality: 2,576 global accepts · Rating: 1800 · first AC: 2024-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[pein531's solution](#)

1954.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1800 · first AC: 2024-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, number theory

[pein531's solution](#)

1955.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,309 global accepts · Rating: 1800 · first AC: 2024-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[pein531's solution](#)

1956.

1619D

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

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2024-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings

[pein531's solution](#)

1957.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,905 global accepts · Rating: 1800 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, greedy
[pein531's solution](#)

1958.

1560E

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

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2024-08-19 · last AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, sortings, strings
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1959.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers
[pein531's solution](#)

1960.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
[pein531's solution](#)

1961.

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[pein531's solution](#)

1962.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,773 global accepts · Rating: 1800 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings
[pein531's solution](#)

1963.

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation
[pein531's solution](#)

1964.

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory
[pein531's solution](#)

1965.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,916 global accepts · Rating: 1800 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: interactive, probabilities
[pein531's solution](#)

1966.

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 1800 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, shortest paths
[pein531's solution](#)

1967.

1833G

[Ksyusha and Chinchilla](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 1800 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

[pein531's solution](#)

1968.

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2024-06-17 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy

[pein531's solution](#)

1969.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[pein531's solution](#)

1970.

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,811 global accepts · Rating: 1800 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[pein531's solution](#)

1971.

1426E

[Rock, Paper, Scissors](#) · [Tutorial](#)

Quality: 8,138 global accepts · Rating: 1800 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[pein531's solution](#)

1972.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[pein531's solution](#)

1973.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,525 global accepts · Rating: 1800 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[pein531's solution](#)

1974.

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[pein531's solution](#)

1975.

1296E1

[String Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[pein531's solution](#)

1976.

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[pein531's solution](#)

1977.

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,444 global accepts · Rating: 1800 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[pein531's solution](#)

1978.

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[pein531's solution](#)

1979.

1249D1

[Too Many Segments \(easy version\)](#) · [Tutorial](#)

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2024-05-22 · last AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[pein531's solution](#)

1980.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[pein531's solution](#)

1981.

1196E

[Connected Component on a Chessboard](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1800 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[pein531's solution](#)

1982.

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,702 global accepts · Rating: 1800 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[pein531's solution](#)

1983.

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,950 global accepts · Rating: 1800 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[pein531's solution](#)

1984.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[pein531's solution](#)

1985.

1108E1

[Array and Segments \(Easy version\)](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[pein531's solution](#)

1986.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, two pointers

[pein531's solution](#)

1987.

1118F1

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

Quality: 6,712 global accepts · Rating: 1800 · first AC: 2024-04-30 · last AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees

[pein531's solution](#)

1988.

1077E

[Thematic Contests](#) · [Tutorial](#)

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[pein531's solution](#)

1989.

1066D

[Boxes Packing](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 1800 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation

[pein531's solution](#)

1990.

371D

[Vessels](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 1800 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, implementation, trees

[pein531's solution](#)

1991.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,713 global accepts · Rating: 1800 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, math, schedules

[pein531's solution](#)

1992.

813B

[The Golden Age](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1800 · first AC: 2024-04-06 · PyPy 3-64 (first AC) · Tags: brute force, math

[pein531's solution](#)

1993.

691C

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

Quality: 2,971 global accepts · Rating: 1800 · first AC: 2024-03-28 · PyPy 3-64 (first AC) · Tags: implementation, strings

[pein531's solution](#)

1994.

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[pein531's solution](#)

1995.

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,797 global accepts · Rating: 1800 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[pein531's solution](#)

1996.

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,760 global accepts · Rating: 1800 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, sortings, two pointers

[pein531's solution](#)

1997.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[pein531's solution](#)

1998.

612D

[The Union of k-Segments](#) · [Tutorial](#)

Quality: 4,362 global accepts · Rating: 1800 · first AC: 2024-03-20 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[pein531's solution](#)

1999.

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1800 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[pein531's solution](#)

2000.

630M

[Turn](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[pein531's solution](#)

2001.

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[pein531's solution](#)

2002.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[pein531's solution](#)

2003.

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, math

[pein531's solution](#)

2004.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[pein531's solution](#)

2005.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[pein531's solution](#)

2006.

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[pein531's solution](#)

2007.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,717 global accepts · Rating: 1800 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[pein531's solution](#)

2008.

1768D

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

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[pein531's solution](#)

2009.

988D

[Points and Powers of Two](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[pein531's solution](#)

2010.

1907F

[Shift and Reverse](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[pein531's solution](#)

2011.

1861D

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

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[pein531's solution](#)

2012.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[pein531's solution](#)

2013.

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[pein531's solution](#)

2014.

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs

[pein531's solution](#)

2015.

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,536 global accepts · Rating: 1800 · first AC: 2023-11-10 · Clang++20 Diagnostics (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[pein531's solution](#)

2016.

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,619 global accepts · Rating: 1800 · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp

[pein531's solution](#)

2017.

1846F

[Rudolph and Mimic](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2023-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[pein531's solution](#)

2018.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[pein531's solution](#)

2019.

1846E2

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

Quality: 8,508 global accepts · Rating: 1800 · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math
[pein531's solution](#)

2020.

1678B2

[Tokitsukaze and Good 01-String \(hard version\)](#) · [Tutorial](#)

Quality: 7,354 global accepts · Rating: 1800 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[pein531's solution](#)

2021.

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,425 global accepts · Rating: 1800 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, strings, trees
[pein531's solution](#)

2022.

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1900 · first AC: 2024-07-11 · last AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths
[pein531's solution](#)

2023.

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2025-12-05 · last AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
[pein531's solution](#)

2024.

731F

[Video Cards](#) · [Tutorial](#)

Quality: 3,143 global accepts · Rating: 1900 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, math, number theory
[pein531's solution](#)

2025.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory
[pein531's solution](#)

2026.

134B

[Pairs of Numbers](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 1900 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, math, number theory
[pein531's solution](#)

2027.

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,089 global accepts · Rating: 1900 · first AC: 2024-04-01 · last AC: 2025-10-13 · C++17 (GCC 7-32) (first AC) · Tags: matrices
[pein531's solution](#)

2028.

1921F

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

Quality: 5,012 global accepts · Rating: 1900 · first AC: 2024-01-17 · last AC: 2025-08-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[pein531's solution](#)

2029.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[pein531's solution](#)

2030.

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-06-18 · last AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings

[pein531's solution](#)

2031.

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,362 global accepts · Rating: 1900 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, sortings

[pein531's solution](#)

2032.

2111E

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

Quality: 5,407 global accepts · Rating: 1900 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[pein531's solution](#)

2033.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-14 · last AC: 2025-06-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[pein531's solution](#)

2034.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[pein531's solution](#)

2035.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,720 global accepts · Rating: 1900 · first AC: 2025-05-07 · last AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[pein531's solution](#)

2036.

2106F

[Goblin](#) · [Tutorial](#)

Quality: 4,422 global accepts · Rating: 1900 · first AC: 2025-04-28 · last AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, greedy, math

[pein531's solution](#)

2037.

2093G

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

Quality: 3,805 global accepts · Rating: 1900 · first AC: 2025-04-16 · last AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

[pein531's solution](#)

2038.

2094H

[La Vaca Saturno Saturnita](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1900 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math, number theory

[pein531's solution](#)

2039.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,067 global accepts · Rating: 1900 · first AC: 2025-04-03 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[pein531's solution](#)

2040.

335B

[Palindrome](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 1900 · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp

[pein531's solution](#)

2041.

835D

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

Quality: 4,661 global accepts · Rating: 1900 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, hashing, strings

[pein531's solution](#)

2042.

137D

[Palindromes](#) · [Tutorial](#)

Quality: 1,722 global accepts · Rating: 1900 · first AC: 2025-03-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[pein531's solution](#)

2043.

656F

[Ace It!](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 1900 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[pein531's solution](#)

2044.

656A

[Da Vinci Powers](#) · [Tutorial](#)

Quality: 3,815 global accepts · Rating: 1900 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[pein531's solution](#)

2045.

5C

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

Quality: 18,068 global accepts · Rating: 1900 · first AC: 2025-01-04 · last AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[pein531's solution](#)

2046.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,886 global accepts · Rating: 1900 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[pein531's solution](#)

2047.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,101 global accepts · Rating: 1900 · first AC: 2025-01-02 · last AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[pein531's solution](#)

2048.

1902E

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

Quality: 5,618 global accepts · Rating: 1900 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, strings, trees
[pein531's solution](#)

2049.

2044F

[Easy Demon Problem](#) · [Tutorial](#)

Quality: 6,044 global accepts · Rating: 1900 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, math, number theory
[pein531's solution](#)

2050.

846D

[Monitor](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures
[pein531's solution](#)

2051.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,238 global accepts · Rating: 1900 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers
[pein531's solution](#)

2052.

2044G2

[Medium Demon Problem \(hard version\)](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 1900 · first AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees
[pein531's solution](#)

2053.

1899G

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

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-12-01 · last AC: 2024-12-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers
[pein531's solution](#)

2054.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,382 global accepts · Rating: 1900 · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees
[pein531's solution](#)

2055.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, implementation, math
[pein531's solution](#)

2056.

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, math
[pein531's solution](#)

2057.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-09-12 · last AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data

structures, greedy, math, sortings

[pein531's solution](#)

2058.

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,125 global accepts · Rating: 1900 · first AC: 2024-10-17 · last AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, dsu, trees

[pein531's solution](#)

2059.

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1900 · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, number theory, two pointers

[pein531's solution](#)

2060.

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[pein531's solution](#)

2061.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,542 global accepts · Rating: 1900 · first AC: 2024-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, probabilities

[pein531's solution](#)

2062.

16D

[Logging](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 1900 · first AC: 2024-10-12 · PyPy 3-64 (first AC) · Tags: implementation, strings

[pein531's solution](#)

2063.

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1900 · first AC: 2024-10-11 · last AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp

[pein531's solution](#)

2064.

14D

[Two Paths](#) · [Tutorial](#)

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14E

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6E

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2014H

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conquer, greedy, hashing

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2009G1

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2069.

213B

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1902D

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1624G

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1650E

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2073.

1560F1

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2074.

1593D2

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2075.

1611E2

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2076.

1996F

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2077.

1729F

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2078.

1759G

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2079.

1714F

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2080.

1702G1

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2081.

1744E2

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1992F

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2083.

1883G2

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2084.

582B

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2085.

1367E

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2086.

1490G

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2087.

1986F

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2088.

1512F

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[pein531's solution](#)**2089.**

1926G

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[pein531's solution](#)**2090.**

1475F

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[pein531's solution](#)**2091.**

1475G

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Quality: 7,819 global accepts · Rating: 1900 · first AC: 2024-06-18 · last AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory, sortings

[pein531's solution](#)**2092.**

1980F1

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1328E

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[pein531's solution](#)**2094.**

1360G

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[pein531's solution](#)**2095.**

1353E

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[pein531's solution](#)**2096.**

1311F

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1294E

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[pein531's solution](#)

2098.

1272E

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Quality: 7,932 global accepts · Rating: 1900 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths
[pein531's solution](#)

2099.

1974F

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Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers
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2100.

1216E1

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Quality: 3,731 global accepts · Rating: 1900 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math
[pein531's solution](#)

2101.

1213E

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2102.

1878F

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Quality: 4,934 global accepts · Rating: 1900 · first AC: 2023-12-02 · last AC: 2024-05-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
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2103.

1183H

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Quality: 3,642 global accepts · Rating: 1900 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings
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2104.

1157D

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Quality: 3,993 global accepts · Rating: 1900 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[pein531's solution](#)

2105.

1144E

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[pein531's solution](#)

2106.

1141G

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2107.

1968G1

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2108.

1141F1

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Quality: 4,156 global accepts · Rating: 1900 · first AC: 2024-05-08 · last AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[pein531's solution](#)

2109.

1141F2

[Same Sum Blocks \(Hard\) · Tutorial](#)

Quality: 4,581 global accepts · Rating: 1900 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[pein531's solution](#)

2110.

1133F2

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[pein531's solution](#)

2111.

1547F

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

Quality: 6,952 global accepts · Rating: 1900 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers
[pein531's solution](#)

2112.

1092F

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Quality: 10,845 global accepts · Rating: 1900 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees
[pein531's solution](#)

2113.

1077F1

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Quality: 5,349 global accepts · Rating: 1900 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: dp
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2114.

1029D

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Quality: 4,235 global accepts · Rating: 1900 · first AC: 2024-04-22 · PyPy 3-64 (first AC) · Tags: implementation, math
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2115.

1095F

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Quality: 7,572 global accepts · Rating: 1900 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, greedy
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2116.

1015E2

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Quality: 4,038 global accepts · Rating: 1900 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy
[pein531's solution](#)

2117.

1955G

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Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory
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2118.

818E

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Quality: 2,680 global accepts · Rating: 1900 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, number theory, two pointers

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2119.

817D

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2120.

808D

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2121.

803D

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2122.

803C

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Quality: 5,818 global accepts · Rating: 1900 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

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2123.

1613D

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2124.

792D

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2125.

1950G

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Quality: 6,077 global accepts · Rating: 1900 · first AC: 2024-03-29 · last AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

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2126.

702D

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2127.

660D

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2128.

1946D

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2129.

622D

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Quality: 3,392 global accepts · Rating: 1900 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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2130.

1945F

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Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-03-19 · PyPy 3-64 (first AC) · Tags: data structures, sortings

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2131.

630E

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2132.

981D

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Quality: 3,549 global accepts · Rating: 1900 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[pein531's solution](#)

2133.

1932F

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Quality: 5,636 global accepts · Rating: 1900 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

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2134.

1927F

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Quality: 5,389 global accepts · Rating: 1900 · first AC: 2024-02-10 · last AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

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2135.

1929D

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Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · Java 8 (first AC) · Tags: combinatorics, dp, math, trees

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2136.

1928D

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Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

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2137.

1800F

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Quality: 4,750 global accepts · Rating: 1900 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

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2138.

1918D

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Quality: 6,195 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

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2139.

1925D

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Quality: 4,776 global accepts · Rating: 1900 · first AC: 2024-01-29 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, probabilities
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2140.

1095E

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Quality: 4,481 global accepts · Rating: 1900 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation
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2141.

1922D

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Quality: 6,771 global accepts · Rating: 1900 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math
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2142.

309C

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Quality: 1,493 global accepts · Rating: 1900 · first AC: 2024-01-25 · last AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy
[pein531's solution](#)

2143.

999D

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

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[pein531's solution](#)

2144.

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
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2145.

463D

[Gargari and Permutations](#) · [Tutorial](#)

Quality: 7,298 global accepts · Rating: 1900 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, implementation
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2146.

1854A2

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

Quality: 7,865 global accepts · Rating: 1900 · first AC: 2023-12-28 · last AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[pein531's solution](#)

2147.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-11-05 · last AC: 2023-12-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees
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2148.

1914F

[Programming Competition](#) · [Tutorial](#)

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

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2149.

796C

[Bank Hacking](#) · [Tutorial](#)

Quality: 3,230 global accepts · Rating: 1900 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, trees

[pein531's solution](#)

2150.

1791G2

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

Quality: 5,996 global accepts · Rating: 1900 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

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2151.

404D

[Minesweeper 1D](#) · [Tutorial](#)

Quality: 2,466 global accepts · Rating: 1900 · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[pein531's solution](#)

2152.

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[pein531's solution](#)

2153.

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2023-10-16 · C++17 (GCC 7-32) (first AC) · Tags: dp

[pein531's solution](#)

2154.

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2000 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, flows, implementation, two pointers

[pein531's solution](#)

2155.

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[pein531's solution](#)

2156.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-18 · last AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[pein531's solution](#)

2157.

803F

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

Quality: 4,640 global accepts · Rating: 2000 · first AC: 2024-04-06 · last AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[pein531's solution](#)

2158.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,505 global accepts · Rating: 2000 · first AC: 2025-05-30 · last AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[pein531's solution](#)

2159.

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 2000 · first AC: 2024-09-25 · last AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[pein531's solution](#)

2160.

2074F

[Counting Necessary Nodes](#) · [Tutorial](#)

Quality: 2,478 global accepts · Rating: 2000 · first AC: 2025-03-18 · PyPy 3-64 (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math

[pein531's solution](#)

2161.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,670 global accepts · Rating: 2000 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[pein531's solution](#)

2162.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dsu, number theory

[pein531's solution](#)

2163.

1976D

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

Quality: 5,798 global accepts · Rating: 2000 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[pein531's solution](#)

2164.

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings, two pointers

[pein531's solution](#)

2165.

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[pein531's solution](#)

2166.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[pein531's solution](#)

2167.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

[pein531's solution](#)

2168.

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,894 global accepts · Rating: 2000 · first AC: 2024-05-21 · last AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[pein531's solution](#)

2169.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, math

[pein531's solution](#)

2170.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2024-08-20 · last AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[pein531's solution](#)

2171.

1619F

[Let's Play the Hat?](#) · [Tutorial](#)

Quality: 2,339 global accepts · Rating: 2000 · first AC: 2024-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[pein531's solution](#)

2172.

1619G

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

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2024-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[pein531's solution](#)

2173.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2000 · first AC: 2024-08-26 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[pein531's solution](#)

2174.

1937D

[Pinball](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation, two pointers

[pein531's solution](#)

2175.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp

[pein531's solution](#)

2176.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[pein531's solution](#)

2177.

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs

[pein531's solution](#)

2178.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 2000 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[pein531's solution](#)

2179.

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2000 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, sortings

[pein531's solution](#)

2180.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,130 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[pein531's solution](#)

2181.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[pein531's solution](#)

2182.

1772F

[Copy of a Copy of a Copy](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2000 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings

[pein531's solution](#)

2183.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 2000 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[pein531's solution](#)

2184.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,455 global accepts · Rating: 2000 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, sortings

[pein531's solution](#)

2185.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,488 global accepts · Rating: 2000 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[pein531's solution](#)

2186.

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[pein531's solution](#)

2187.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 2000 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[pein531's solution](#)

2188.

1399E1

[Weights Division \(easy version\) · Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[pein531's solution](#)

2189.

1851G

[Vlad and the Mountains · Tutorial](#)

Quality: 4,045 global accepts · Rating: 2000 · first AC: 2024-06-27 · last AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[pein531's solution](#)

2190.

1506F

[Triangular Paths · Tutorial](#)

Quality: 3,700 global accepts · Rating: 2000 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[pein531's solution](#)

2191.

1506G

[Maximize the Remaining String · Tutorial](#)

Quality: 4,834 global accepts · Rating: 2000 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[pein531's solution](#)

2192.

1454E

[Number of Simple Paths · Tutorial](#)

Quality: 6,620 global accepts · Rating: 2000 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[pein531's solution](#)

2193.

1237D

[Balanced Playlist · Tutorial](#)

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[pein531's solution](#)

2194.

1426F

[Number of Subsequences · Tutorial](#)

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, strings

[pein531's solution](#)

2195.

264C

[Choosing Balls · Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: dp

[pein531's solution](#)

2196.

1296E2

[String Coloring \(hard version\) · Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[pein531's solution](#)

2197.

1294F

[Three Paths on a Tree · Tutorial](#)

Quality: 6,861 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[pein531's solution](#)

2198.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[pein531's solution](#)

2199.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[pein531's solution](#)

2200.

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[pein531's solution](#)

2201.

1256F

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

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings, strings

[pein531's solution](#)

2202.

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[pein531's solution](#)

2203.

1234E

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

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: math

[pein531's solution](#)

2204.

1092E

[Minimal Diameter Forest](#) · [Tutorial](#)

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2024-05-15 · last AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[pein531's solution](#)

2205.

1183G

[Candy Box \(hard version\)](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2000 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[pein531's solution](#)

2206.

1183E

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

Quality: 5,422 global accepts · Rating: 2000 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, implementation, shortest paths

[pein531's solution](#)

2207.

1165F1

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

Quality: 2,148 global accepts · Rating: 2000 · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[pein531's solution](#)

2208.

1165F2

[Microtransactions \(hard version\)](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2000 · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation
[pein531's solution](#)

2209.

1157F

[Maximum Balanced Circle](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers
[pein531's solution](#)

2210.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 2000 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths
[pein531's solution](#)

2211.

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: dp
[pein531's solution](#)

2212.

1102F

[Elongated Matrix](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2000 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs
[pein531's solution](#)

2213.

1029F

[Multicolored Markers](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2000 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math, number theory
[pein531's solution](#)

2214.

999F

[Cards and Joy](#) · [Tutorial](#)

Quality: 3,266 global accepts · Rating: 2000 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: dp
[pein531's solution](#)

2215.

296B

[Yaroslav and Two Strings](#) · [Tutorial](#)

Quality: 2,682 global accepts · Rating: 2000 · first AC: 2024-04-11 · last AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[pein531's solution](#)

2216.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,142 global accepts · Rating: 2000 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees
[pein531's solution](#)

2217.

818C

[Sofa Thief](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2000 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[pein531's solution](#)

2218.

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,716 global accepts · Rating: 2000 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, trees
[pein531's solution](#)

2219.

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,653 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs
[pein531's solution](#)

2220.

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graphs, greedy
[pein531's solution](#)

2221.

371E

[Subway Innovation](#) · [Tutorial](#)

Quality: 1,440 global accepts · Rating: 2000 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, two pointers
[pein531's solution](#)

2222.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp
[pein531's solution](#)

2223.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 4,999 global accepts · Rating: 2000 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory
[pein531's solution](#)

2224.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp
[pein531's solution](#)

2225.

609D

[Gadgets for dollars and pounds](#) · [Tutorial](#)

Quality: 3,164 global accepts · Rating: 2000 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers
[pein531's solution](#)

2226.

600D

[Area of Two Circles' Intersection](#) · [Tutorial](#)

Quality: 2,705 global accepts · Rating: 2000 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[pein531's solution](#)

2227.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
[pein531's solution](#)

2228.

6300

[Arrow](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 2000 · first AC: 2024-03-17 · PyPy 3-64 (first AC) · Tags: geometry
[pein531's solution](#)

2229.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers

[pein531's solution](#)

2230.

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[pein531's solution](#)

2231.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2024-03-07 · last AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[pein531's solution](#)

2232.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,523 global accepts · Rating: 2000 · first AC: 2024-02-29 · last AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[pein531's solution](#)

2233.

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,991 global accepts · Rating: 2000 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[pein531's solution](#)

2234.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2024-02-08 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math

[pein531's solution](#)

2235.

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 2000 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy

[pein531's solution](#)

2236.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[pein531's solution](#)

2237.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[pein531's solution](#)

2238.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-11-24 · last AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[pein531's solution](#)

2239.

821E

[Okabe and El Psy Kongroo](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2025-11-13 · last AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, matrices

[pein531's solution](#)

2240.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 2100 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, matrices

[pein531's solution](#)

2241.

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,063 global accepts · Rating: 2100 · first AC: 2025-07-18 · last AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[pein531's solution](#)

2242.

2132F

[Rada and the Chamomile Valley](#) · [Tutorial](#)

Quality: 2,772 global accepts · Rating: 2100 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths

[pein531's solution](#)

2243.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[pein531's solution](#)

2244.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation

[pein531's solution](#)

2245.

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[pein531's solution](#)

2246.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[pein531's solution](#)

2247.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 2100 · first AC: 2025-04-14 · last AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, number theory

[pein531's solution](#)

2248.

990E

[Post Lamps](#) · [Tutorial](#)

Quality: 2,163 global accepts · Rating: 2100 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[pein531's solution](#)

2249.

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry

[pein531's solution](#)

2250.

145C

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

Quality: 2,174 global accepts · Rating: 2100 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[pein531's solution](#)

2251.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,749 global accepts · Rating: 2100 · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[pein531's solution](#)

2252.

1886D

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

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, math

[pein531's solution](#)

2253.

2044H

[Hard Demon Problem](#) · [Tutorial](#)

Quality: 2,584 global accepts · Rating: 2100 · first AC: 2024-12-22 · last AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math

[pein531's solution](#)

2254.

1832D1

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, math

[pein531's solution](#)

2255.

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[pein531's solution](#)

2256.

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, dsu, graphs

[pein531's solution](#)

2257.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings

[pein531's solution](#)

2258.

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2024-12-02 · last AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

[pein531's solution](#)

2259.

12E

[Start of the session](#) · [Tutorial](#)

Quality: 1,452 global accepts · Rating: 2100 · first AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[pein531's solution](#)

2260.

762C

[Two strings](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2024-03-30 · last AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, hashing, strings, two pointers
[pein531's solution](#)

2261.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees
[pein531's solution](#)

2262.

1920E

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-01-13 · last AC: 2024-09-12 · Java 8 (first AC) · Tags: combinatorics, dp, math
[pein531's solution](#)

2263.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, math, number theory
[pein531's solution](#)

2264.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math, number theory
[pein531's solution](#)

2265.

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2024-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation
[pein531's solution](#)

2266.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2024-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[pein531's solution](#)

2267.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 4,000 global accepts · Rating: 2100 · first AC: 2024-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees
[pein531's solution](#)

2268.

1650G

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

Quality: 2,938 global accepts · Rating: 2100 · first AC: 2024-08-29 · last AC: 2024-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths
[pein531's solution](#)

2269.

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2024-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[pein531's solution](#)

2270.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2024-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[pein531's solution](#)

2271.

1551D2

[Domino \(hard version\)](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[pein531's solution](#)

2272.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2024-08-19 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[pein531's solution](#)

2273.

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[pein531's solution](#)

2274.

1660F2

[Promising String \(hard version\)](#) · [Tutorial](#)

Quality: 3,145 global accepts · Rating: 2100 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, strings

[pein531's solution](#)

2275.

1934D1

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

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-08-01 · last AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[pein531's solution](#)

2276.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[pein531's solution](#)

2277.

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, two pointers

[pein531's solution](#)

2278.

1005F

[Berland and the Shortest Paths](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[pein531's solution](#)

2279.

988F

[Rain and Umbrellas](#) · [Tutorial](#)

Quality: 2,777 global accepts · Rating: 2100 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: dp

[pein531's solution](#)

2280.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[pein531's solution](#)

2281.

1003E

[Tree Constructing](#) · [Tutorial](#)

Quality: 3,030 global accepts · Rating: 2100 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[pein531's solution](#)

2282.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[pein531's solution](#)

2283.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[pein531's solution](#)

2284.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2024-06-27 · last AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search

[pein531's solution](#)

2285.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2024-06-27 · PyPy 3-64 (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[pein531's solution](#)

2286.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, shortest paths

[pein531's solution](#)

2287.

1472F

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

Quality: 3,290 global accepts · Rating: 2100 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[pein531's solution](#)

2288.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,644 global accepts · Rating: 2100 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[pein531's solution](#)

2289.

1433F

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

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: dp

[pein531's solution](#)

2290.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[pein531's solution](#)

2291.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 2100 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[pein531's solution](#)

2292.

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 2100 · first AC: 2024-06-05 · last AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[pein531's solution](#)

2293.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[pein531's solution](#)

2294.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[pein531's solution](#)

2295.

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,102 global accepts · Rating: 2100 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[pein531's solution](#)

2296.

1183F

[Topforces Strikes Back](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2100 · first AC: 2024-05-19 · last AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, sortings

[pein531's solution](#)

2297.

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[pein531's solution](#)

2298.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory
[pein531's solution](#)

2299.

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2024-05-16 · last AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[pein531's solution](#)

2300.

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, sortings
[pein531's solution](#)

2301.

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,337 global accepts · Rating: 2100 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings
[pein531's solution](#)

2302.

1971H

[±1](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2100 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, graphs
[pein531's solution](#)

2303.

1108E2

[Array and Segments \(Hard version\)](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2100 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation
[pein531's solution](#)

2304.

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 2100 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dsu, graphs, greedy
[pein531's solution](#)

2305.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[pein531's solution](#)

2306.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[pein531's solution](#)

2307.

1066F

[Yet another 2D Walking](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: dp
[pein531's solution](#)

2308.

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy
[pein531's solution](#)

2309.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-

middle

[pein531's solution](#)

2310.

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2100 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[pein531's solution](#)

2311.

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,108 global accepts · Rating: 2100 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs

[pein531's solution](#)

2312.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,089 global accepts · Rating: 2100 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[pein531's solution](#)

2313.

1184E2

[Daleks' Invasion \(medium\)](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2100 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[pein531's solution](#)

2314.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,272 global accepts · Rating: 2100 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[pein531's solution](#)

2315.

665E

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

Quality: 4,425 global accepts · Rating: 2100 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, strings, trees

[pein531's solution](#)

2316.

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[pein531's solution](#)

2317.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,282 global accepts · Rating: 2100 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[pein531's solution](#)

2318.

630P

[Area of a Star](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2100 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[pein531's solution](#)

2319.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[pein531's solution](#)

2320.

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[pein531's solution](#)

2321.

988E

[Divisibility by 25](#) · [Tutorial](#)

Quality: 4,428 global accepts · Rating: 2100 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[pein531's solution](#)

2322.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,145 global accepts · Rating: 2100 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[pein531's solution](#)

2323.

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,108 global accepts · Rating: 2200 · first AC: 2025-12-24 · last AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[pein531's solution](#)

2324.

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2200 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, matrices

[pein531's solution](#)

2325.

2118D2

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

Quality: 2,498 global accepts · Rating: 2200 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[pein531's solution](#)

2326.

946E

[Largest Beautiful Number](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2200 · first AC: 2025-09-18 · last AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[pein531's solution](#)

2327.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2200 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[pein531's solution](#)

2328.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[pein531's solution](#)

2329.

2106G1

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

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

[pein531's solution](#)

2330.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[pein531's solution](#)

2331.

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, number theory

[pein531's solution](#)

2332.

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-03-05 · last AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[pein531's solution](#)

2333.

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[pein531's solution](#)

2334.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[pein531's solution](#)

2335.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[pein531's solution](#)

2336.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[pein531's solution](#)

2337.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2024-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, trees

[pein531's solution](#)

2338.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2024-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[pein531's solution](#)

2339.

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp
[pein531's solution](#)

2340.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[pein531's solution](#)

2341.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-14 · last AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[pein531's solution](#)

2342.

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2024-12-20 · last AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings, string suffix structures, strings

[pein531's solution](#)

2343.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2200 · first AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[pein531's solution](#)

2344.

954I

[Yet Another String Matching Problem](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2200 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: fft, math

[pein531's solution](#)

2345.

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2024-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[pein531's solution](#)

2346.

1730D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, strings, two pointers

[pein531's solution](#)

2347.

903F

[Clear The Matrix](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[pein531's solution](#)

2348.

2009G2

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

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp

[pein531's solution](#)

2349.

2033G

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

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and

similar, dp, greedy, trees

[pein531's solution](#)

2350.

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,670 global accepts · Rating: 2200 · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[pein531's solution](#)

2351.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, number theory

[pein531's solution](#)

2352.

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2024-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation

[pein531's solution](#)

2353.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-09-11 · last AC: 2024-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[pein531's solution](#)

2354.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2024-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, greedy, sortings

[pein531's solution](#)

2355.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2024-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[pein531's solution](#)

2356.

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2024-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[pein531's solution](#)

2357.

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2024-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[pein531's solution](#)

2358.

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2024-09-08 · last AC: 2024-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[pein531's solution](#)

2359.

1551F

[Equidistant Vertices](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2024-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[pein531's solution](#)

2360.

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2200 · first AC: 2024-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[pein531's solution](#)

2361.

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2024-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[pein531's solution](#)

2362.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2024-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[pein531's solution](#)

2363.

1741G

[Kirill and Company](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2024-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[pein531's solution](#)

2364.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-08-01 · last AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[pein531's solution](#)

2365.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory

[pein531's solution](#)

2366.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,797 global accepts · Rating: 2200 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[pein531's solution](#)

2367.

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[pein531's solution](#)

2368.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[pein531's solution](#)

2369.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[pein531's solution](#)**2370.**

1003F

[Abbreviation](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, strings

[pein531's solution](#)**2371.**

1157G

[Inverse of Rows and Columns](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[pein531's solution](#)**2372.**

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2024-07-04 · last AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[pein531's solution](#)**2373.**

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2024-07-03 · last AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[pein531's solution](#)**2374.**

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, trees

[pein531's solution](#)**2375.**

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[pein531's solution](#)**2376.**

1520F2

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

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[pein531's solution](#)**2377.**

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[pein531's solution](#)**2378.**

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-06-13 · last AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[pein531's solution](#)

2379.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, trees

[pein531's solution](#)

2380.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[pein531's solution](#)

2381.

1353F

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

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[pein531's solution](#)

2382.

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, hashing, math

[pein531's solution](#)

2383.

1272F

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

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings, two pointers

[pein531's solution](#)

2384.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[pein531's solution](#)

2385.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[pein531's solution](#)

2386.

1216E2

[Numerical Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[pein531's solution](#)

2387.

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2024-05-18 · last AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings

[pein531's solution](#)

2388.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[pein531's solution](#)

2389.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[pein531's solution](#)

2390.

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,677 global accepts · Rating: 2200 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[pein531's solution](#)

2391.

1092D2

[Great Vova Wall \(Version 2\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[pein531's solution](#)

2392.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,972 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

[pein531's solution](#)

2393.

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, two pointers

[pein531's solution](#)

2394.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[pein531's solution](#)

2395.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,283 global accepts · Rating: 2200 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

[pein531's solution](#)

2396.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,465 global accepts · Rating: 2200 · first AC: 2024-03-01 · last AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[pein531's solution](#)

2397.

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[pein531's solution](#)

2398.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,063 global accepts · Rating: 2200 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[pein531's solution](#)

2399.

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[pein531's solution](#)

2400.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[pein531's solution](#)

2401.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[pein531's solution](#)

2402.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[pein531's solution](#)

2403.

282E

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

Quality: 4,328 global accepts · Rating: 2200 · first AC: 2023-10-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[pein531's solution](#)

2404.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2025-12-08 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[pein531's solution](#)

2405.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[pein531's solution](#)

2406.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,574 global accepts · Rating: 2300 · first AC: 2025-11-27 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, dp, math

[pein531's solution](#)

2407.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[pein531's solution](#)

2408.

628E

[Zbazi in Zeydabad](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2300 · first AC: 2024-03-23 · last AC: 2025-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[pein531's solution](#)

2409.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,210 global accepts · Rating: 2300 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, matrices
[pein531's solution](#)

2410.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,564 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp
[pein531's solution](#)

2411.

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,525 global accepts · Rating: 2300 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths
[pein531's solution](#)

2412.

557E

[Ann and Half-Palindrome](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2300 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, string suffix structures, strings, trees
[pein531's solution](#)

2413.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[pein531's solution](#)

2414.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation
[pein531's solution](#)

2415.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory
[pein531's solution](#)

2416.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees
[pein531's solution](#)

2417.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2024-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[pein531's solution](#)

2418.

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[pein531's solution](#)

2419.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp

[pein531's solution](#)

2420.

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[pein531's solution](#)

2421.

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2024-07-09 · last AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[pein531's solution](#)

2422.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[pein531's solution](#)

2423.

1015F

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

Quality: 1,477 global accepts · Rating: 2300 · first AC: 2024-07-07 · last AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[pein531's solution](#)

2424.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[pein531's solution](#)

2425.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-07-05 · last AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[pein531's solution](#)

2426.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, sortings

[pein531's solution](#)

2427.

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2300 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[pein531's solution](#)

2428.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, trees

[pein531's solution](#)

2429.

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[pein531's solution](#)

2430.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2300 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[pein531's solution](#)

2431.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[pein531's solution](#)

2432.

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[pein531's solution](#)

2433.

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[pein531's solution](#)

2434.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2024-04-02 · last AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[pein531's solution](#)

2435.

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[pein531's solution](#)

2436.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 2300 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings

[pein531's solution](#)

2437.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices, number theory, two pointers

[pein531's solution](#)

2438.

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[pein531's solution](#)

2439.

593D

[Happy Tree Party](#) · [Tutorial](#)

Quality: 1,423 global accepts · Rating: 2400 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, math, trees

[pein531's solution](#)

2440.

220E

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

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, two pointers

[pein531's solution](#)

2441.

226C

[Anniversary](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, matrices, number theory

[pein531's solution](#)

2442.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[pein531's solution](#)

2443.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings

[pein531's solution](#)

2444.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[pein531's solution](#)

2445.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[pein531's solution](#)

2446.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[pein531's solution](#)

2447.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,829 global accepts · Rating: 2400 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, matrices

[pein531's solution](#)

2448.

679C

[Bear and Square Grid](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2400 · first AC: 2025-07-15 · last AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, implementation

[pein531's solution](#)

2449.

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2025-07-08 · last AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[pein531's solution](#)

2450.

416D

[Population Size](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[pein531's solution](#)

2451.

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2025-06-15 · last AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, number theory

[pein531's solution](#)

2452.

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2025-06-06 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, dp

[pein531's solution](#)

2453.

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, probabilities, two pointers

[pein531's solution](#)

2454.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[pein531's solution](#)

2455.

825F

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

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2025-04-25 · last AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, hashing, string suffix structures, strings

[pein531's solution](#)

2456.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[pein531's solution](#)

2457.

1832D2

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

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[pein531's solution](#)

2458.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2024-11-01 · last AC: 2024-11-09 · Go (first AC) · Tags: bitmasks, data structures, dp, matrices

[pein531's solution](#)

2459.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[pein531's solution](#)

2460.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2400 · first AC: 2024-10-25 · last AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, trees

[pein531's solution](#)

2461.

1934D2

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

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-08-02 · last AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[pein531's solution](#)

2462.

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities

[pein531's solution](#)

2463.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures

[pein531's solution](#)

2464.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2400 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[pein531's solution](#)

2465.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[pein531's solution](#)

2466.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,961 global accepts · Rating: 2400 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[pein531's solution](#)

2467.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[pein531's solution](#)

2468.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[pein531's solution](#)

2469.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[pein531's solution](#)

2470.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[pein531's solution](#)

2471.

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[pein531's solution](#)

2472.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[pein531's solution](#)

2473.

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2025-12-24 · last AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[pein531's solution](#)

2474.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, probabilities

[pein531's solution](#)

2475.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[pein531's solution](#)

2476.

93D

[Flags](#) · [Tutorial](#)

Quality: 444 global accepts · Rating: 2500 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, matrices

[pein531's solution](#)

2477.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2025-08-25 · last AC: 2025-08-25 · PyPy 3-64 (first AC) · Tags: brute force, data structures

[pein531's solution](#)

2478.

1030F

[Putting Boxes Together](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2025-08-20 · last AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data

structures

[pein531's solution](#)

2479.

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,143 global accepts · Rating: 2500 · first AC: 2025-08-19 · last AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation

[pein531's solution](#)

2480.

605D

[Board Game](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar

[pein531's solution](#)

2481.

295E

[Yaroslav and Points](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2500 · first AC: 2025-07-21 · last AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[pein531's solution](#)

2482.

266E

[More Queries to Array...](#) · [Tutorial](#)

Quality: 1,060 global accepts · Rating: 2500 · first AC: 2025-06-28 · last AC: 2025-07-01 · Go (first AC) · Tags: data structures, math

[pein531's solution](#)

2483.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, strings

[pein531's solution](#)

2484.

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2025-05-06 · last AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[pein531's solution](#)

2485.

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2025-04-21 · last AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[pein531's solution](#)

2486.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[pein531's solution](#)

2487.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[pein531's solution](#)

2488.

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[pein531's solution](#)

2489.

23C

[Oranges and Apples](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[pein531's solution](#)

2490.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[pein531's solution](#)

2491.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[pein531's solution](#)

2492.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[pein531's solution](#)

2493.

333E

[Summer Earnings](#) · [Tutorial](#)

Quality: 1,249 global accepts · Rating: 2500 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, geometry, sortings

[pein531's solution](#)

2494.

311D

[Interval Cubing](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2600 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math

[pein531's solution](#)

2495.

60E

[Mushroom Gnomes](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: 2600 · first AC: 2025-11-11 · last AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, matrices

[pein531's solution](#)

2496.

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, matrices

[pein531's solution](#)

2497.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[pein531's solution](#)

2498.

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2025-08-29 · last AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, strings

[pein531's solution](#)

2499.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,079 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[pein531's solution](#)

2500.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2025-06-03 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp, trees

[pein531's solution](#)

2501.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2025-04-14 · PyPy 3-64 (first AC) · Tags: data structures, dp, geometry

[pein531's solution](#)

2502.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation, matrices

[pein531's solution](#)

2503.

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[pein531's solution](#)

2504.

2004F

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

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[pein531's solution](#)

2505.

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[pein531's solution](#)

2506.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2024-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[pein531's solution](#)

2507.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2024-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[pein531's solution](#)

2508.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp
[pein531's solution](#)

2509.

1227G

[Not Same](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[pein531's solution](#)

2510.

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[pein531's solution](#)

2511.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing
[pein531's solution](#)

2512.

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 2600 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[pein531's solution](#)

2513.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math
[pein531's solution](#)

2514.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees
[pein531's solution](#)

2515.

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,386 global accepts · Rating: 2600 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[pein531's solution](#)

2516.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2024-06-28 · last AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, sortings
[pein531's solution](#)

2517.

1400G

[Mercenaries](#) · [Tutorial](#)

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2518.

1584F

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2519.

650D

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2520.

1209F

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2521.

1416D

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2522.

3D

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2523.

1515F

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2524.

547D

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2525.

498E

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2526.

1672H

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2527.

1730E

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2528.

1270G

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1634F

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13E

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2127F

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30E

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1028H

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Quality: 564 global accepts · Rating: 2900 · first AC: 2025-11-11 · last AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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17E

[Palisection](#) · [Tutorial](#)

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176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

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