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Unique solved — porzlck

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

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

Filters: none

Count: 773

1.

1249A

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

Quality: 23,712 global accepts · Rating: 800 · first AC: 2026-05-04 · C++20 (GCC 13-64) (first AC) · Tags: math
[porzlck's solution](#)

2.

1234A

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

Quality: 29,553 global accepts · Rating: 800 · first AC: 2026-05-04 · C++20 (GCC 13-64) (first AC) · Tags: math
[porzlck's solution](#)

3.

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: strings
[porzlck's solution](#)

4.

1144A

[Diverse Strings](#) · [Tutorial](#)

Quality: 22,026 global accepts · Rating: 800 · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[porzlck's solution](#)

5.

1108A

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

Quality: 23,353 global accepts · Rating: 800 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[porzlck's solution](#)

6.

1102A

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

Quality: 26,614 global accepts · Rating: 800 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: math
[porzlck's solution](#)

7.

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,489 global accepts · Rating: 800 · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[porzlck's solution](#)

8.

1092B

[Teams Forming](#) · [Tutorial](#)

Quality: 29,214 global accepts · Rating: 800 · first AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: sortings
[porzlck's solution](#)

9.

1092A

[Uniform String](#) · [Tutorial](#)

Quality: 17,275 global accepts · Rating: 800 · first AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[porzlck's solution](#)

10.

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,252 global accepts · Rating: 800 · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: math

[porzlck's solution](#)

11.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,260 global accepts · Rating: 800 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math

[porzlck's solution](#)

12.

1154A

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

Quality: 87,054 global accepts · Rating: 800 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: math

[porzlck's solution](#)

13.

1015A

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

Quality: 22,434 global accepts · Rating: 800 · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[porzlck's solution](#)

14.

1003A

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

Quality: 29,981 global accepts · Rating: 800 · first AC: 2026-04-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[porzlck's solution](#)

15.

1005A

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

Quality: 27,486 global accepts · Rating: 800 · first AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[porzlck's solution](#)

16.

1353B

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

Quality: 58,120 global accepts · Rating: 800 · first AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[porzlck's solution](#)

17.

1353A

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

Quality: 44,585 global accepts · Rating: 800 · first AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[porzlck's solution](#)

18.

1006A

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

Quality: 22,873 global accepts · Rating: 800 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[porzlck's solution](#)

19.

1118A

[Water Buying](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: math

[porzlck's solution](#)

20.

2217A

[The Equalizer](#) · [Tutorial](#)

Quality: 21,750 global accepts · Rating: 800 · first AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: math

[porzlck's solution](#)

21.

2204B

[Right Maximum](#) · [Tutorial](#)

Quality: 19,534 global accepts · Rating: 800 · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[porzlck's solution](#)

22.

2204A

[Passing the Ball](#) · [Tutorial](#)

Quality: 21,730 global accepts · Rating: 800 · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[porzlck's solution](#)

23.

2218C

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

Quality: 26,394 global accepts · Rating: 800 · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[porzlck's solution](#)

24.

2218A

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

Quality: 34,877 global accepts · Rating: 800 · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, implementation, math

[porzlck's solution](#)

25.

2218B

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

Quality: 33,642 global accepts · Rating: 800 · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[porzlck's solution](#)

26.

2210A

[A Simple Sequence](#) · [Tutorial](#)

Quality: 22,223 global accepts · Rating: 800 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[porzlck's solution](#)

27.

2106A

[Dr. TC](#) · [Tutorial](#)

Quality: 36,359 global accepts · Rating: 800 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[porzlck's solution](#)

28.

2117B

[Shrink](#) · [Tutorial](#)

Quality: 32,166 global accepts · Rating: 800 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[porzlck's solution](#)

29.

2117A

[False Alarm](#) · [Tutorial](#)

Quality: 38,043 global accepts · Rating: 800 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[porzlck's solution](#)

30.

2091B

[Team Training](#) · [Tutorial](#)

Quality: 32,704 global accepts · Rating: 800 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[porzlck's solution](#)

31.

2091A

[Olympiad Date](#) · [Tutorial](#)

Quality: 39,023 global accepts · Rating: 800 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[porzlck's solution](#)

32.

1385B

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

Quality: 39,581 global accepts · Rating: 800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[porzlck's solution](#)

33.

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,912 global accepts · Rating: 800 · first AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[porzlck's solution](#)

34.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,375 global accepts · Rating: 800 · first AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[porzlck's solution](#)

35.

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,365 global accepts · Rating: 800 · first AC: 2026-03-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[porzlck's solution](#)

36.

1931A

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

Quality: 39,961 global accepts · Rating: 800 · first AC: 2026-03-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings

[porzlck's solution](#)

37.

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 54,974 global accepts · Rating: 800 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[porzlck's solution](#)

38.

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,264 global accepts · Rating: 800 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[porzlck's solution](#)

39.

2010B

[Three Brothers](#) · [Tutorial](#)

Quality: 24,717 global accepts · Rating: 800 · first AC: 2026-03-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[porzlck's solution](#)

40.

2010A

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

Quality: 21,266 global accepts · Rating: 800 · first AC: 2026-03-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[porzlck's solution](#)

41.

2072A

[New World, New Me, New Array](#) · [Tutorial](#)

Quality: 40,656 global accepts · Rating: 800 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[porzlck's solution](#)

42.

2093A

[Ideal Generator](#) · [Tutorial](#)

Quality: 40,837 global accepts · Rating: 800 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: math

[porzlck's solution](#)

43.

2132A

[Homework](#) · [Tutorial](#)

Quality: 43,338 global accepts · Rating: 800 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[porzlck's solution](#)

44.

2149B

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

Quality: 33,038 global accepts · Rating: 800 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[porzlck's solution](#)

45.

2149A

[Be Positive](#) · [Tutorial](#)

Quality: 40,903 global accepts · Rating: 800 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: math

[porzlck's solution](#)

46.

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,200 global accepts · Rating: 800 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[porzlck's solution](#)

47.

2137A

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

Quality: 35,310 global accepts · Rating: 800 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[porzlck's solution](#)

48.

2121B

[Above the Clouds](#) · [Tutorial](#)

Quality: 32,495 global accepts · Rating: 800 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[porzlck's solution](#)

49.

2121A

[Letter Home](#) · [Tutorial](#)

Quality: 39,279 global accepts · Rating: 800 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[porzlck's solution](#)

50.

2170A

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

Quality: 19,913 global accepts · Rating: 800 · first AC: 2026-03-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math

[porzlck's solution](#)

51.

2162A

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

Quality: 41,588 global accepts · Rating: 800 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[porzlck's solution](#)

52.

2050A

[Line Breaks](#) · [Tutorial](#)

Quality: 36,457 global accepts · Rating: 800 · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[porzlck's solution](#)

53.

2163A

[Souvlaki VS. Kalamaki](#) · [Tutorial](#)

Quality: 19,594 global accepts · Rating: 800 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[porzlck's solution](#)

54.

2156A

[Pizza Time](#) · [Tutorial](#)

Quality: 26,870 global accepts · Rating: 800 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[porzlck's solution](#)

55.

2171A

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

Quality: 37,245 global accepts · Rating: 800 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[porzlck's solution](#)

56.

2173A

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

Quality: 23,779 global accepts · Rating: 800 · first AC: 2026-03-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[porzlck's solution](#)

57.

2126B

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

Quality: 37,690 global accepts · Rating: 800 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[porzlck's solution](#)

58.

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,081 global accepts · Rating: 800 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[porzlck's solution](#)

59.

2200B

[Deletion Sort](#) · [Tutorial](#)

Quality: 25,460 global accepts · Rating: 800 · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, sortings

[porzlck's solution](#)

60.

2200A

[Eating Game](#) · [Tutorial](#)

Quality: 28,110 global accepts · Rating: 800 · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[porzlck's solution](#)

61.

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 17,978 global accepts · Rating: 800 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: math

[porzlck's solution](#)

62.

2044C

[Hard Problem](#) · [Tutorial](#)

Quality: 45,267 global accepts · Rating: 800 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[porzlck's solution](#)

63.

2044B

[Normal Problem](#) · [Tutorial](#)

Quality: 51,973 global accepts · Rating: 800 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[porzlck's solution](#)

64.

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,209 global accepts · Rating: 800 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[porzlck's solution](#)

65.

2202A

[Parkour Design](#) · [Tutorial](#)

Quality: 16,338 global accepts · Rating: 800 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: math

[porzlck's solution](#)

66.

2175A

[Little Fairy's Painting](#) · [Tutorial](#)

Quality: 18,731 global accepts · Rating: 800 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[porzlck's solution](#)

67.

2123B

[Tournament](#) · [Tutorial](#)

Quality: 34,910 global accepts · Rating: 800 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[porzlck's solution](#)

68.

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,687 global accepts · Rating: 800 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: math

[porzlck's solution](#)

69.

2192A

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

Quality: 17,903 global accepts · Rating: 800 · first AC: 2026-02-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings

[porzlck's solution](#)

70.

2145A

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

Quality: 30,750 global accepts · Rating: 800 · first AC: 2026-02-20 · C++20 (GCC 13-64) (first AC) · Tags: math

[porzlck's solution](#)

71.

2146A

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

Quality: 21,836 global accepts · Rating: 800 · first AC: 2026-02-20 · Python 3 (first AC) · Tags: brute force, greedy, implementation

[porzlck's solution](#)

72.

2147A

[Shortest Increasing Path](#) · [Tutorial](#)

Quality: 18,629 global accepts · Rating: 800 · first AC: 2026-02-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[porzlck's solution](#)

73.

1702B

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

Quality: 29,305 global accepts · Rating: 800 · first AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[porzlck's solution](#)

74.

1702A

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

Quality: 38,178 global accepts · Rating: 800 · first AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[porzlck's solution](#)

75.

2176A

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

Quality: 29,067 global accepts · Rating: 800 · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[porzlck's solution](#)

76.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,574 global accepts · Rating: 800 · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[porzlck's solution](#)

77.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,872 global accepts · Rating: 800 · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory

[porzlck's solution](#)

78.

2195A

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

Quality: 35,444 global accepts · Rating: 800 · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[porzlck's solution](#)

79.

2166A

[Same Difference](#) · [Tutorial](#)

Quality: 22,896 global accepts · Rating: 800 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[porzlck's solution](#)

80.

2158A

[Suspension](#) · [Tutorial](#)

Quality: 23,390 global accepts · Rating: 800 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[porzlck's solution](#)

81.

2179B

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

Quality: 28,336 global accepts · Rating: 800 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[porzlck's solution](#)

82.

2179A

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

Quality: 34,419 global accepts · Rating: 800 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: math, strings

[porzlck's solution](#)

83.

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,221 global accepts · Rating: 800 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[porzlck's solution](#)

84.

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,956 global accepts · Rating: 800 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[porzlck's solution](#)

85.

2157A

[Dungeon Equilibrium](#) · [Tutorial](#)

Quality: 16,492 global accepts · Rating: 800 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[porzlck's solution](#)

86.

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,101 global accepts · Rating: 800 · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, strings

[porzlck's solution](#)

87.

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,613 global accepts · Rating: 800 · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: two pointers

[porzlck's solution](#)

88.

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,638 global accepts · Rating: 800 · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[porzlck's solution](#)

89.

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,921 global accepts · Rating: 800 · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[porzlck's solution](#)

90.

2183A

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

Quality: 23,665 global accepts · Rating: 800 · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: games

[porzlck's solution](#)

91.

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,067 global accepts · Rating: 800 · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: math

[porzlck's solution](#)

92.

1409A

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

Quality: 80,417 global accepts · Rating: 800 · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[porzlck's solution](#)

93.

1433B

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

Quality: 29,855 global accepts · Rating: 800 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[porzlck's solution](#)

94.

1433A

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

Quality: 62,642 global accepts · Rating: 800 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[porzlck's solution](#)

95.

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,830 global accepts · Rating: 800 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[porzlck's solution](#)

96.

1619B

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

Quality: 32,946 global accepts · Rating: 800 · first AC: 2026-02-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[porzlck's solution](#)

97.

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,817 global accepts · Rating: 800 · first AC: 2026-02-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[porzlck's solution](#)

98.

1985B

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

Quality: 56,769 global accepts · Rating: 800 · first AC: 2026-02-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[porzlck's solution](#)

99.

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,367 global accepts · Rating: 800 · first AC: 2026-02-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[porzlck's solution](#)

100.

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,704 global accepts · Rating: 800 · first AC: 2026-02-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[porzlck's solution](#)

101.

1971A

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

Quality: 59,477 global accepts · Rating: 800 · first AC: 2026-02-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[porzlck's solution](#)

102.

2065B

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

Quality: 42,073 global accepts · Rating: 800 · first AC: 2026-02-06 · C++17 (GCC 7-32) (first AC) · Tags: strings

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103.

2065A

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

Quality: 55,628 global accepts · Rating: 800 · first AC: 2026-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

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104.

1374A

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

Quality: 64,178 global accepts · Rating: 800 · first AC: 2026-02-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[porzlck's solution](#)

105.

2184A

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

Quality: 38,078 global accepts · Rating: 800 · first AC: 2026-02-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[porzlck's solution](#)

106.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,317 global accepts · Rating: 800 · first AC: 2026-02-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings

[porzlck's solution](#)

107.

1950A

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

Quality: 69,443 global accepts · Rating: 800 · first AC: 2026-02-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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108.

1950B

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Quality: 44,211 global accepts · Rating: 800 · first AC: 2026-02-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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109.

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,900 global accepts · Rating: 800 · first AC: 2026-02-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[porzlck's solution](#)

110.

61A

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Quality: 136,204 global accepts · Rating: 800 · first AC: 2026-02-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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111.

1926B

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Quality: 36,450 global accepts · Rating: 800 · first AC: 2026-02-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation
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112.

1926A

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

Quality: 62,192 global accepts · Rating: 800 · first AC: 2026-02-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[porzlck's solution](#)

113.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,182 global accepts · Rating: 800 · first AC: 2026-02-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation
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114.

1915B

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[porzlck's solution](#)

115.

1915A

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Quality: 79,796 global accepts · Rating: 800 · first AC: 2026-02-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, implementation
[porzlck's solution](#)

116.

2051B

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117.

2051A

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Quality: 35,177 global accepts · Rating: 800 · first AC: 2026-02-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy
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118.

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,938 global accepts · Rating: 800 · first AC: 2026-01-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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119.

1873D

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Quality: 43,009 global accepts · Rating: 800 · first AC: 2026-01-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers
[porzlck's solution](#)

120.

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 69,982 global accepts · Rating: 800 · first AC: 2026-01-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[porzlck's solution](#)

121.

1873B

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Quality: 62,690 global accepts · Rating: 800 · first AC: 2026-01-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
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122.

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,391 global accepts · Rating: 800 · first AC: 2026-01-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
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123.

1850C

[Word on the Paper](#) · [Tutorial](#)

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124.

1850B

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125.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,197 global accepts · Rating: 800 · first AC: 2026-01-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[porzlck's solution](#)

126.

1829C

[Mr. Perfectly Fine](#) · [Tutorial](#)

Quality: 32,459 global accepts · Rating: 800 · first AC: 2026-01-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation
[porzlck's solution](#)

127.

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,013 global accepts · Rating: 800 · first AC: 2026-01-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[porzlck's solution](#)

128.

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,690 global accepts · Rating: 800 · first AC: 2026-01-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[porzlck's solution](#)

129.

2094B

[Bobritto Bandito](#) · [Tutorial](#)

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130.

2094A

[Trippi Troppi](#) · [Tutorial](#)

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131.

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,043 global accepts · Rating: 800 · first AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry

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132.

2148A

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Quality: 47,413 global accepts · Rating: 800 · first AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, math

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133.

2167C

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

Quality: 36,057 global accepts · Rating: 800 · first AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

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134.

2167B

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Quality: 51,812 global accepts · Rating: 800 · first AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

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135.

2167A

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Quality: 58,450 global accepts · Rating: 800 · first AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[porzlck's solution](#)

136.

1426A

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137.

1692A

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138.

1692B

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139.

1692C

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140.

1676C

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141.

1676B

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Quality: 60,638 global accepts · Rating: 800 · first AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[porzlck's solution](#)

142.

1676A

[Lucky?](#) · [Tutorial](#)

Quality: 87,413 global accepts · Rating: 800 · first AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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143.

1669C

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

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144.

1669B

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145.

1669A

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Quality: 88,527 global accepts · Rating: 800 · first AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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146.

2188A

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

Quality: 25,903 global accepts · Rating: 800 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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147.

1352A

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[porzlck's solution](#)

148.

1703A

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Quality: 97,230 global accepts · Rating: 800 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[porzlck's solution](#)

149.

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,166 global accepts · Rating: 800 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[porzlck's solution](#)

150.

1703C

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Quality: 40,839 global accepts · Rating: 800 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

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151.

1722C

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Quality: 36,175 global accepts · Rating: 800 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

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152.

1722B

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153.

1722A

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154.

1742B

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155.

1742A

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Quality: 104,291 global accepts · Rating: 800 · first AC: 2026-01-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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156.

1760C

[Advantage](#) · [Tutorial](#)

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157.

1760B

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158.

1760A

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159.

1791C

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

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160.

1791B

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161.

1791A

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Quality: 80,608 global accepts · Rating: 800 · first AC: 2026-01-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[porzlck's solution](#)

162.

1807C

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[porzlck's solution](#)

163.

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,349 global accepts · Rating: 800 · first AC: 2026-01-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[porzlck's solution](#)

164.

1807A

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Quality: 84,705 global accepts · Rating: 800 · first AC: 2026-01-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[porzlck's solution](#)

165.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,825 global accepts · Rating: 800 · first AC: 2026-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[porzlck's solution](#)

166.

1932A

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Quality: 33,892 global accepts · Rating: 800 · first AC: 2026-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

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167.

2193B

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Quality: 30,114 global accepts · Rating: 800 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy

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168.

2193A

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

Quality: 42,647 global accepts · Rating: 800 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[porzlck's solution](#)

169.

2189A

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

Quality: 24,364 global accepts · Rating: 800 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[porzlck's solution](#)

170.

2185B

[Prefix Max](#) · [Tutorial](#)

Quality: 40,694 global accepts · Rating: 800 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[porzlck's solution](#)

171.

2185A

[Perfect Root](#) · [Tutorial](#)

Quality: 43,074 global accepts · Rating: 800 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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172.

2191A

[Array Coloring](#) · [Tutorial](#)

Quality: 27,776 global accepts · Rating: 800 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

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173.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,437 global accepts · Rating: 800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[porzlck's solution](#)

174.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,328 global accepts · Rating: 800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[porzlck's solution](#)

175.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,731 global accepts · Rating: 800 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[porzlck's solution](#)

176.

1974B

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

Quality: 34,486 global accepts · Rating: 800 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

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177.

1974A

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178.

1385A

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Quality: 43,337 global accepts · Rating: 800 · first AC: 2024-02-04 · C++17 (GCC 9-64) (first AC) · Tags: math

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179.

1367A

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Quality: 67,704 global accepts · Rating: 800 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[porzlck's solution](#)

180.

1918A

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181.

1360B

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Quality: 53,721 global accepts · Rating: 800 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[porzlck's solution](#)

182.

1360A

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Quality: 57,086 global accepts · Rating: 800 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[porzlck's solution](#)

183.

1196A

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

Quality: 29,127 global accepts · Rating: 800 · first AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[porzlck's solution](#)

184.

1183A

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

Quality: 27,023 global accepts · Rating: 800 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[porzlck's solution](#)

185.

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,980 global accepts · Rating: 800 · first AC: 2024-01-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[porzlck's solution](#)

186.

1216B

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Quality: 19,679 global accepts · Rating: 900 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
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187.

1213A

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Quality: 25,603 global accepts · Rating: 900 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: math
[porzlck's solution](#)

188.

1144B

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Quality: 18,336 global accepts · Rating: 900 · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
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189.

1141B

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

Quality: 23,080 global accepts · Rating: 900 · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[porzlck's solution](#)

190.

1095B

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

Quality: 24,339 global accepts · Rating: 900 · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[porzlck's solution](#)

191.

1005B

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

Quality: 27,385 global accepts · Rating: 900 · first AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings
[porzlck's solution](#)

192.

2210B

[Simply Sitting on Chairs](#) · [Tutorial](#)

Quality: 17,530 global accepts · Rating: 900 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[porzlck's solution](#)

193.

2106B

[St. Chroma](#) · [Tutorial](#)

Quality: 28,382 global accepts · Rating: 900 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[porzlck's solution](#)

194.

2072B

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Quality: 30,935 global accepts · Rating: 900 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, strings
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195.

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,833 global accepts · Rating: 900 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
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196.

2114B

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

Quality: 30,499 global accepts · Rating: 900 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[porzlck's solution](#)

197.

2132B

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

Quality: 33,547 global accepts · Rating: 900 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: math
[porzlck's solution](#)

198.

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,137 global accepts · Rating: 900 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[porzlck's solution](#)

199.

2137B

[Fun Permutation](#) · [Tutorial](#)

Quality: 26,460 global accepts · Rating: 900 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
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200.

2169A

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Quality: 19,053 global accepts · Rating: 900 · first AC: 2026-03-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[porzlck's solution](#)

201.

2171B

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Quality: 27,099 global accepts · Rating: 900 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: math
[porzlck's solution](#)

202.

2200C

[Specialty String](#) · [Tutorial](#)

Quality: 21,706 global accepts · Rating: 900 · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings
[porzlck's solution](#)

203.

2195B

[Heapify 1](#) · [Tutorial](#)

Quality: 24,853 global accepts · Rating: 900 · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[porzlck's solution](#)

204.

2166B

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Quality: 18,112 global accepts · Rating: 900 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: math
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205.

2157B

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Quality: 12,857 global accepts · Rating: 900 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
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206.

916A

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Quality: 9,556 global accepts · Rating: 900 · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
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207.

1433C

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Quality: 28,606 global accepts · Rating: 900 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
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208.

1985D

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Quality: 41,404 global accepts · Rating: 900 · first AC: 2026-02-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
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209.

1971C

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Quality: 41,574 global accepts · Rating: 900 · first AC: 2026-02-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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210.

1374B

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211.

474A

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212.

915A

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Quality: 16,021 global accepts · Rating: 900 · first AC: 2026-02-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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213.

598A

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1354A

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1915D

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216.

1850D

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Quality: 60,799 global accepts · Rating: 900 · first AC: 2026-01-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings
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217.

2094C

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218.

2148C

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219.

1426B

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220.

1742C

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1807D

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222.

1132B

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2185C

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224.

2178B

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225.

1918B

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226.

1183B

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227.

1249B1

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228.

1234B1

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229.

1203A

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230.

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231.

1141A

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232.

1077B

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233.

1353C

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234.

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235.

2217B

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236.

2176B

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237.

2204C

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2091C

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240.

2093C

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241.

2114C

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242.

2132C1

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243.

2162B

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2156B

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245.

2203B

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246.

2123C

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248.

1702D

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250.

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251.

1244B

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2194B

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253.

1985C

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254.

1374C

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Quality: 63,913 global accepts · Rating: 1000 · first AC: 2026-02-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
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255.

339B

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256.

69A

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257.

2051C

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258.

1829D

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259.

2148D

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260.

2167D

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261.

1676D

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262.

2188B

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Quality: 21,008 global accepts · Rating: 1000 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy
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263.

1760D

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264.

1791D

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265.

2164B

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266.

2193C

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267.

2191B

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268.

1165B

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269.

1213B

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270.

1108B

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271.

1066A

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1015C

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2146B

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274.

2218D

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275.

1862C

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276.

2137C

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277.

2162C

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Quality: 21,324 global accepts · Rating: 1100 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

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278.

2050B

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279.

2169B

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280.

2171C1

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281.

2173B

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282.

2126C

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283.

2044D

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284.

1702C

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285.

2195C

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286.

570A

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287.

2179C

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288.

475A

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289.

2009C

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290.

242A

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291.

242B

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292.

1999D

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293.

2183B

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294.

1409B

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295.

1971D

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296.

2065C1

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297.

2184B

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298.

2184C

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299.

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301.

1873E

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302.

1360C

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303.

1850E

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[porzlck's solution](#)

304.

1829E

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Quality: 26,628 global accepts · Rating: 1100 · first AC: 2026-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

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305.

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,859 global accepts · Rating: 1100 · first AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers
[porzlck's solution](#)

306.

1426C

[Increase and Copy](#) · [Tutorial](#)

Quality: 20,544 global accepts · Rating: 1100 · first AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math
[porzlck's solution](#)

307.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,660 global accepts · Rating: 1100 · first AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[porzlck's solution](#)

308.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,068 global accepts · Rating: 1100 · first AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[porzlck's solution](#)

309.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,421 global accepts · Rating: 1100 · first AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[porzlck's solution](#)

310.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,605 global accepts · Rating: 1100 · first AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
[porzlck's solution](#)

311.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,205 global accepts · Rating: 1100 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, strings
[porzlck's solution](#)

312.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,553 global accepts · Rating: 1100 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[porzlck's solution](#)

313.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,102 global accepts · Rating: 1100 · first AC: 2026-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory
[porzlck's solution](#)

314.

1760E

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

Quality: 23,006 global accepts · Rating: 1100 · first AC: 2026-01-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math
[porzlck's solution](#)

315.

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,281 global accepts · Rating: 1100 · first AC: 2026-01-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[porzlck's solution](#)

316.

1791G1

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

Quality: 33,917 global accepts · Rating: 1100 · first AC: 2026-01-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[porzlck's solution](#)

317.

1807G2

[Subsequence Addition \(Hard Version\) · Tutorial](#)

Quality: 27,842 global accepts · Rating: 1100 · first AC: 2026-01-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[porzlck's solution](#)

318.

1807G1

[Subsequence Addition \(Easy Version\) · Tutorial](#)

Quality: 22,249 global accepts · Rating: 1100 · first AC: 2026-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[porzlck's solution](#)

319.

1932B

[Chaya Calendar · Tutorial](#)

Quality: 23,666 global accepts · Rating: 1100 · first AC: 2026-01-27 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[porzlck's solution](#)

320.

1132A

[Regular Bracket Sequence · Tutorial](#)

Quality: 10,178 global accepts · Rating: 1100 · first AC: 2026-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[porzlck's solution](#)

321.

2193D

[Monster Game · Tutorial](#)

Quality: 21,571 global accepts · Rating: 1100 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers

[porzlck's solution](#)

322.

2185D

[OutOfMemoryError · Tutorial](#)

Quality: 20,679 global accepts · Rating: 1100 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, two pointers

[porzlck's solution](#)

323.

1176B

[Merge it! · Tutorial](#)

Quality: 18,331 global accepts · Rating: 1100 · first AC: 2024-01-26 · C++17 (GCC 9-64) (first AC) · Tags: math

[porzlck's solution](#)

324.

1165A

[Remainder · Tutorial](#)

Quality: 14,688 global accepts · Rating: 1100 · first AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[porzlck's solution](#)

325.

1157A

[Reachable Numbers · Tutorial](#)

Quality: 16,566 global accepts · Rating: 1100 · first AC: 2024-01-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[porzlck's solution](#)

326.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,623 global accepts · Rating: 1200 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: math

[porzlck's solution](#)

327.

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,944 global accepts · Rating: 1200 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[porzlck's solution](#)

328.

1102C

[Doors Breaking and Repairing](#) · [Tutorial](#)

Quality: 14,167 global accepts · Rating: 1200 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: games

[porzlck's solution](#)

329.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[porzlck's solution](#)

330.

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: math

[porzlck's solution](#)

331.

1029B

[Creating the Contest](#) · [Tutorial](#)

Quality: 18,464 global accepts · Rating: 1200 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[porzlck's solution](#)

332.

1015B

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

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[porzlck's solution](#)

333.

1006C

[Three Parts of the Array](#) · [Tutorial](#)

Quality: 25,360 global accepts · Rating: 1200 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[porzlck's solution](#)

334.

1006B

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

Quality: 14,655 global accepts · Rating: 1200 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[porzlck's solution](#)

335.

1118B

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

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[porzlck's solution](#)

336.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,108 global accepts · Rating: 1200 · first AC: 2026-04-10 · C++20 (GCC 13-64) (first AC) · Tags: sortings, two pointers

[porzlck's solution](#)

337.

1133B

[Preparation for International Women's Day](#) · [Tutorial](#)

Quality: 14,370 global accepts · Rating: 1200 · first AC: 2026-04-10 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[porzlck's solution](#)

338.

2218E

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

Quality: 14,053 global accepts · Rating: 1200 · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force

[porzlck's solution](#)

339.

2210C1

[A Simple GCD Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,792 global accepts · Rating: 1200 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory

[porzlck's solution](#)

340.

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1200 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, number theory

[porzlck's solution](#)

341.

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 1200 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[porzlck's solution](#)

342.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[porzlck's solution](#)

343.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,028 global accepts · Rating: 1200 · first AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings

[porzlck's solution](#)

344.

2072C

[Creating Keys for StORages Has Become My Main Skill](#) · [Tutorial](#)

Quality: 19,574 global accepts · Rating: 1200 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[porzlck's solution](#)

345.

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,350 global accepts · Rating: 1200 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: strings

[porzlck's solution](#)

346.

2121C

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

Quality: 21,742 global accepts · Rating: 1200 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[porzlck's solution](#)

347.

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,286 global accepts · Rating: 1200 · first AC: 2026-03-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[porzlck's solution](#)

348.

2050C

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

Quality: 24,998 global accepts · Rating: 1200 · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[porzlck's solution](#)

349.

2126D

[This Is the Last Time](#) · [Tutorial](#)

Quality: 24,011 global accepts · Rating: 1200 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[porzlck's solution](#)

350.

2175C

[Needle in a Haystack](#) · [Tutorial](#)

Rating: 1200 · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[porzlck's solution](#)

351.

2202B

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

Quality: 11,140 global accepts · Rating: 1200 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[porzlck's solution](#)

352.

2123D

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

Quality: 21,889 global accepts · Rating: 1200 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[porzlck's solution](#)

353.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,946 global accepts · Rating: 1200 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[porzlck's solution](#)

354.

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,819 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[porzlck's solution](#)

355.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,836 global accepts · Rating: 1200 · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers

[porzlck's solution](#)

356.

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[porzlck's solution](#)

357.

1409C

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

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[porzlck's solution](#)

358.

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,575 global accepts · Rating: 1200 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar

[porzlck's solution](#)

359.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,662 global accepts · Rating: 1200 · first AC: 2026-02-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[porzlck's solution](#)

360.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2026-02-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math

[porzlck's solution](#)

361.

2065D

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

Quality: 20,629 global accepts · Rating: 1200 · first AC: 2026-02-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[porzlck's solution](#)

362.

292B

[Network Topology](#) · [Tutorial](#)

Quality: 10,513 global accepts · Rating: 1200 · first AC: 2026-02-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[porzlck's solution](#)

363.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,531 global accepts · Rating: 1200 · first AC: 2026-02-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[porzlck's solution](#)

364.

69B

[Bets](#) · [Tutorial](#)

Quality: 3,619 global accepts · Rating: 1200 · first AC: 2026-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[porzlck's solution](#)

365.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,287 global accepts · Rating: 1200 · first AC: 2026-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, two pointers

[porzlck's solution](#)

366.

1926C

[Vlad and a Sum of Sum of Digits](#) · [Tutorial](#)

Quality: 32,745 global accepts · Rating: 1200 · first AC: 2026-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[porzlck's solution](#)

367.

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,916 global accepts · Rating: 1200 · first AC: 2026-02-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers

[porzlck's solution](#)

368.

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,566 global accepts · Rating: 1200 · first AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[porzlck's solution](#)

369.

2148E

[Split](#) · [Tutorial](#)

Quality: 14,062 global accepts · Rating: 1200 · first AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[porzlck's solution](#)

370.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,277 global accepts · Rating: 1200 · first AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[porzlck's solution](#)

371.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation

[porzlck's solution](#)

372.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,253 global accepts · Rating: 1200 · first AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, strings

[porzlck's solution](#)

373.

1352B

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

Quality: 44,819 global accepts · Rating: 1200 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[porzlck's solution](#)

374.

1352C

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

Quality: 69,762 global accepts · Rating: 1200 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[porzlck's solution](#)

375.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,582 global accepts · Rating: 1200 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[porzlck's solution](#)

376.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,617 global accepts · Rating: 1200 · first AC: 2026-01-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[porzlck's solution](#)

377.

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,309 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[porzlck's solution](#)

378.

2191C

[Sorting Game](#) · [Tutorial](#)

Rating: 1200 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: games

[porzlck's solution](#)

379.

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,515 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp
[porzlck's solution](#)

380.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,696 global accepts · Rating: 1200 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[porzlck's solution](#)

381.

1249C1

[Good Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 16,557 global accepts · Rating: 1300 · first AC: 2026-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
[porzlck's solution](#)

382.

1249B2

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

Quality: 18,395 global accepts · Rating: 1300 · first AC: 2026-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, math
[porzlck's solution](#)

383.

1234B2

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

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2026-05-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation
[porzlck's solution](#)

384.

1216D

[Swords](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1300 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: math
[porzlck's solution](#)

385.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,253 global accepts · Rating: 1300 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[porzlck's solution](#)

386.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,667 global accepts · Rating: 1300 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
[porzlck's solution](#)

387.

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 1300 · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[porzlck's solution](#)

388.

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[porzlck's solution](#)

389.

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,525 global accepts · Rating: 1300 · first AC: 2026-04-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[porzlck's solution](#)

390.

1003B

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

Quality: 12,224 global accepts · Rating: 1300 · first AC: 2026-04-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[porzlck's solution](#)

391.

1005C

[Summarize to the Power of Two](#) · [Tutorial](#)

Quality: 13,053 global accepts · Rating: 1300 · first AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[porzlck's solution](#)

392.

2146C

[Wrong Binary Search](#) · [Tutorial](#)

Quality: 13,311 global accepts · Rating: 1300 · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms

[porzlck's solution](#)

393.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,423 global accepts · Rating: 1300 · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[porzlck's solution](#)

394.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,717 global accepts · Rating: 1300 · first AC: 2026-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[porzlck's solution](#)

395.

2072D

[For Wizards, the Exam Is Easy, but I Couldn't Handle It](#) · [Tutorial](#)

Quality: 17,639 global accepts · Rating: 1300 · first AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[porzlck's solution](#)

396.

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,246 global accepts · Rating: 1300 · first AC: 2026-03-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[porzlck's solution](#)

397.

2050D

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

Quality: 18,977 global accepts · Rating: 1300 · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, strings

[porzlck's solution](#)

398.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,667 global accepts · Rating: 1300 · first AC: 2026-03-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, two pointers

[porzlck's solution](#)

399.

2175B

[XOR Array](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 1300 · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[porzlck's solution](#)

400.

2200D

[Portal](#) · [Tutorial](#)

Quality: 11,780 global accepts · Rating: 1300 · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[porzlck's solution](#)

401.

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,069 global accepts · Rating: 1300 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory

[porzlck's solution](#)

402.

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1300 · first AC: 2026-02-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[porzlck's solution](#)

403.

2195D

[Absolute Cinema](#) · [Tutorial](#)

Quality: 13,657 global accepts · Rating: 1300 · first AC: 2026-02-16 · last AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: math

[porzlck's solution](#)

404.

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,877 global accepts · Rating: 1300 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[porzlck's solution](#)

405.

2179D

[Blackslex and Penguin Civilization](#) · [Tutorial](#)

Quality: 13,512 global accepts · Rating: 1300 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[porzlck's solution](#)

406.

600B

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

Quality: 39,161 global accepts · Rating: 1300 · first AC: 2026-02-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings, two pointers

[porzlck's solution](#)

407.

2181A

[Alphabet City](#) · [Tutorial](#)

Quality: 3,733 global accepts · Rating: 1300 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, strings

[porzlck's solution](#)

408.

1999E

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

Quality: 23,619 global accepts · Rating: 1300 · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math

[porzlck's solution](#)

409.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,836 global accepts · Rating: 1300 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[porzlck's solution](#)

410.

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,897 global accepts · Rating: 1300 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[porzlck's solution](#)

411.

2065C2

[Skibidus and Fanum Tax \(hard version\)](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2026-02-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[porzlck's solution](#)

412.

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2026-02-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[porzlck's solution](#)

413.

61B

[Hard Work](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1300 · first AC: 2026-02-03 · C++17 (GCC 7-32) (first AC) · Tags: strings

[porzlck's solution](#)

414.

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,199 global accepts · Rating: 1300 · first AC: 2026-02-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[porzlck's solution](#)

415.

1926D

[Vlad and Division](#) · [Tutorial](#)

Quality: 18,372 global accepts · Rating: 1300 · first AC: 2026-02-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[porzlck's solution](#)

416.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,519 global accepts · Rating: 1300 · first AC: 2026-02-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[porzlck's solution](#)

417.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,702 global accepts · Rating: 1300 · first AC: 2026-01-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[porzlck's solution](#)

418.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,993 global accepts · Rating: 1300 · first AC: 2026-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[porzlck's solution](#)

419.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 42,994 global accepts · Rating: 1300 · first AC: 2026-01-31 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[porzlck's solution](#)

420.

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,585 global accepts · Rating: 1300 · first AC: 2026-01-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[porzlck's solution](#)

421.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,846 global accepts · Rating: 1300 · first AC: 2026-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math

[porzlck's solution](#)

422.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,148 global accepts · Rating: 1300 · first AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[porzlck's solution](#)

423.

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 24,001 global accepts · Rating: 1300 · first AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[porzlck's solution](#)

424.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,187 global accepts · Rating: 1300 · first AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
[porzlck's solution](#)

425.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,109 global accepts · Rating: 1300 · first AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[porzlck's solution](#)

426.

2188C

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

Rating: 1300 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[porzlck's solution](#)

427.

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,855 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[porzlck's solution](#)

428.

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,048 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings
[porzlck's solution](#)

429.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,773 global accepts · Rating: 1300 · first AC: 2026-01-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive
[porzlck's solution](#)

430.

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,200 global accepts · Rating: 1300 · first AC: 2026-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, shortest paths
[porzlck's solution](#)

431.

2189C1

[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,896 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[porzlck's solution](#)

432.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,105 global accepts · Rating: 1300 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[porzlck's solution](#)

433.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,098 global accepts · Rating: 1300 · first AC: 2024-01-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation
[porzlck's solution](#)

434.

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,399 global accepts · Rating: 1300 · first AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[porzlck's solution](#)

435.

1157C1

[Increasing Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 13,454 global accepts · Rating: 1300 · first AC: 2024-01-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[porzlck's solution](#)

436.

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2024-01-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[porzlck's solution](#)

437.

1144D

[Equalize Them All](#) · [Tutorial](#)

Quality: 10,838 global accepts · Rating: 1400 · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[porzlck's solution](#)

438.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,487 global accepts · Rating: 1400 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy
[porzlck's solution](#)

439.

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,153 global accepts · Rating: 1400 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[porzlck's solution](#)

440.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,587 global accepts · Rating: 1400 · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy
[porzlck's solution](#)

441.

1154C

[Gourmet Cat](#) · [Tutorial](#)

Quality: 11,539 global accepts · Rating: 1400 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[porzlck's solution](#)

442.

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1400 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[porzlck's solution](#)

443.

2010C1

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

Quality: 9,244 global accepts · Rating: 1400 · first AC: 2026-03-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings
[porzlck's solution](#)

444.

2114E

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

Quality: 14,006 global accepts · Rating: 1400 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[porzlck's solution](#)

445.

2114D

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

Quality: 14,641 global accepts · Rating: 1400 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
[porzlck's solution](#)

446.

2132C2

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

Quality: 13,336 global accepts · Rating: 1400 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[porzlck's solution](#)

447.

2156C

[Maximum GCD on Whiteboard](#) · [Tutorial](#)

Quality: 12,283 global accepts · Rating: 1400 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[porzlck's solution](#)

448.

2171D

[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)

Quality: 11,576 global accepts · Rating: 1400 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees
[porzlck's solution](#)

449.

2171C2

[Renako Amaori and XOR Game \(hard version\)](#) · [Tutorial](#)

Quality: 11,841 global accepts · Rating: 1400 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy
[porzlck's solution](#)

450.

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,384 global accepts · Rating: 1400 · first AC: 2026-03-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory
[porzlck's solution](#)

451.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,015 global accepts · Rating: 1400 · first AC: 2026-03-03 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[porzlck's solution](#)

452.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,905 global accepts · Rating: 1400 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers
[porzlck's solution](#)

453.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,061 global accepts · Rating: 1400 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy
[porzlck's solution](#)

454.

475B

[Strongly Connected City](#) · [Tutorial](#)

Quality: 9,248 global accepts · Rating: 1400 · first AC: 2026-02-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[porzlck's solution](#)

455.

2009E

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

Quality: 17,664 global accepts · Rating: 1400 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search
[porzlck's solution](#)

456.

2009D

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

Quality: 18,774 global accepts · Rating: 1400 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math
[porzlck's solution](#)

457.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[porzlck's solution](#)

458.

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,221 global accepts · Rating: 1400 · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math
[porzlck's solution](#)

459.

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,356 global accepts · Rating: 1400 · first AC: 2026-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math, ternary search
[porzlck's solution](#)

460.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,405 global accepts · Rating: 1400 · first AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings, two pointers
[porzlck's solution](#)

461.

1676H1

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

Quality: 16,326 global accepts · Rating: 1400 · first AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[porzlck's solution](#)

462.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,699 global accepts · Rating: 1400 · first AC: 2026-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
[porzlck's solution](#)

463.

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2026-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[porzlck's solution](#)

464.

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 1400 · first AC: 2026-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, two pointers
[porzlck's solution](#)

465.

2191D1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[porzlck's solution](#)

466.

1374D

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

Quality: 31,085 global accepts · Rating: 1400 · first AC: 2024-02-03 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings, two pointers
[porzlck's solution](#)

467.

1183D

[Candy Box \(easy version\)](#) · [Tutorial](#)

Quality: 20,417 global accepts · Rating: 1400 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[porzlck's solution](#)

468.

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1400 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math
[porzlck's solution](#)

469.

1249C2

[Good Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 13,535 global accepts · Rating: 1500 · first AC: 2026-05-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle
[porzlck's solution](#)

470.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,485 global accepts · Rating: 1500 · first AC: 2026-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation
[porzlck's solution](#)

471.

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,080 global accepts · Rating: 1500 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[porzlck's solution](#)

472.

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[porzlck's solution](#)

473.

1141D

[Colored Boots](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1500 · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[porzlck's solution](#)

474.

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,289 global accepts · Rating: 1500 · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: math

[porzlck's solution](#)

475.

1102D

[Balanced Ternary String](#) · [Tutorial](#)

Quality: 8,562 global accepts · Rating: 1500 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[porzlck's solution](#)

476.

1066B

[Heaters](#) · [Tutorial](#)

Quality: 9,380 global accepts · Rating: 1500 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[porzlck's solution](#)

477.

1005D

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

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, number theory

[porzlck's solution](#)

478.

1133D

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

Quality: 16,449 global accepts · Rating: 1500 · first AC: 2026-04-10 · C++20 (GCC 13-64) (first AC) · Tags: hashing, math, number theory

[porzlck's solution](#)

479.

2218F

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

Quality: 7,262 global accepts · Rating: 1500 · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, trees

[porzlck's solution](#)

480.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[porzlck's solution](#)

481.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,602 global accepts · Rating: 1500 · first AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[porzlck's solution](#)

482.

2072E

[Do You Love Your Hero and His Two-Hit Multi-Target Attacks?](#) · [Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[porzlck's solution](#)

483.

2149E

[Hidden Knowledge of the Ancients](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[porzlck's solution](#)

484.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,024 global accepts · Rating: 1500 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[porzlck's solution](#)

485.

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,540 global accepts · Rating: 1500 · first AC: 2026-03-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math, number theory

[porzlck's solution](#)

486.

2200E

[Divisive Battle](#) · [Tutorial](#)

Quality: 8,065 global accepts · Rating: 1500 · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, number theory

[porzlck's solution](#)

487.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,026 global accepts · Rating: 1500 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, greedy, math

[porzlck's solution](#)

488.

2195E

[Idiot First Search](#) · [Tutorial](#)

Quality: 8,551 global accepts · Rating: 1500 · first AC: 2026-02-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[porzlck's solution](#)

489.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1500 · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[porzlck's solution](#)

490.

1999G1

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

Quality: 14,526 global accepts · Rating: 1500 · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[porzlck's solution](#)

491.

2183D1

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

Quality: 8,852 global accepts · Rating: 1500 · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[porzlck's solution](#)

492.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[porzlck's solution](#)

493.

1409D

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

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[porzlck's solution](#)

494.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,014 global accepts · Rating: 1500 · first AC: 2026-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[porzlck's solution](#)

495.

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,335 global accepts · Rating: 1500 · first AC: 2026-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings
[porzlck's solution](#)

496.

356A

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

Quality: 16,787 global accepts · Rating: 1500 · first AC: 2026-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu
[porzlck's solution](#)

497.

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,427 global accepts · Rating: 1500 · first AC: 2026-02-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory, strings
[porzlck's solution](#)

498.

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,845 global accepts · Rating: 1500 · first AC: 2026-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory
[porzlck's solution](#)

499.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,198 global accepts · Rating: 1500 · first AC: 2026-02-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings
[porzlck's solution](#)

500.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,842 global accepts · Rating: 1500 · first AC: 2026-01-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[porzlck's solution](#)

501.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,474 global accepts · Rating: 1500 · first AC: 2026-01-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings
[porzlck's solution](#)

502.

1426D

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

Quality: 17,600 global accepts · Rating: 1500 · first AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[porzlck's solution](#)

503.

1676H2

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

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings
[porzlck's solution](#)

504.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,015 global accepts · Rating: 1500 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers

[porzlck's solution](#)

505.

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[porzlck's solution](#)

506.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1500 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[porzlck's solution](#)

507.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2026-01-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[porzlck's solution](#)

508.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,014 global accepts · Rating: 1500 · first AC: 2026-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[porzlck's solution](#)

509.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 1500 · first AC: 2026-01-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[porzlck's solution](#)

510.

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,527 global accepts · Rating: 1500 · first AC: 2026-01-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures

[porzlck's solution](#)

511.

2185E

[The Robotic Rush](#) · [Tutorial](#)

Quality: 10,222 global accepts · Rating: 1500 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[porzlck's solution](#)

512.

1234D

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

Quality: 18,587 global accepts · Rating: 1600 · first AC: 2026-05-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[porzlck's solution](#)

513.

2162E

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

Quality: 9,334 global accepts · Rating: 1600 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, schedules

[porzlck's solution](#)

514.

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,198 global accepts · Rating: 1600 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, sortings

[porzlck's solution](#)

515.

1203D1

[Remove the Substring \(easy version\)](#) · [Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[porzlck's solution](#)

516.

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[porzlck's solution](#)

517.

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings

[porzlck's solution](#)

518.

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 1600 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[porzlck's solution](#)

519.

1029C

[Maximal Intersection](#) · [Tutorial](#)

Quality: 8,274 global accepts · Rating: 1600 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[porzlck's solution](#)

520.

1015D

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

Quality: 8,961 global accepts · Rating: 1600 · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[porzlck's solution](#)

521.

1003D

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

Quality: 8,560 global accepts · Rating: 1600 · first AC: 2026-04-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[porzlck's solution](#)

522.

1353D

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

Quality: 20,279 global accepts · Rating: 1600 · first AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, sortings

[porzlck's solution](#)

523.

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[porzlck's solution](#)

524.

1133F1

[Spanning Tree with Maximum Degree](#) · [Tutorial](#)

Quality: 8,778 global accepts · Rating: 1600 · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[porzlck's solution](#)

525.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,536 global accepts · Rating: 1600 · first AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[porzlck's solution](#)

526.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2026-03-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[porzlck's solution](#)

527.

1702E

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

Quality: 17,844 global accepts · Rating: 1600 · first AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs

[porzlck's solution](#)

528.

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1600 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, math, trees

[porzlck's solution](#)

529.

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1600 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation

[porzlck's solution](#)

530.

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2026-02-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[porzlck's solution](#)

531.

2196B

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

Quality: 8,579 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, two pointers

[porzlck's solution](#)

532.

383A

[Milking cows](#) · [Tutorial](#)

Quality: 5,570 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[porzlck's solution](#)

533.

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1600 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[porzlck's solution](#)

534.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,211 global accepts · Rating: 1600 · first AC: 2026-02-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[porzlck's solution](#)

535.

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,467 global accepts · Rating: 1600 · first AC: 2026-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[porzlck's solution](#)

536.

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,892 global accepts · Rating: 1600 · first AC: 2026-02-06 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math

[porzlck's solution](#)

537.

2065E

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

Quality: 11,972 global accepts · Rating: 1600 · first AC: 2026-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[porzlck's solution](#)

538.

2184D

[Unfair Game](#) · [Tutorial](#)

Quality: 9,498 global accepts · Rating: 1600 · first AC: 2026-02-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[porzlck's solution](#)

539.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,955 global accepts · Rating: 1600 · first AC: 2026-02-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[porzlck's solution](#)

540.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,127 global accepts · Rating: 1600 · first AC: 2026-01-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math

[porzlck's solution](#)

541.

2094F

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

Quality: 11,413 global accepts · Rating: 1600 · first AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[porzlck's solution](#)

542.

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,015 global accepts · Rating: 1600 · first AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[porzlck's solution](#)

543.

2167E

[khba Loves to Sleep!](#) · [Tutorial](#)

Quality: 9,067 global accepts · Rating: 1600 · first AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation

[porzlck's solution](#)

544.

1352G

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

Quality: 24,799 global accepts · Rating: 1600 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[porzlck's solution](#)

545.

1703G

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

Quality: 12,743 global accepts · Rating: 1600 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[porzlck's solution](#)

546.

1722E

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

Quality: 13,367 global accepts · Rating: 1600 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation

[porzlck's solution](#)

547.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,199 global accepts · Rating: 1600 · first AC: 2026-01-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[porzlck's solution](#)

548.

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,456 global accepts · Rating: 1600 · first AC: 2026-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[porzlck's solution](#)

549.

2182D

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

Quality: 8,948 global accepts · Rating: 1600 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[porzlck's solution](#)

550.

1165E

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

Quality: 10,017 global accepts · Rating: 1600 · first AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[porzlck's solution](#)

551.

1165D

[Almost All Divisors](#) · [Tutorial](#)

Quality: 19,718 global accepts · Rating: 1600 · first AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[porzlck's solution](#)

552.

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 11,000 global accepts · Rating: 1700 · first AC: 2026-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, shortest paths

[porzlck's solution](#)

553.

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[porzlck's solution](#)

554.

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,118 global accepts · Rating: 1700 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[porzlck's solution](#)

555.

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,113 global accepts · Rating: 1700 · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs
[porzlck's solution](#)

556.

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,106 global accepts · Rating: 1700 · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: math
[porzlck's solution](#)

557.

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,921 global accepts · Rating: 1700 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, sortings
[porzlck's solution](#)

558.

1092C

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

Quality: 6,347 global accepts · Rating: 1700 · first AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: strings
[porzlck's solution](#)

559.

1015E1

[Stars Drawing \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy
[porzlck's solution](#)

560.

1006D

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

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[porzlck's solution](#)

561.

1118D2

[Coffee and Coursework \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,800 global accepts · Rating: 1700 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy
[porzlck's solution](#)

562.

1118D1

[Coffee and Coursework \(Easy version\)](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 1700 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[porzlck's solution](#)

563.

1118C

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

Quality: 6,101 global accepts · Rating: 1700 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[porzlck's solution](#)

564.

2010C2

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

Quality: 4,581 global accepts · Rating: 1700 · first AC: 2026-03-23 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings, two pointers
[porzlck's solution](#)

565.

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,446 global accepts · Rating: 1700 · first AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory
[porzlck's solution](#)

566.

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[porzlck's solution](#)

567.

2203D

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

Quality: 5,429 global accepts · Rating: 1700 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, number theory

[porzlck's solution](#)

568.

2044G1

[Medium Demon Problem \(easy version\)](#) · [Tutorial](#)

Quality: 7,316 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees

[porzlck's solution](#)

569.

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,759 global accepts · Rating: 1700 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[porzlck's solution](#)

570.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[porzlck's solution](#)

571.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[porzlck's solution](#)

572.

2009F

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

Quality: 8,488 global accepts · Rating: 1700 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, flows, math

[porzlck's solution](#)

573.

1999G2

[Ruler \(hard version\)](#) · [Tutorial](#)

Quality: 11,025 global accepts · Rating: 1700 · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[porzlck's solution](#)

574.

1619E

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

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2026-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[porzlck's solution](#)

575.

1985H1

[Maximize the Largest Component \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1700 · first AC: 2026-02-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and

similar, dsu, graphs, implementation

[porzlck's solution](#)

576.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,486 global accepts · Rating: 1700 · first AC: 2026-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, sortings

[porzlck's solution](#)

577.

2094G

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

Quality: 7,848 global accepts · Rating: 1700 · first AC: 2026-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[porzlck's solution](#)

578.

2065G

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

Quality: 6,282 global accepts · Rating: 1700 · first AC: 2026-02-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[porzlck's solution](#)

579.

2065F

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

Quality: 7,093 global accepts · Rating: 1700 · first AC: 2026-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[porzlck's solution](#)

580.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,622 global accepts · Rating: 1700 · first AC: 2026-02-04 · C++17 (GCC 7-32) (first AC) · Tags: dp

[porzlck's solution](#)

581.

339D

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

Quality: 32,548 global accepts · Rating: 1700 · first AC: 2026-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[porzlck's solution](#)

582.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,277 global accepts · Rating: 1700 · first AC: 2026-02-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[porzlck's solution](#)

583.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2026-02-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[porzlck's solution](#)

584.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,092 global accepts · Rating: 1700 · first AC: 2026-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[porzlck's solution](#)

585.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2026-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[porzlck's solution](#)

586.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2026-01-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[porzlck's solution](#)

587.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2026-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[porzlck's solution](#)

588.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,798 global accepts · Rating: 1700 · first AC: 2026-01-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[porzlck's solution](#)

589.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,601 global accepts · Rating: 1700 · first AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[porzlck's solution](#)

590.

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,014 global accepts · Rating: 1700 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation

[porzlck's solution](#)

591.

1760G

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

Quality: 10,313 global accepts · Rating: 1700 · first AC: 2026-01-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graphs

[porzlck's solution](#)

592.

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,319 global accepts · Rating: 1700 · first AC: 2026-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, implementation

[porzlck's solution](#)

593.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,049 global accepts · Rating: 1700 · first AC: 2026-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[porzlck's solution](#)

594.

1132C

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

Quality: 5,705 global accepts · Rating: 1700 · first AC: 2026-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[porzlck's solution](#)

595.

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,009 global accepts · Rating: 1700 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, implementation

[porzlck's solution](#)

596.

1157C2

[Increasing Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 9,080 global accepts · Rating: 1700 · first AC: 2024-01-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[porzick's solution](#)

597.

1249D1

[Too Many Segments \(easy version\)](#) · [Tutorial](#)

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2026-05-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[porzick's solution](#)

598.

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2026-05-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings
[porzick's solution](#)

599.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees
[porzick's solution](#)

600.

1108E1

[Array and Segments \(Easy version\)](#) · [Tutorial](#)

Quality: 4,899 global accepts · Rating: 1800 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
[porzick's solution](#)

601.

1077E

[Thematic Contests](#) · [Tutorial](#)

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[porzick's solution](#)

602.

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: sortings
[porzick's solution](#)

603.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,440 global accepts · Rating: 1800 · first AC: 2026-04-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, two pointers
[porzick's solution](#)

604.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,760 global accepts · Rating: 1800 · first AC: 2026-04-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, sortings
[porzick's solution](#)

605.

2218G

[The 67th Iteration of "Counting is Fun"](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: 1800 · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[porzick's solution](#)

606.

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,617 global accepts · Rating: 1800 · first AC: 2026-03-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[porzlck's solution](#)

607.

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1800 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

[porzlck's solution](#)

608.

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1800 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[porzlck's solution](#)

609.

2179E

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

Quality: 5,781 global accepts · Rating: 1800 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, math

[porzlck's solution](#)

610.

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,950 global accepts · Rating: 1800 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[porzlck's solution](#)

611.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[porzlck's solution](#)

612.

242C

[King's Path](#) · [Tutorial](#)

Quality: 10,925 global accepts · Rating: 1800 · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[porzlck's solution](#)

613.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[porzlck's solution](#)

614.

1619D

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

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2026-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[porzlck's solution](#)

615.

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 1800 · first AC: 2026-02-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[porzlck's solution](#)

616.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,805 global accepts · Rating: 1800 · first AC: 2026-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[porzlck's solution](#)

617.

61D

[Eternal Victory](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1800 · first AC: 2026-02-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees

[porzlck's solution](#)

618.

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2026-02-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[porzlck's solution](#)

619.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,716 global accepts · Rating: 1800 · first AC: 2026-02-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[porzlck's solution](#)

620.

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: 1800 · first AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[porzlck's solution](#)

621.

1426E

[Rock, Paper, Scissors](#) · [Tutorial](#)

Quality: 8,138 global accepts · Rating: 1800 · first AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[porzlck's solution](#)

622.

2188D

[Shortest Statement Ever](#) · [Tutorial](#)

Rating: 1800 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[porzlck's solution](#)

623.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,963 global accepts · Rating: 1800 · first AC: 2026-01-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings, two pointers

[porzlck's solution](#)

624.

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,208 global accepts · Rating: 1800 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[porzlck's solution](#)

625.

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,307 global accepts · Rating: 1800 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math

[porzlck's solution](#)

626.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 1800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[porzlck's solution](#)

627.

1216E1

[Numerical Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 1900 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[porzlck's solution](#)

628.

1213E

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

Quality: 5,467 global accepts · Rating: 1900 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[porzlck's solution](#)

629.

1144E

[Median String](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 1900 · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, number theory, strings

[porzlck's solution](#)

630.

1141G

[Privatization of Roads in Treeland](#) · [Tutorial](#)

Quality: 2,546 global accepts · Rating: 1900 · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[porzlck's solution](#)

631.

1141F1

[Same Sum Blocks \(Easy\)](#) · [Tutorial](#)

Quality: 4,155 global accepts · Rating: 1900 · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[porzlck's solution](#)

632.

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 1900 · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[porzlck's solution](#)

633.

1095F

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

Quality: 7,572 global accepts · Rating: 1900 · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, greedy

[porzlck's solution](#)

634.

1095E

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

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[porzlck's solution](#)

635.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 1900 · first AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[porzlck's solution](#)

636.

1029D

[Concatenated Multiples](#) · [Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[porzlck's solution](#)

637.

1015E2

[Stars Drawing \(Hard Edition\)](#) · [Tutorial](#)

Quality: 4,038 global accepts · Rating: 1900 · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy
[porzlcck's solution](#)

638.

1353E

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

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy
[porzlcck's solution](#)

639.

2217D

[Flip the Bit \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 1900 · first AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[porzlcck's solution](#)

640.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,321 global accepts · Rating: 1900 · first AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[porzlcck's solution](#)

641.

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,638 global accepts · Rating: 1900 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math
[porzlcck's solution](#)

642.

2175D

[Wishing Cards](#) · [Tutorial](#)

Rating: 1900 · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[porzlcck's solution](#)

643.

2200F

[Mooclear Reactor 2](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 1900 · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings
[porzlcck's solution](#)

644.

2044G2

[Medium Demon Problem \(hard version\)](#) · [Tutorial](#)

Quality: 3,824 global accepts · Rating: 1900 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees
[porzlcck's solution](#)

645.

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1900 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees
[porzlcck's solution](#)

646.

2009G1

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

Quality: 5,368 global accepts · Rating: 1900 · first AC: 2026-02-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers
[porzlcck's solution](#)

647.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math
[porzlck's solution](#)

648.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, two pointers
[porzlck's solution](#)

649.

2184F

[Cherry Tree](#) · [Tutorial](#)

Quality: 3,894 global accepts · Rating: 1900 · first AC: 2026-02-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[porzlck's solution](#)

650.

292D

[Connected Components](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2026-02-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu
[porzlck's solution](#)

651.

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2026-02-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[porzlck's solution](#)

652.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,175 global accepts · Rating: 1900 · first AC: 2026-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
[porzlck's solution](#)

653.

69D

[Dot](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 1900 · first AC: 2026-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, games
[porzlck's solution](#)

654.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,168 global accepts · Rating: 1900 · first AC: 2026-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[porzlck's solution](#)

655.

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,536 global accepts · Rating: 1900 · first AC: 2026-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees
[porzlck's solution](#)

656.

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2026-01-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[porzlck's solution](#)

657.

1791G2

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

Quality: 5,994 global accepts · Rating: 1900 · first AC: 2026-01-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[porzlck's solution](#)

658.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,634 global accepts · Rating: 1900 · first AC: 2026-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings

[porzlck's solution](#)

659.

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,960 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[porzlck's solution](#)

660.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[porzlck's solution](#)

661.

1234E

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

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2026-05-04 · C++20 (GCC 13-64) (first AC) · Tags: math

[porzlck's solution](#)

662.

1102F

[Elongated Matrix](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2000 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs

[porzlck's solution](#)

663.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,455 global accepts · Rating: 2000 · first AC: 2026-03-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, sortings

[porzlck's solution](#)

664.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,504 global accepts · Rating: 2000 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[porzlck's solution](#)

665.

2171E

[Anisphia Wynn Palettia and Good Permutations](#) · [Tutorial](#)

Quality: 3,652 global accepts · Rating: 2000 · first AC: 2026-03-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[porzlck's solution](#)

666.

2126F

[1-1-1, Free Tree!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2026-03-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees

[porzlck's solution](#)

667.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees
[porzlck's solution](#)

668.

2196C2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2026-02-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive
[porzlck's solution](#)

669.

2158D

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

Quality: 3,283 global accepts · Rating: 2000 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings
[porzlck's solution](#)

670.

2179F

[Blackslex and Another RGB Walking](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2000 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees
[porzlck's solution](#)

671.

2181D

[Doorway](#) · [Tutorial](#)

Quality: 1,357 global accepts · Rating: 2000 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings
[porzlck's solution](#)

672.

600D

[Area of Two Circles' Intersection](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2000 · first AC: 2026-02-13 · C++20 (GCC 13-64) (first AC) · Tags: geometry
[porzlck's solution](#)

673.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,510 global accepts · Rating: 2000 · first AC: 2026-02-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math
[porzlck's solution](#)

674.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,522 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees
[porzlck's solution](#)

675.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings
[porzlck's solution](#)

676.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 2000 · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures
[porzlck's solution](#)

677.

1244C

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

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[porzlck's solution](#)

678.

2194E

[The Turtle Strikes Back](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2000 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, implementation

[porzlck's solution](#)

679.

1619G

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

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2026-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[porzlck's solution](#)

680.

1619F

[Let's Play the Hat?](#) · [Tutorial](#)

Quality: 2,339 global accepts · Rating: 2000 · first AC: 2026-02-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[porzlck's solution](#)

681.

292C

[Beautiful IP Addresses](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2000 · first AC: 2026-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[porzlck's solution](#)

682.

474C

[Captain Marmot](#) · [Tutorial](#)

Quality: 3,385 global accepts · Rating: 2000 · first AC: 2026-02-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[porzlck's solution](#)

683.

61C

[Capture Valerian](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2000 · first AC: 2026-02-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[porzlck's solution](#)

684.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2026-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[porzlck's solution](#)

685.

69C

[Game](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2000 · first AC: 2026-02-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[porzlck's solution](#)

686.

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2026-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, geometry, math

[porzlck's solution](#)

687.

1426F

[Number of Subsequences](#) · [Tutorial](#)

Quality: 6,164 global accepts · Rating: 2000 · first AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, strings

[porzlck's solution](#)

688.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,705 global accepts · Rating: 2000 · first AC: 2026-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dp

[porzlck's solution](#)

689.

1575L

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

Quality: 1,707 global accepts · Rating: 2100 · first AC: 2026-05-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[porzlck's solution](#)

690.

2162F

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

Quality: 2,914 global accepts · Rating: 2100 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[porzlck's solution](#)

691.

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,101 global accepts · Rating: 2100 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[porzlck's solution](#)

692.

1108E2

[Array and Segments \(Hard version\)](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 2100 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[porzlck's solution](#)

693.

1005F

[Berland and the Shortest Paths](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[porzlck's solution](#)

694.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[porzlck's solution](#)

695.

2169D2

[Removal of a Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2100 · first AC: 2026-03-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[porzlck's solution](#)

696.

2193G

[Paths in a Tree](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2026-03-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, interactive, sortings, trees

[porzlck's solution](#)

697.

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[porzlck's solution](#)

698.

242D

[Dispute](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy
[porzlck's solution](#)

699.

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees
[porzlck's solution](#)

700.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, shortest paths
[porzlck's solution](#)

701.

1433F

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

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: dp
[porzlck's solution](#)

702.

2172K

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

Quality: 843 global accepts · Rating: 2100 · first AC: 2026-02-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[porzlck's solution](#)

703.

165D

[Beard Graph](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2026-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees
[porzlck's solution](#)

704.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,594 global accepts · Rating: 2100 · first AC: 2026-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory
[porzlck's solution](#)

705.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2026-02-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers
[porzlck's solution](#)

706.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2026-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees
[porzlck's solution](#)

707.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, probabilities, trees
[porzlck's solution](#)

708.

1216E2

[Numerical Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[porzlck's solution](#)

709.

1092D2

[Great Vova Wall \(Version 2\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[porzlck's solution](#)

710.

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,675 global accepts · Rating: 2200 · first AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[porzlck's solution](#)

711.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[porzlck's solution](#)

712.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2200 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[porzlck's solution](#)

713.

2137G

[Cry Me a River](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2026-03-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs

[porzlck's solution](#)

714.

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[porzlck's solution](#)

715.

2179G

[Blackslex and Penguin Migration](#) · [Tutorial](#)

Quality: 1,208 global accepts · Rating: 2200 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[porzlck's solution](#)

716.

2179H

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

Quality: 1,302 global accepts · Rating: 2200 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, implementation, math

[porzlck's solution](#)

717.

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2026-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[porzlck's solution](#)

718.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,246 global accepts · Rating: 2200 · first AC: 2026-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[porzlck's solution](#)

719.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2026-02-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[porzlck's solution](#)

720.

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2026-02-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation
[porzlck's solution](#)

721.

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, number theory
[porzlck's solution](#)

722.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees
[porzlck's solution](#)

723.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: dp
[porzlck's solution](#)

724.

2194F1

[Again Trees... \(Easy Version\)](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2300 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, trees
[porzlck's solution](#)

725.

915E

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

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2026-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings
[porzlck's solution](#)

726.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,402 global accepts · Rating: 2300 · first AC: 2026-02-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings
[porzlck's solution](#)

727.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2026-01-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities
[porzlck's solution](#)

728.

1132D

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

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2026-01-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[porzlck's solution](#)

729.

1005E2

[Median on Segments \(General Case Edition\) · Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: sortings

[porzlck's solution](#)

730.

2175E1

[Beautiful Patterns \(Easy Version\) · Tutorial](#)

Rating: 2400 · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[porzlck's solution](#)

731.

916E

[Jamie and Tree · Tutorial](#)

Quality: 2,104 global accepts · Rating: 2400 · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[porzlck's solution](#)

732.

915F

[Imbalance Value of a Tree · Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2026-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[porzlck's solution](#)

733.

1826E

[Walk the Runway · Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2026-01-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[porzlck's solution](#)

734.

1107E

[Vasya and Binary String · Tutorial](#)

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2026-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dp

[porzlck's solution](#)

735.

2175E2

[Beautiful Patterns \(Hard Version\) · Tutorial](#)

Rating: 2500 · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[porzlck's solution](#)

736.

383B

[Volcanoes · Tutorial](#)

Quality: 783 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, sortings, two pointers

[porzlck's solution](#)

737.

383E

[Vowels · Tutorial](#)

Quality: 4,314 global accepts · Rating: 2700 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[porzlck's solution](#)

738.

475F

[Meta-universe · Tutorial](#)

Quality: 267 global accepts · Rating: 2900 · first AC: 2026-02-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[porzlck's solution](#)

739.

598F

[Cut Length · Tutorial](#)

Quality: 452 global accepts · Rating: 2900 · first AC: 2026-02-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[porzlck's solution](#)

740.

2227H

[Fallen Leaves](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: — · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[porzlck's solution](#)

741.

2227G

[Drowning](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: — · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math

[porzlck's solution](#)

742.

2227F

[It Just Keeps Going Sideways](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[porzlck's solution](#)

743.

2227E

[It All Went Sideways](#) · [Tutorial](#)

Quality: 6,033 global accepts · Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[porzlck's solution](#)

744.

2227D

[Palindromex](#) · [Tutorial](#)

Quality: 8,659 global accepts · Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation, two pointers

[porzlck's solution](#)

745.

2227C

[Snowfall](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[porzlck's solution](#)

746.

2227B

[Party Monster](#) · [Tutorial](#)

Quality: 17,960 global accepts · Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[porzlck's solution](#)

747.

2227A

[Koshary](#) · [Tutorial](#)

Quality: 19,343 global accepts · Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[porzlck's solution](#)

748.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: — · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[porzlck's solution](#)

749.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,937 global accepts · Rating: — · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[porzlck's solution](#)

750.

2222D

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

Quality: 3,177 global accepts · Rating: — · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, sortings

[porzlck's solution](#)

751.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: — · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[porzlck's solution](#)

752.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,264 global accepts · Rating: — · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[porzlck's solution](#)

753.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: — · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[porzlck's solution](#)

754.

2095H

[Blurry Vision](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: — · first AC: 2026-04-18 · PyPy 3-64 (first AC) · Tags: *special, fft, math

[porzlck's solution](#)

755.

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2026-04-18 · Haskell (first AC) · Tags: *special, geometry

[porzlck's solution](#)

756.

2095F

[IS Cæb 0 B \\$a bICVØ](#)

Quality: 837 global accepts · Rating: — · first AC: 2026-04-18 · PyPy 3-64 (first AC) · Tags: *special, math

[porzlck's solution](#)

757.

2095E

[Pair Count](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: — · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: *special, number theory

[porzlck's solution](#)

758.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: *special, geometry

[porzlck's solution](#)

759.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: *special, games, interactive

[porzlck's solution](#)

760.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,817 global accepts · Rating: — · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: *special, string suffix structures

[porzlck's solution](#)

761.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,128 global accepts · Rating: — · first AC: 2026-04-12 · PyPy 3-64 (first AC) · Tags: *special, graph matchings, implementation
[porzlck's solution](#)

762.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,561 global accepts · Rating: — · first AC: 2026-04-07 · PyPy 3 (first AC) · Tags: *special, strings
[porzlck's solution](#)

763.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,541 global accepts · Rating: — · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, games, interactive
[porzlck's solution](#)

764.

2214I

[You Are a Robot](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: — · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: *special
[porzlck's solution](#)

765.

2214H

[Double Vision](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: — · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: *special
[porzlck's solution](#)

766.

2214G

[Anomaly](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: — · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: *special, communication
[porzlck's solution](#)

767.

2214F

[Numbers](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: — · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: *special
[porzlck's solution](#)

768.

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,050 global accepts · Rating: — · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: *special, shortest paths
[porzlck's solution](#)

769.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,268 global accepts · Rating: — · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings
[porzlck's solution](#)

770.

2214C

[And?](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: — · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: *special, bitmasks
[porzlck's solution](#)

771.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: — · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive
[porzlck's solution](#)

772.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, interactive, math

[porzlck's solution](#)**773.**

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: — · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: communication, constructive algorithms, interactive

[porzlck's solution](#)