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Unique solved — potato167

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

Sort: Problem rating · easier first

Filters: none

Count: 2,605

1.

2217A

[The Equalizer](#) · [Tutorial](#)

Quality: 21,737 global accepts · Rating: 800 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: math

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2.

2211A

[Antimedian Deletion](#) · [Tutorial](#)

Quality: 16,055 global accepts · Rating: 800 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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3.

2209A

[Flip Flops](#) · [Tutorial](#)

Quality: 21,481 global accepts · Rating: 800 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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4.

2204B

[Right Maximum](#) · [Tutorial](#)

Quality: 19,531 global accepts · Rating: 800 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[potato167's solution](#)

5.

2204A

[Passing the Ball](#) · [Tutorial](#)

Quality: 21,727 global accepts · Rating: 800 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[potato167's solution](#)

6.

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,198 global accepts · Rating: 800 · first AC: 2026-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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7.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,674 global accepts · Rating: 800 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

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8.

2200B

[Deletion Sort](#) · [Tutorial](#)

Quality: 25,457 global accepts · Rating: 800 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, sortings

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9.

2200A

[Eating Game](#) · [Tutorial](#)

Quality: 28,105 global accepts · Rating: 800 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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10.

2205B

[Simons and Cakes for Success](#) · [Tutorial](#)

Quality: 16,164 global accepts · Rating: 800 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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11.

2205A

[Simons and Making It Beautiful](#) · [Tutorial](#)

Quality: 17,291 global accepts · Rating: 800 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

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12.

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 17,973 global accepts · Rating: 800 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: math

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13.

2192A

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

Quality: 17,902 global accepts · Rating: 800 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

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14.

2195A

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

Quality: 35,443 global accepts · Rating: 800 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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15.

2189A

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16.

2185B

[Prefix Max](#) · [Tutorial](#)

Quality: 40,688 global accepts · Rating: 800 · first AC: 2026-01-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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17.

2185A

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18.

2183A

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Quality: 23,665 global accepts · Rating: 800 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: games

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19.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,436 global accepts · Rating: 800 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force

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20.

2182A

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Quality: 25,325 global accepts · Rating: 800 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[potato167's solution](#)

21.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,731 global accepts · Rating: 800 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

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22.

2179B

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

Quality: 28,335 global accepts · Rating: 800 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

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23.

2179A

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

Quality: 34,418 global accepts · Rating: 800 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

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24.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,573 global accepts · Rating: 800 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

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25.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,869 global accepts · Rating: 800 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

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26.

2176A

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Quality: 29,066 global accepts · Rating: 800 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

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27.

2173A

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28.

2158A

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Quality: 23,390 global accepts · Rating: 800 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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29.

2170A

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

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30.

2157A

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Quality: 16,489 global accepts · Rating: 800 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

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31.

2163A

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

Quality: 19,592 global accepts · Rating: 800 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

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32.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,824 global accepts · Rating: 800 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

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33.

2161A

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34.

2156A

[Pizza Time](#) · [Tutorial](#)

Quality: 26,867 global accepts · Rating: 800 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

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35.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,164 global accepts · Rating: 800 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

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36.

2162A

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

Quality: 41,586 global accepts · Rating: 800 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

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37.

2153A

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

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38.

2153B

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

Quality: 22,586 global accepts · Rating: 800 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[potato167's solution](#)

39.

2145A

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

Quality: 30,750 global accepts · Rating: 800 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[potato167's solution](#)

40.

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,160 global accepts · Rating: 800 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[potato167's solution](#)

41.

2152A

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

Quality: 22,303 global accepts · Rating: 800 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[potato167's solution](#)

42.

2149B

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

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43.

2149A

[Be Positive](#) · [Tutorial](#)

Quality: 40,900 global accepts · Rating: 800 · first AC: 2025-09-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[potato167's solution](#)

44.

2146A

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

Quality: 21,836 global accepts · Rating: 800 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[potato167's solution](#)

45.

2147A

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

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46.

2143A

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47.

2144A

[Cut the Array](#) · [Tutorial](#)

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[potato167's solution](#)

48.

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,042 global accepts · Rating: 800 · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[potato167's solution](#)

49.

2148A

[Sublime Sequence](#) · [Tutorial](#)

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[potato167's solution](#)

50.

2141A

[Furniture Store](#) · [Tutorial](#)

Quality: 1,606 global accepts · Rating: 800 · first AC: 2025-09-12 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[potato167's solution](#)

51.

2140A

[Shift Sort](#) · [Tutorial](#)

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[potato167's solution](#)

52.

2137A

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Quality: 35,309 global accepts · Rating: 800 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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53.

2134A

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Quality: 26,555 global accepts · Rating: 800 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[potato167's solution](#)

54.

2132A

[Homework](#) · [Tutorial](#)

Quality: 43,338 global accepts · Rating: 800 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
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55.

2131B

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Quality: 30,949 global accepts · Rating: 800 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
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56.

2131A

[Lever](#) · [Tutorial](#)

Quality: 38,862 global accepts · Rating: 800 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: math
[potato167's solution](#)

57.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,639 global accepts · Rating: 800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
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58.

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,485 global accepts · Rating: 800 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
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59.

2125A

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[potato167's solution](#)

60.

2122A

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Quality: 19,202 global accepts · Rating: 800 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[potato167's solution](#)

61.

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,073 global accepts · Rating: 800 · first AC: 2025-07-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[potato167's solution](#)

62.

2126B

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

Quality: 37,688 global accepts · Rating: 800 · first AC: 2025-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
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63.

2124A

[Deranged Deletions](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 800 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
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64.

2119A

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65.

2112A

[Race](#) · [Tutorial](#)

Quality: 29,261 global accepts · Rating: 800 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
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66.

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,509 global accepts · Rating: 800 · first AC: 2025-06-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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67.

2118A

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

Quality: 29,116 global accepts · Rating: 800 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[potato167's solution](#)

68.

2117B

[Shrink](#) · [Tutorial](#)

Quality: 32,165 global accepts · Rating: 800 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[potato167's solution](#)

69.

2117A

[False Alarm](#) · [Tutorial](#)

Quality: 38,042 global accepts · Rating: 800 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[potato167's solution](#)

70.

2110A

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

Quality: 29,826 global accepts · Rating: 800 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
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71.

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,202 global accepts · Rating: 800 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
[potato167's solution](#)

72.

2108A

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Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[potato167's solution](#)

73.

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,306 global accepts · Rating: 800 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: math
[potato167's solution](#)

74.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,948 global accepts · Rating: 800 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
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75.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,573 global accepts · Rating: 800 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
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76.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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77.

2086A

[Cloudberry Jam](#) · [Tutorial](#)

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78.

2092A

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

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79.

2075A

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80.

2071A

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

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[potato167's solution](#)

81.

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,491 global accepts · Rating: 800 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
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82.

2072A

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

Quality: 40,656 global accepts · Rating: 800 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[potato167's solution](#)

83.

2069A

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

Quality: 26,548 global accepts · Rating: 800 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, greedy
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84.

2064A

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

Quality: 27,098 global accepts · Rating: 800 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
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85.

2059A

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

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86.

2062A

[String](#) · [Tutorial](#)

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87.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,759 global accepts · Rating: 800 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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88.

2061A

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

Quality: 22,353 global accepts · Rating: 800 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: math

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89.

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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90.

2055A

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91.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,510 global accepts · Rating: 800 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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92.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,260 global accepts · Rating: 800 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry, greedy, math

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93.

2043A

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

Quality: 26,986 global accepts · Rating: 800 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

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94.

2048A

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

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95.

2040A

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Quality: 24,433 global accepts · Rating: 800 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: games, math

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96.

2050A

[Line Breaks](#) · [Tutorial](#)

Quality: 36,457 global accepts · Rating: 800 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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97.

2034A

[King Keykhosrow's Mystery](#) · [Tutorial](#)

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory
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98.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
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99.

2031A

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

Quality: 20,946 global accepts · Rating: 800 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math
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100.

2029A

[Set](#) · [Tutorial](#)

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101.

2036B

[Startup](#) · [Tutorial](#)

Quality: 29,740 global accepts · Rating: 800 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[potato167's solution](#)

102.

2036A

[Quintomania](#) · [Tutorial](#)

Quality: 40,691 global accepts · Rating: 800 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[potato167's solution](#)

103.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,698 global accepts · Rating: 800 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory
[potato167's solution](#)

104.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[potato167's solution](#)

105.

2027A

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

Quality: 22,025 global accepts · Rating: 800 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math
[potato167's solution](#)

106.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,686 global accepts · Rating: 800 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, games, math
[potato167's solution](#)

107.

2030A

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

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[potato167's solution](#)

108.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,571 global accepts · Rating: 800 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings, two pointers

[potato167's solution](#)

109.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,501 global accepts · Rating: 800 · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[potato167's solution](#)

110.

2020A

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

Quality: 25,941 global accepts · Rating: 800 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[potato167's solution](#)

111.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,230 global accepts · Rating: 800 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[potato167's solution](#)

112.

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,220 global accepts · Rating: 800 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[potato167's solution](#)

113.

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,955 global accepts · Rating: 800 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[potato167's solution](#)

114.

2003B

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

Quality: 27,528 global accepts · Rating: 800 · first AC: 2024-08-25 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[potato167's solution](#)

115.

2003A

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

Quality: 32,663 global accepts · Rating: 800 · first AC: 2024-08-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[potato167's solution](#)

116.

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[potato167's solution](#)

117.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[potato167's solution](#)

118.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,815 global accepts · Rating: 800 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math
[potato167's solution](#)

119.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[potato167's solution](#)

120.

1998A

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

Quality: 26,135 global accepts · Rating: 800 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[potato167's solution](#)

121.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,167 global accepts · Rating: 800 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[potato167's solution](#)

122.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,431 global accepts · Rating: 800 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[potato167's solution](#)

123.

1991A

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

Quality: 24,424 global accepts · Rating: 800 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[potato167's solution](#)

124.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,422 global accepts · Rating: 800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[potato167's solution](#)

125.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,284 global accepts · Rating: 800 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[potato167's solution](#)

126.

1983A

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

Quality: 28,115 global accepts · Rating: 800 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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127.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,991 global accepts · Rating: 800 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[potato167's solution](#)

128.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,351 global accepts · Rating: 800 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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129.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,506 global accepts · Rating: 800 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings
[potato167's solution](#)

130.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[potato167's solution](#)

131.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[potato167's solution](#)

132.

1979A

[Guess the Maximum](#) · [Tutorial](#)

Quality: 31,791 global accepts · Rating: 800 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[potato167's solution](#)

133.

1981A

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

Quality: 24,250 global accepts · Rating: 800 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[potato167's solution](#)

134.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,644 global accepts · Rating: 800 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings
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135.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,197 global accepts · Rating: 800 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: math
[potato167's solution](#)

136.

1975A

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

Quality: 20,712 global accepts · Rating: 800 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings
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137.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,176 global accepts · Rating: 800 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[potato167's solution](#)

138.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,302 global accepts · Rating: 800 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[potato167's solution](#)

139.

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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140.

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,900 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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141.

1950B

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142.

1950A

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

Quality: 69,436 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[potato167's solution](#)

143.

1948A

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

Quality: 30,992 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

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144.

1935A

[Entertainment in MAC](#) · [Tutorial](#)

Quality: 30,322 global accepts · Rating: 800 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[potato167's solution](#)

145.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,261 global accepts · Rating: 800 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[potato167's solution](#)

146.

1923A

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Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[potato167's solution](#)

147.

1930A

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

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[potato167's solution](#)

148.

1929B

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

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[potato167's solution](#)

149.

1929A

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

Quality: 34,942 global accepts · Rating: 800 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[potato167's solution](#)

150.

1919B

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Quality: 31,651 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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151.

1919A

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[potato167's solution](#)

152.

1916A

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Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[potato167's solution](#)

153.

1909A

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

[potato167's solution](#)

154.

1914B

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

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155.

1914A

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156.

1905A

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

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157.

1903A

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Quality: 79,601 global accepts · Rating: 800 · first AC: 2023-12-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[potato167's solution](#)

158.

1902A

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

[potato167's solution](#)

159.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,074 global accepts · Rating: 800 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[potato167's solution](#)

160.

1898A

[Milica and String](#) · [Tutorial](#)

Quality: 17,422 global accepts · Rating: 800 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[potato167's solution](#)

161.

1899A

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Quality: 92,718 global accepts · Rating: 800 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory
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162.

1895B

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Quality: 21,588 global accepts · Rating: 800 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[potato167's solution](#)

163.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,918 global accepts · Rating: 800 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: math
[potato167's solution](#)

164.

1891A

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[potato167's solution](#)

165.

1886A

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Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
[potato167's solution](#)

166.

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,216 global accepts · Rating: 800 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[potato167's solution](#)

167.

1878A

[How Much Does Daytona Cost?](#) · [Tutorial](#)

Quality: 78,645 global accepts · Rating: 800 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[potato167's solution](#)

168.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[potato167's solution](#)

169.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,518 global accepts · Rating: 800 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[potato167's solution](#)

170.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
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171.

1867A

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Quality: 21,142 global accepts · Rating: 800 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[potato167's solution](#)

172.

1872A

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Quality: 43,173 global accepts · Rating: 800 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
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173.

1866A

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174.

1861A

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Quality: 25,934 global accepts · Rating: 800 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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175.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,872 global accepts · Rating: 800 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[potato167's solution](#)

176.

1862A

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Quality: 36,264 global accepts · Rating: 800 · first AC: 2023-08-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings
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177.

1864A

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

Quality: 21,418 global accepts · Rating: 800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[potato167's solution](#)

178.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,320 global accepts · Rating: 800 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math
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179.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[potato167's solution](#)

180.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,953 global accepts · Rating: 800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games
[potato167's solution](#)

181.

1847A

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

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[potato167's solution](#)

182.

1842A

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

Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: games, math
[potato167's solution](#)

183.

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,990 global accepts · Rating: 800 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games
[potato167's solution](#)

184.

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[potato167's solution](#)

185.

1837A

[Grasshopper on a Line](#) · [Tutorial](#)

Quality: 54,824 global accepts · Rating: 800 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[potato167's solution](#)

186.

1833C

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

Quality: 27,890 global accepts · Rating: 800 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[potato167's solution](#)

187.

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,082 global accepts · Rating: 800 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[potato167's solution](#)

188.

1821A

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Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
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189.

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,484 global accepts · Rating: 800 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation
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190.

1814A

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Quality: 51,428 global accepts · Rating: 800 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
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191.

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,624 global accepts · Rating: 800 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings
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192.

1805B

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

Quality: 19,973 global accepts · Rating: 800 · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[potato167's solution](#)

193.

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,913 global accepts · Rating: 800 · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force
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194.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[potato167's solution](#)

195.

1810A

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

Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[potato167's solution](#)

196.

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,048 global accepts · Rating: 800 · first AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[potato167's solution](#)

197.

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,173 global accepts · Rating: 800 · first AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[potato167's solution](#)

198.

1804A

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Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[potato167's solution](#)

199.

1794A

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[potato167's solution](#)

200.

1800A

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Quality: 36,578 global accepts · Rating: 800 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[potato167's solution](#)

201.

1799A

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Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, math

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202.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,963 global accepts · Rating: 800 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[potato167's solution](#)

203.

1778A

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Quality: 25,749 global accepts · Rating: 800 · first AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[potato167's solution](#)

204.

1787A

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Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[potato167's solution](#)

205.

1782A

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206.

1731A

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207.

1773F

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208.

1774A

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209.

1764A

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210.

1761A

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211.

1750B

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212.

1750A

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213.

1747A

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1740B

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1740A

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216.

1749A

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217.

1743B

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218.

1743A

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219.

1746B

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1746A

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1741B

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1741A

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223.

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1738A

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225.

1725A

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226.

1720B

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227.

1712B

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228.

1712A

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229.

1704A

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230.

1696A

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231.

1689A

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1691A

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233.

1684A

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1684B

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1650A

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1670A

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237.

1675A

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238.

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1672B

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1672A

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1660B

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1660A

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1658A

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1624A

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1621A

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1616A

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1617A

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1591A

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291.

1368A

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292.

1450A

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1614A

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294.

1611B

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1611A

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296.

1612A

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297.

1605A

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301.

1579A

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302.

1566B

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1566A

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304.

1569A

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1567A

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1556A

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308.

1557A

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309.

1552A

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310.

1553A

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311.

1530B

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312.

1530A

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313.

1550A

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314.

1542A

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315.

1534A

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316.

1523A

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317.

1515A

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318.

1517A

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319.

1491A

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320.

1487A

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321.

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322.

1397A

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323.

1400A

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324.

1392B

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325.

1392A

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326.

1398B

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327.

1398A

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328.

1389A

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329.

4A

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330.

2209B

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331.

2200C

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332.

2195B

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333.

2185C

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334.

2178B

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335.

2157B

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336.

2169A

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337.

2149C

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338.

2148C

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2140B

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340.

2137B

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341.

2132B

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342.

2125B

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343.

2110B

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344.

2085A

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implementation

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2072B

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346.

2062B

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347.

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348.

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349.

2028A

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351.

2035B

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352.

2013B

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981A

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354.

1990A

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355.

1988B

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356.

1988A

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357.

1973A

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358.

1896B

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359.

1954A

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360.

1951A

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361.

1900B

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362.

1878C

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363.

1879B

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364.

1872B

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365.

1856B

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366.

1848A

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367.

1837B

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368.

1833B

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369.

1808A

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370.

1794B

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371.

1764B

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372.

1747B

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373.

1749B

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374.

1737A

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375.

1726A

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376.

1696B

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377.

1679A

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378.

1689B

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379.

1650B

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380.

1675B

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Quality: 43,280 global accepts · Rating: 900 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

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381.

1582B

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382.

1606A

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383.

1624B

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384.

1617B

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385.

1591B

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386.

1613A

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387.

1427A

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388.

1609A

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389.

1612B

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390.

1610A

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391.

1588A

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392.

1607B

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393.

1406A

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394.

1401A

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395.

2217B

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396.

2204C

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Quality: 17,386 global accepts · Rating: 1000 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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397.

2199A

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398.

2203B

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Quality: 14,283 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, fft, greedy, math

[potato167's solution](#)

399.

2192B

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Quality: 14,543 global accepts · Rating: 1000 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

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400.

2176B

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Quality: 22,901 global accepts · Rating: 1000 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, strings

[potato167's solution](#)

401.

2164B

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Quality: 18,249 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[potato167's solution](#)

402.

2156B

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Quality: 20,760 global accepts · Rating: 1000 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation

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403.

2154B

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[potato167's solution](#)

404.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,906 global accepts · Rating: 1000 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[potato167's solution](#)

405.

2145B

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Quality: 21,546 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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406.

2147B

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Quality: 16,956 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[potato167's solution](#)

407.

2143B

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Quality: 20,911 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[potato167's solution](#)

408.

2144B

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Quality: 18,470 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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409.

2148D

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

Quality: 26,735 global accepts · Rating: 1000 · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

sortings

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410.

2132C1

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[potato167's solution](#)

411.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,269 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[potato167's solution](#)

412.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,758 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[potato167's solution](#)

413.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,814 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[potato167's solution](#)

414.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,280 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[potato167's solution](#)

415.

2057B

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

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[potato167's solution](#)

416.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,102 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[potato167's solution](#)

417.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,763 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, two pointers

[potato167's solution](#)

418.

2039B

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

Quality: 17,293 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[potato167's solution](#)

419.

981B

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

Quality: 8,045 global accepts · Rating: 1000 · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[potato167's solution](#)

420.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[potato167's solution](#)

421.

1998B

[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[potato167's solution](#)

422.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,908 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[potato167's solution](#)

423.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,428 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[potato167's solution](#)

424.

1975B

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

Quality: 21,068 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[potato167's solution](#)

425.

1970A1

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

Quality: 7,235 global accepts · Rating: 1000 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[potato167's solution](#)

426.

1969B

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

Quality: 22,329 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[potato167's solution](#)

427.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[potato167's solution](#)

428.

1930B

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

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

[potato167's solution](#)

429.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,904 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[potato167's solution](#)

430.

1876A

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

Quality: 34,911 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[potato167's solution](#)

431.

1861B

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

Quality: 24,003 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[potato167's solution](#)

432.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[potato167's solution](#)

433.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[potato167's solution](#)

434.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, two pointers
[potato167's solution](#)

435.

1841B

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

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[potato167's solution](#)

436.

1837C

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

Quality: 24,575 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[potato167's solution](#)

437.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,331 global accepts · Rating: 1000 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[potato167's solution](#)

438.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,796 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation
[potato167's solution](#)

439.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,345 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math
[potato167's solution](#)

440.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[potato167's solution](#)

441.

1800C1

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

Quality: 26,954 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[potato167's solution](#)

442.

1800B

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

Quality: 28,411 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[potato167's solution](#)

443.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[potato167's solution](#)

444.

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings
[potato167's solution](#)

445.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[potato167's solution](#)

446.

1770A

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

Quality: 25,243 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy
[potato167's solution](#)

447.

1761B

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Quality: 14,714 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[potato167's solution](#)

448.

1725B

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

Quality: 28,262 global accepts · Rating: 1000 · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings
[potato167's solution](#)

449.

1704B

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Quality: 29,909 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
[potato167's solution](#)

450.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,308 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers
[potato167's solution](#)

451.

1674C

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

Quality: 26,354 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, implementation, strings

[potato167's solution](#)

452.

1671B

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

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings

[potato167's solution](#)

453.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,950 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[potato167's solution](#)

454.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[potato167's solution](#)

455.

1632B

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

Quality: 31,533 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[potato167's solution](#)

456.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[potato167's solution](#)

457.

1620B

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

Quality: 31,469 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[potato167's solution](#)

458.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,312 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[potato167's solution](#)

459.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,037 global accepts · Rating: 1000 · first AC: 2021-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[potato167's solution](#)

460.

1614B

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

Quality: 29,026 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[potato167's solution](#)

461.

1611C

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

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[potato167's solution](#)

462.

1605B

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Quality: 19,332 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[potato167's solution](#)

463.

1607C

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

Quality: 26,836 global accepts · Rating: 1000 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings
[potato167's solution](#)

464.

1579E1

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Quality: 25,199 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[potato167's solution](#)

465.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[potato167's solution](#)

466.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,861 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[potato167's solution](#)

467.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,928 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
[potato167's solution](#)

468.

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory
[potato167's solution](#)

469.

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[potato167's solution](#)

470.

1515B

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

Quality: 27,062 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory
[potato167's solution](#)

471.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,134 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
[potato167's solution](#)

472.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,883 global accepts · Rating: 1000 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[potato167's solution](#)

473.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,836 global accepts · Rating: 1000 · first AC: 2020-09-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[potato167's solution](#)

474.

1405B

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

Quality: 23,029 global accepts · Rating: 1000 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[potato167's solution](#)

475.

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,612 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[potato167's solution](#)

476.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,661 global accepts · Rating: 1100 · first AC: 2026-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[potato167's solution](#)

477.

2195C

[Dice Roll Sequence](#) · [Tutorial](#)

Quality: 20,521 global accepts · Rating: 1100 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[potato167's solution](#)

478.

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,677 global accepts · Rating: 1100 · first AC: 2026-01-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[potato167's solution](#)

479.

2183B

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

Quality: 16,171 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[potato167's solution](#)

480.

2179C

[Blackslex and Number Theory](#) · [Tutorial](#)

Quality: 22,296 global accepts · Rating: 1100 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory, sortings

[potato167's solution](#)

481.

2173B

[Niko's Tactical Cards](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[potato167's solution](#)

482.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,104 global accepts · Rating: 1100 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[potato167's solution](#)

483.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,322 global accepts · Rating: 1100 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[potato167's solution](#)

484.

2155B

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

Quality: 16,987 global accepts · Rating: 1100 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
[potato167's solution](#)

485.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,921 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[potato167's solution](#)

486.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[potato167's solution](#)

487.

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,908 global accepts · Rating: 1100 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[potato167's solution](#)

488.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,615 global accepts · Rating: 1100 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[potato167's solution](#)

489.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,417 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
[potato167's solution](#)

490.

2125C

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

Quality: 22,749 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math, number theory
[potato167's solution](#)

491.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[potato167's solution](#)

492.

2126C

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

Quality: 26,274 global accepts · Rating: 1100 · first AC: 2025-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[potato167's solution](#)

493.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,114 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[potato167's solution](#)

494.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,801 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math
[potato167's solution](#)

495.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,386 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math
[potato167's solution](#)

496.

2103B

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

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[potato167's solution](#)

497.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,568 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[potato167's solution](#)

498.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[potato167's solution](#)

499.

2086B

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

Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
[potato167's solution](#)

500.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,884 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[potato167's solution](#)

501.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,689 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[potato167's solution](#)

502.

2064B

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

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive

algorithms, greedy, two pointers

[potato167's solution](#)

503.

2063B

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

Quality: 23,192 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[potato167's solution](#)

504.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[potato167's solution](#)

505.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,732 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[potato167's solution](#)

506.

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,059 global accepts · Rating: 1100 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[potato167's solution](#)

507.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, strings

[potato167's solution](#)

508.

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,198 global accepts · Rating: 1100 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[potato167's solution](#)

509.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[potato167's solution](#)

510.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[potato167's solution](#)

511.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy

[potato167's solution](#)

512.

2025B

[Binomial Coefficients, Kind Of](#) · [Tutorial](#)

Quality: 19,614 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[potato167's solution](#)

513.

2009C

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

Quality: 33,009 global accepts · Rating: 1100 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[potato167's solution](#)

514.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,447 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[potato167's solution](#)

515.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,431 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[potato167's solution](#)

516.

1997B

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

Quality: 23,469 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, two pointers
[potato167's solution](#)

517.

1991B

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

Quality: 18,902 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[potato167's solution](#)

518.

1995B1

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

Quality: 20,984 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers
[potato167's solution](#)

519.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[potato167's solution](#)

520.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,953 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[potato167's solution](#)

521.

1976B

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

Quality: 25,079 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[potato167's solution](#)

522.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,896 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[potato167's solution](#)

523.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[potato167's solution](#)

524.

1950D

[Product of Binary Decimals](#) · [Tutorial](#)

Quality: 26,495 global accepts · Rating: 1100 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, number theory
[potato167's solution](#)

525.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,272 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[potato167's solution](#)

526.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[potato167's solution](#)

527.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,527 global accepts · Rating: 1100 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[potato167's solution](#)

528.

1905B

[Begginner's Zelda](#) · [Tutorial](#)

Quality: 18,590 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, trees
[potato167's solution](#)

529.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
[potato167's solution](#)

530.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,857 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers
[potato167's solution](#)

531.

1899B

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

Quality: 33,346 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory
[potato167's solution](#)

532.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,010 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings
[potato167's solution](#)

533.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,629 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, strings

[potato167's solution](#)

534.

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,380 global accepts · Rating: 1100 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[potato167's solution](#)

535.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,531 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[potato167's solution](#)

536.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[potato167's solution](#)

537.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,613 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[potato167's solution](#)

538.

1842B

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

Quality: 25,533 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[potato167's solution](#)

539.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,549 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[potato167's solution](#)

540.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,802 global accepts · Rating: 1100 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[potato167's solution](#)

541.

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,154 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[potato167's solution](#)

542.

1821B

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

Quality: 28,323 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[potato167's solution](#)

543.

1797B

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

Quality: 24,612 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[potato167's solution](#)

544.

1811C

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

Quality: 22,227 global accepts · Rating: 1100 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[potato167's solution](#)

545.

1800C2

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

Quality: 27,085 global accepts · Rating: 1100 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[potato167's solution](#)

546.

1787B

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

Quality: 14,890 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[potato167's solution](#)

547.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,972 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory
[potato167's solution](#)

548.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,793 global accepts · Rating: 1100 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[potato167's solution](#)

549.

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy
[potato167's solution](#)

550.

1741C

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

Quality: 19,361 global accepts · Rating: 1100 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, two pointers
[potato167's solution](#)

551.

1726B

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

Quality: 16,847 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[potato167's solution](#)

552.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[potato167's solution](#)

553.

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[potato167's solution](#)

554.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings
[potato167's solution](#)

555.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[potato167's solution](#)

556.

1673B

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

Quality: 21,767 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, strings
[potato167's solution](#)

557.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[potato167's solution](#)

558.

1656B

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

Quality: 26,803 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers
[potato167's solution](#)

559.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,546 global accepts · Rating: 1100 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings
[potato167's solution](#)

560.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
[potato167's solution](#)

561.

1574B

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

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2022-02-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[potato167's solution](#)

562.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,135 global accepts · Rating: 1100 · first AC: 2022-02-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math
[potato167's solution](#)

563.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,254 global accepts · Rating: 1100 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[potato167's solution](#)

564.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[potato167's solution](#)

565.

1625B

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

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[potato167's solution](#)

566.

1624C

[Division by Two and Permutation](#) · [Tutorial](#)

Quality: 26,831 global accepts · Rating: 1100 · first AC: 2022-01-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math
[potato167's solution](#)

567.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings
[potato167's solution](#)

568.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,708 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[potato167's solution](#)

569.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, implementation, sortings
[potato167's solution](#)

570.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,397 global accepts · Rating: 1100 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: math
[potato167's solution](#)

571.

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[potato167's solution](#)

572.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,382 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[potato167's solution](#)

573.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,887 global accepts · Rating: 1100 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[potato167's solution](#)

574.

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[potato167's solution](#)

575.

1557B

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

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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576.

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[potato167's solution](#)

577.

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[potato167's solution](#)

578.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,392 global accepts · Rating: 1100 · first AC: 2020-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[potato167's solution](#)

579.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[potato167's solution](#)

580.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[potato167's solution](#)

581.

2196A

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

Quality: 15,818 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[potato167's solution](#)

582.

2189B

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

Quality: 15,309 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[potato167's solution](#)

583.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,127 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

[potato167's solution](#)

584.

2182C

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

Quality: 15,512 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp

[potato167's solution](#)

585.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,694 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[potato167's solution](#)

586.

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,600 global accepts · Rating: 1200 · first AC: 2025-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[potato167's solution](#)

587.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,946 global accepts · Rating: 1200 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[potato167's solution](#)

588.

2170B

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

Quality: 14,286 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[potato167's solution](#)

589.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,553 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[potato167's solution](#)

590.

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,350 global accepts · Rating: 1200 · first AC: 2025-09-25 · C++17 (GCC 7-32) (first AC) · Tags: strings

[potato167's solution](#)

591.

2148E

[Split](#) · [Tutorial](#)

Quality: 14,060 global accepts · Rating: 1200 · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[potato167's solution](#)

592.

2141B

[Games](#) · [Tutorial](#)

Quality: 1,429 global accepts · Rating: 1200 · first AC: 2025-09-12 · Kotlin 1.7 (first AC) · Tags: *special, greedy

[potato167's solution](#)

593.

2137D

[Replace with Occurrences](#) · [Tutorial](#)

Quality: 19,544 global accepts · Rating: 1200 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[potato167's solution](#)

594.

2135A

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

Quality: 18,328 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[potato167's solution](#)

595.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,677 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[potato167's solution](#)

596.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,868 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[potato167's solution](#)

597.

461A

[Appleman and Toastman](#) · [Tutorial](#)

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2025-08-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[potato167's solution](#)

598.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,591 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[potato167's solution](#)

599.

2126D

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

Quality: 24,011 global accepts · Rating: 1200 · first AC: 2025-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[potato167's solution](#)

600.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,303 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[potato167's solution](#)

601.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,622 global accepts · Rating: 1200 · first AC: 2025-06-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[potato167's solution](#)

602.

2118B

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

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[potato167's solution](#)

603.

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory
[potato167's solution](#)

604.

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[potato167's solution](#)

605.

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,579 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[potato167's solution](#)

606.

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,098 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[potato167's solution](#)

607.

2072C

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

Quality: 19,573 global accepts · Rating: 1200 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[potato167's solution](#)

608.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,813 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, matrices

[potato167's solution](#)

609.

2062C

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

Quality: 18,387 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[potato167's solution](#)

610.

2056C

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

Quality: 19,433 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[potato167's solution](#)

611.

2053B

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

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[potato167's solution](#)

612.

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[potato167's solution](#)

613.

2050C

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

Quality: 24,998 global accepts · Rating: 1200 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[potato167's solution](#)

614.

2039C1

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

Quality: 13,518 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[potato167's solution](#)

615.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,818 global accepts · Rating: 1200 · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

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616.

2020B

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

Quality: 21,664 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

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617.

2003C

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

Quality: 21,660 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[potato167's solution](#)

618.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
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619.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, math
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620.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
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621.

1983B

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Quality: 18,410 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
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622.

1987C

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Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
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623.

1989B

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Quality: 23,315 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings
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624.

1982C

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Quality: 21,897 global accepts · Rating: 1200 · first AC: 2024-06-25 · last AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
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625.

1982B

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Quality: 19,753 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory
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626.

1979C

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Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory
[potato167's solution](#)

627.

1975C

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

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
[potato167's solution](#)

628.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,512 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[potato167's solution](#)

629.

1954C

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

Quality: 22,743 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[potato167's solution](#)

630.

1951B

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Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
[potato167's solution](#)

631.

1935B

[Informatics in MAC](#) · [Tutorial](#)

Quality: 20,893 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[potato167's solution](#)

632.

1934B

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Quality: 22,013 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
[potato167's solution](#)

633.

1916C

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

Quality: 19,881 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
[potato167's solution](#)

634.

1909B

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Quality: 30,952 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[potato167's solution](#)

635.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,079 global accepts · Rating: 1200 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[potato167's solution](#)

636.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,833 global accepts · Rating: 1200 · first AC: 2023-12-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy
[potato167's solution](#)

637.

1149A

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

Quality: 17,893 global accepts · Rating: 1200 · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[potato167's solution](#)

638.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,015 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math
[potato167's solution](#)

639.

1874A

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

Quality: 19,386 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation
[potato167's solution](#)

640.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,107 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[potato167's solution](#)

641.

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,819 global accepts · Rating: 1200 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math
[potato167's solution](#)

642.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[potato167's solution](#)

643.

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,397 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings
[potato167's solution](#)

644.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,280 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings
[potato167's solution](#)

645.

1808B

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

Quality: 29,663 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings
[potato167's solution](#)

646.

1800D

[Remove Two Letters](#) · [Tutorial](#)

Quality: 29,342 global accepts · Rating: 1200 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, hashing, strings
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647.

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[potato167's solution](#)

648.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: games

[potato167's solution](#)

649.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,253 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[potato167's solution](#)

650.

1738B

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

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[potato167's solution](#)

651.

1720C

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

[potato167's solution](#)

652.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,789 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[potato167's solution](#)

653.

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,427 global accepts · Rating: 1200 · first AC: 2022-06-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[potato167's solution](#)

654.

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,513 global accepts · Rating: 1200 · first AC: 2022-05-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, hashing, implementation, sortings

[potato167's solution](#)

655.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,791 global accepts · Rating: 1200 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[potato167's solution](#)

656.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,382 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[potato167's solution](#)

657.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[potato167's solution](#)

658.

1657C

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

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[potato167's solution](#)

659.

1647B

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

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation
[potato167's solution](#)

660.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[potato167's solution](#)

661.

1635C

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

Quality: 25,125 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[potato167's solution](#)

662.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[potato167's solution](#)

663.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,333 global accepts · Rating: 1200 · first AC: 2022-02-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings
[potato167's solution](#)

664.

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,643 global accepts · Rating: 1200 · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers
[potato167's solution](#)

665.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation
[potato167's solution](#)

666.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,662 global accepts · Rating: 1200 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[potato167's solution](#)

667.

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[potato167's solution](#)

668.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,707 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[potato167's solution](#)

669.

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Quality: 1200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[potato167's solution](#)

670.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[potato167's solution](#)

671.

1553C

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Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[potato167's solution](#)

672.

1530C

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Quality: 15,575 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[potato167's solution](#)

673.

1517B

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Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[potato167's solution](#)

674.

1495A

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Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, sortings

[potato167's solution](#)

675.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

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676.

1487B

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Quality: 28,682 global accepts · Rating: 1200 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[potato167's solution](#)

677.

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,921 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[potato167's solution](#)

678.

462C

[Appleman and Toastman](#) · [Tutorial](#)

Rating: 1200 · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[potato167's solution](#)

679.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,460 global accepts · Rating: 1200 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[potato167's solution](#)

680.

1392C

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

Quality: 19,594 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[potato167's solution](#)

681.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[potato167's solution](#)

682.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,416 global accepts · Rating: 1300 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[potato167's solution](#)

683.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,099 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, two pointers

[potato167's solution](#)

684.

2208C

[Stamina and Tasks](#) · [Tutorial](#)

Quality: 11,081 global accepts · Rating: 1300 · first AC: 2026-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[potato167's solution](#)

685.

2206K

[Time Display Stickers](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 1300 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[potato167's solution](#)

686.

2200D

[Portal](#) · [Tutorial](#)

Quality: 11,777 global accepts · Rating: 1300 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[potato167's solution](#)

687.

2201A1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,047 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[potato167's solution](#)

688.

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,010 global accepts · Rating: 1300 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[potato167's solution](#)

689.

2195D

[Absolute Cinema](#) · [Tutorial](#)

Quality: 13,653 global accepts · Rating: 1300 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[potato167's solution](#)

690.

2187A

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

Quality: 15,867 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[potato167's solution](#)

691.

2189C1

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

Quality: 13,895 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[potato167's solution](#)

692.

2179D

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

Quality: 13,510 global accepts · Rating: 1300 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[potato167's solution](#)

693.

2181A

[Alphabet City](#) · [Tutorial](#)

Quality: 3,733 global accepts · Rating: 1300 · first AC: 2025-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, strings

[potato167's solution](#)

694.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,717 global accepts · Rating: 1300 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[potato167's solution](#)

695.

2170C

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

Quality: 11,246 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[potato167's solution](#)

696.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,105 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[potato167's solution](#)

697.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,667 global accepts · Rating: 1300 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, two pointers

[potato167's solution](#)

698.

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,399 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings

[potato167's solution](#)

699.

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: games

[potato167's solution](#)

700.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,689 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[potato167's solution](#)

701.

2146C

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

Quality: 13,311 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms

[potato167's solution](#)

702.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,099 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[potato167's solution](#)

703.

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,988 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[potato167's solution](#)

704.

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[potato167's solution](#)

705.

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[potato167's solution](#)

706.

2124C

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

Quality: 14,590 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[potato167's solution](#)

707.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,300 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[potato167's solution](#)

708.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,722 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, two pointers

[potato167's solution](#)

709.

2118C

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

Quality: 18,475 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, greedy, math

[potato167's solution](#)

710.

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,543 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[potato167's solution](#)

711.

1601A

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

Quality: 21,088 global accepts · Rating: 1300 · first AC: 2025-04-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[potato167's solution](#)

712.

2086C

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

Quality: 16,126 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[potato167's solution](#)

713.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,833 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[potato167's solution](#)

714.

2073L

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Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[potato167's solution](#)

715.

2072D

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

Quality: 17,638 global accepts · Rating: 1300 · first AC: 2025-02-25 · last AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[potato167's solution](#)

716.

2064C

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Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[potato167's solution](#)

717.

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[potato167's solution](#)

718.

2056B

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Quality: 17,921 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[potato167's solution](#)

719.

2050D

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Quality: 18,977 global accepts · Rating: 1300 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, strings

[potato167's solution](#)

720.

2031C

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

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[potato167's solution](#)

721.

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,987 global accepts · Rating: 1300 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, matrices

[potato167's solution](#)

722.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,502 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[potato167's solution](#)

723.

2023A

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Quality: 16,567 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[potato167's solution](#)

724.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,036 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[potato167's solution](#)

725.

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,122 global accepts · Rating: 1300 · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[potato167's solution](#)

726.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[potato167's solution](#)

727.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[potato167's solution](#)

728.

1984C1

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

Quality: 20,151 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[potato167's solution](#)

729.

1981B

[Turtle and an Infinite Sequence](#) · [Tutorial](#)

Quality: 16,429 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[potato167's solution](#)

730.

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[potato167's solution](#)

731.

1973B

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

Quality: 16,827 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers
[potato167's solution](#)

732.

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[potato167's solution](#)

733.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,475 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[potato167's solution](#)

734.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,094 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths
[potato167's solution](#)

735.

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,975 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
[potato167's solution](#)

736.

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,042 global accepts · Rating: 1300 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[potato167's solution](#)

737.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,271 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[potato167's solution](#)

738.

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory
[potato167's solution](#)

739.

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,321 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[potato167's solution](#)

740.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,416 global accepts · Rating: 1300 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[potato167's solution](#)

741.

1879C

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

Quality: 27,106 global accepts · Rating: 1300 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy

[potato167's solution](#)

742.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[potato167's solution](#)

743.

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,668 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[potato167's solution](#)

744.

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[potato167's solution](#)

745.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,279 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[potato167's solution](#)

746.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[potato167's solution](#)

747.

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,442 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[potato167's solution](#)

748.

1826C

[Dreaming of Freedom](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[potato167's solution](#)

749.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings

[potato167's solution](#)

750.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[potato167's solution](#)

751.

1815A

[Ian and Array Sorting](#) · [Tutorial](#)

Quality: 15,973 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[potato167's solution](#)

752.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings
[potato167's solution](#)

753.

1794C

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

Quality: 22,082 global accepts · Rating: 1300 · first AC: 2023-03-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, two pointers
[potato167's solution](#)

754.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: two pointers
[potato167's solution](#)

755.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[potato167's solution](#)

756.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,274 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy
[potato167's solution](#)

757.

1753A1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy
[potato167's solution](#)

758.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[potato167's solution](#)

759.

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,337 global accepts · Rating: 1300 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees
[potato167's solution](#)

760.

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,528 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, schedules, two pointers

[potato167's solution](#)

761.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math

[potato167's solution](#)

762.

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[potato167's solution](#)

763.

1650D

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

Quality: 14,689 global accepts · Rating: 1300 · first AC: 2022-05-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[potato167's solution](#)

764.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,771 global accepts · Rating: 1300 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation, trees

[potato167's solution](#)

765.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[potato167's solution](#)

766.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[potato167's solution](#)

767.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,013 global accepts · Rating: 1300 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[potato167's solution](#)

768.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,331 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[potato167's solution](#)

769.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, math

[potato167's solution](#)

770.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2022-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[potato167's solution](#)

771.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,195 global accepts · Rating: 1300 · first AC: 2022-02-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[potato167's solution](#)

772.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
[potato167's solution](#)

773.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2022-01-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[potato167's solution](#)

774.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[potato167's solution](#)

775.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings
[potato167's solution](#)

776.

1618D

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

Quality: 20,896 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[potato167's solution](#)

777.

1591C

[Minimize Distance](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[potato167's solution](#)

778.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,803 global accepts · Rating: 1300 · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[potato167's solution](#)

779.

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 1300 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[potato167's solution](#)

780.

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,824 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[potato167's solution](#)

781.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[potato167's solution](#)

782.

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[potato167's solution](#)

783.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings
[potato167's solution](#)

784.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math
[potato167's solution](#)

785.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math
[potato167's solution](#)

786.

1418B

[Negative Prefixes](#) · [Tutorial](#)

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[potato167's solution](#)

787.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
[potato167's solution](#)

788.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,833 global accepts · Rating: 1300 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings
[potato167's solution](#)

789.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,633 global accepts · Rating: 1400 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive
[potato167's solution](#)

790.

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,909 global accepts · Rating: 1400 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs
[potato167's solution](#)

791.

2199B

[Two Towers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 1400 · first AC: 2026-03-02 · Kotlin 1.7 (first AC) · Tags: *special, greedy, math
[potato167's solution](#)

792.

2190B1

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

Quality: 10,670 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[potato167's solution](#)

793.

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1400 · first AC: 2025-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games, greedy

[potato167's solution](#)

794.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,060 global accepts · Rating: 1400 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy

[potato167's solution](#)

795.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[potato167's solution](#)

796.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,698 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[potato167's solution](#)

797.

2156C

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

Quality: 12,280 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[potato167's solution](#)

798.

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[potato167's solution](#)

799.

2162D

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

Quality: 12,361 global accepts · Rating: 1400 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[potato167's solution](#)

800.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[potato167's solution](#)

801.

2132C2

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

Quality: 13,336 global accepts · Rating: 1400 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[potato167's solution](#)

802.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,115 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[potato167's solution](#)

803.

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,321 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, trees
[potato167's solution](#)

804.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
[potato167's solution](#)

805.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,012 global accepts · Rating: 1400 · first AC: 2025-07-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[potato167's solution](#)

806.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,827 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[potato167's solution](#)

807.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy
[potato167's solution](#)

808.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation
[potato167's solution](#)

809.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, number theory
[potato167's solution](#)

810.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, math, sortings
[potato167's solution](#)

811.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,709 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[potato167's solution](#)

812.

2066A

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Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation,

interactive

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813.

2055C

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Quality: 17,243 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[potato167's solution](#)

814.

2034C

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

Quality: 9,138 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[potato167's solution](#)

815.

2028B

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Quality: 13,289 global accepts · Rating: 1400 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[potato167's solution](#)

816.

2032C

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Quality: 16,173 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers

[potato167's solution](#)

817.

2035C

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Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[potato167's solution](#)

818.

2020C

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Quality: 18,297 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[potato167's solution](#)

819.

2013C

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Quality: 14,580 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[potato167's solution](#)

820.

2009E

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

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[potato167's solution](#)

821.

2009D

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

Quality: 18,773 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

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822.

981C

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Quality: 6,857 global accepts · Rating: 1400 · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees
[potato167's solution](#)

823.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[potato167's solution](#)

824.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,178 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[potato167's solution](#)

825.

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation
[potato167's solution](#)

826.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[potato167's solution](#)

827.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,454 global accepts · Rating: 1400 · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[potato167's solution](#)

828.

1970C1

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

Quality: 5,037 global accepts · Rating: 1400 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: games
[potato167's solution](#)

829.

1967B1

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

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[potato167's solution](#)

830.

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings
[potato167's solution](#)

831.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
[potato167's solution](#)

832.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[potato167's solution](#)

833.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,453 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[potato167's solution](#)

834.

1929C

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

Quality: 17,284 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math
[potato167's solution](#)

835.

1919C

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

Quality: 28,575 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[potato167's solution](#)

836.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings
[potato167's solution](#)

837.

1914E1

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

Quality: 14,242 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, sortings
[potato167's solution](#)

838.

1914E2

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

Quality: 14,748 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
[potato167's solution](#)

839.

1905C

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

Quality: 14,211 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[potato167's solution](#)

840.

1903C

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

Quality: 14,479 global accepts · Rating: 1400 · first AC: 2023-12-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[potato167's solution](#)

841.

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[potato167's solution](#)

842.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, math
[potato167's solution](#)

843.

1887A1

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

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

[potato167's solution](#)

844.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,961 global accepts · Rating: 1400 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[potato167's solution](#)

845.

1866B

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

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[potato167's solution](#)

846.

1863D

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

Quality: 10,765 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[potato167's solution](#)

847.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[potato167's solution](#)

848.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[potato167's solution](#)

849.

1847C

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Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[potato167's solution](#)

850.

1830A

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Quality: 20,316 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[potato167's solution](#)

851.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,969 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[potato167's solution](#)

852.

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1400 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[potato167's solution](#)

853.

1824A

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

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[potato167's solution](#)

854.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, geometry, math

[potato167's solution](#)

855.

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,586 global accepts · Rating: 1400 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[potato167's solution](#)

856.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[potato167's solution](#)

857.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy

[potato167's solution](#)

858.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[potato167's solution](#)

859.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[potato167's solution](#)

860.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[potato167's solution](#)

861.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,729 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[potato167's solution](#)

862.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[potato167's solution](#)

863.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-06-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
[potato167's solution](#)

864.

1691C

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

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
[potato167's solution](#)

865.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,269 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings
[potato167's solution](#)

866.

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,992 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math
[potato167's solution](#)

867.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,761 global accepts · Rating: 1400 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings
[potato167's solution](#)

868.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings
[potato167's solution](#)

869.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[potato167's solution](#)

870.

1634B

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Quality: 22,299 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math
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871.

1628A

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Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers
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872.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2022-01-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
[potato167's solution](#)

873.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[potato167's solution](#)

874.

1624D

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

Quality: 19,078 global accepts · Rating: 1400 · first AC: 2022-01-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, strings

[potato167's solution](#)

875.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2021-11-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

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876.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[potato167's solution](#)

877.

1605C

[Dominant Character](#) · [Tutorial](#)

Quality: 18,854 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, strings

[potato167's solution](#)

878.

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,422 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[potato167's solution](#)

879.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,986 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[potato167's solution](#)

880.

1515C

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

Quality: 18,750 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[potato167's solution](#)

881.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[potato167's solution](#)

882.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,949 global accepts · Rating: 1400 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[potato167's solution](#)

883.

468A

[24 Game](#) · [Tutorial](#)

Quality: 8,398 global accepts · Rating: 1500 · first AC: 2026-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[potato167's solution](#)

884.

2200E

[Divisive Battle](#) · [Tutorial](#)

Quality: 8,064 global accepts · Rating: 1500 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, number theory
[potato167's solution](#)

885.

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,726 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[potato167's solution](#)

886.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,022 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, math
[potato167's solution](#)

887.

2195E

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

Quality: 8,549 global accepts · Rating: 1500 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[potato167's solution](#)

888.

2185E

[The Robotic Rush](#) · [Tutorial](#)

Quality: 10,219 global accepts · Rating: 1500 · first AC: 2026-01-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers
[potato167's solution](#)

889.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers
[potato167's solution](#)

890.

2183D1

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

Quality: 8,851 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[potato167's solution](#)

891.

2169D1

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

Quality: 8,540 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, number theory
[potato167's solution](#)

892.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,022 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers
[potato167's solution](#)

893.

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,771 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[potato167's solution](#)

894.

2155C

[The Ancient Wizards' Capes](#) · [Tutorial](#)

Quality: 10,251 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[potato167's solution](#)

895.

2149E

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

Quality: 9,273 global accepts · Rating: 1500 · first AC: 2025-09-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[potato167's solution](#)

896.

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[potato167's solution](#)

897.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,739 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[potato167's solution](#)

898.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,369 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games, greedy

[potato167's solution](#)

899.

2137E

[Mexification](#) · [Tutorial](#)

Quality: 10,168 global accepts · Rating: 1500 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[potato167's solution](#)

900.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[potato167's solution](#)

901.

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[potato167's solution](#)

902.

2107C

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

Quality: 12,095 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[potato167's solution](#)

903.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[potato167's solution](#)

904.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,367 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math

[potato167's solution](#)

905.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[potato167's solution](#)

906.

2070C

[Limited Repainting](#) · [Tutorial](#)

Quality: 13,824 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[potato167's solution](#)

907.

2072E

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1003.

1137B

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Quality: 7,012 global accepts · Rating: 1600 · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, strings

[potato167's solution](#)

1004.

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[potato167's solution](#)

1005.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2023-10-19 · C++17 (GCC 7-32) (first AC) · Tags: trees
[potato167's solution](#)

1006.

1886C

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

Quality: 16,596 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[potato167's solution](#)

1007.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,108 global accepts · Rating: 1600 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[potato167's solution](#)

1008.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,313 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees
[potato167's solution](#)

1009.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,987 global accepts · Rating: 1600 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings
[potato167's solution](#)

1010.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: sortings, two pointers
[potato167's solution](#)

1011.

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[potato167's solution](#)

1012.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,326 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp
[potato167's solution](#)

1013.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,407 global accepts · Rating: 1600 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths
[potato167's solution](#)

1014.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[potato167's solution](#)

1015.

1811D

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

Quality: 8,639 global accepts · Rating: 1600 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[potato167's solution](#)

1016.

1798D

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

Quality: 14,075 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[potato167's solution](#)

1017.

1801A

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

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[potato167's solution](#)

1018.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,124 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, strings

[potato167's solution](#)

1019.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,272 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[potato167's solution](#)

1020.

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[potato167's solution](#)

1021.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[potato167's solution](#)

1022.

1753B

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

Quality: 14,994 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[potato167's solution](#)

1023.

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,795 global accepts · Rating: 1600 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dp

[potato167's solution](#)

1024.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,444 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[potato167's solution](#)

1025.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,472 global accepts · Rating: 1600 · first AC: 2022-06-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[potato167's solution](#)

1026.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[potato167's solution](#)

1027.

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,354 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

[potato167's solution](#)

1028.

1671D

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

Quality: 8,457 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[potato167's solution](#)

1029.

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[potato167's solution](#)

1030.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, two pointers

[potato167's solution](#)

1031.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[potato167's solution](#)

1032.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,690 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[potato167's solution](#)

1033.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[potato167's solution](#)

1034.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,540 global accepts · Rating: 1600 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[potato167's solution](#)**1035.**

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[potato167's solution](#)**1036.**

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,194 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math

[potato167's solution](#)**1037.**

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[potato167's solution](#)**1038.**

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,261 global accepts · Rating: 1600 · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[potato167's solution](#)**1039.**

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,620 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[potato167's solution](#)**1040.**

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[potato167's solution](#)**1041.**

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[potato167's solution](#)**1042.**

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[potato167's solution](#)**1043.**

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[potato167's solution](#)

1044.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[potato167's solution](#)

1045.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,181 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[potato167's solution](#)

1046.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[potato167's solution](#)

1047.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,985 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[potato167's solution](#)

1048.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,606 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[potato167's solution](#)

1049.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[potato167's solution](#)

1050.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

[potato167's solution](#)

1051.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,801 global accepts · Rating: 1600 · first AC: 2020-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[potato167's solution](#)

1052.

1397C

[Multiples of Length](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[potato167's solution](#)

1053.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,594 global accepts · Rating: 1600 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[potato167's solution](#)

1054.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,344 global accepts · Rating: 1600 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
[potato167's solution](#)

1055.

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,482 global accepts · Rating: 1700 · first AC: 2026-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math
[potato167's solution](#)

1056.

2206J

[Worldwide Playlist](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 1700 · first AC: 2026-03-08 · PyPy 3-64 (first AC) · Tags: math
[potato167's solution](#)

1057.

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,917 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees
[potato167's solution](#)

1058.

2203D

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

Quality: 5,429 global accepts · Rating: 1700 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, number theory
[potato167's solution](#)

1059.

2201B

[Recollect Numbers](#) · [Tutorial](#)

Quality: 4,948 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[potato167's solution](#)

1060.

2201A2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,081 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[potato167's solution](#)

1061.

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1700 · first AC: 2026-01-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation
[potato167's solution](#)

1062.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[potato167's solution](#)

1063.

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 1700 · first AC: 2025-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[potato167's solution](#)

1064.

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,130 global accepts · Rating: 1700 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[potato167's solution](#)

1065.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[potato167's solution](#)

1066.

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[potato167's solution](#)

1067.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,747 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[potato167's solution](#)

1068.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,048 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math

[potato167's solution](#)

1069.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[potato167's solution](#)

1070.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,339 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[potato167's solution](#)

1071.

2132E

[Arithmetics Competition](#) · [Tutorial](#)

Quality: 7,593 global accepts · Rating: 1700 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search

[potato167's solution](#)

1072.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[potato167's solution](#)

1073.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,093 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[potato167's solution](#)

1074.

2112D

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

Quality: 9,440 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[potato167's solution](#)

1075.

2113C

[Smilo and Minecraft](#) · [Tutorial](#)

Quality: 7,974 global accepts · Rating: 1700 · first AC: 2025-06-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[potato167's solution](#)

1076.

2118D1

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

Quality: 8,454 global accepts · Rating: 1700 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[potato167's solution](#)

1077.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,606 global accepts · Rating: 1700 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[potato167's solution](#)

1078.

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[potato167's solution](#)

1079.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2025-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[potato167's solution](#)

1080.

2104E

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

Quality: 8,090 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings

[potato167's solution](#)

1081.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[potato167's solution](#)

1082.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[potato167's solution](#)

1083.

2089A

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

Quality: 7,192 global accepts · Rating: 1700 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[potato167's solution](#)

1084.

2080B

[Best Runner](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 1700 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: *special

[potato167's solution](#)

1085.

2071C

[Trapmigiano Reggiano](#) · [Tutorial](#)

Quality: 9,696 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[potato167's solution](#)

1086.

2072F

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

Quality: 8,445 global accepts · Rating: 1700 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[potato167's solution](#)

1087.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[potato167's solution](#)

1088.

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1700 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, number theory

[potato167's solution](#)

1089.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[potato167's solution](#)

1090.

2031D

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

Quality: 9,676 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[potato167's solution](#)

1091.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[potato167's solution](#)

1092.

2027D1

[The Endspeaker \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[potato167's solution](#)

1093.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, shortest

paths

[potato167's solution](#)

1094.

2030D

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

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[potato167's solution](#)

1095.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[potato167's solution](#)

1096.

2009F

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

Quality: 8,488 global accepts · Rating: 1700 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, flows, math

[potato167's solution](#)

1097.

2006A

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

Quality: 9,366 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[potato167's solution](#)

1098.

1995B2

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

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[potato167's solution](#)

1099.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,048 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[potato167's solution](#)

1100.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,763 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[potato167's solution](#)

1101.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[potato167's solution](#)

1102.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[potato167's solution](#)

1103.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
[potato167's solution](#)

1104.

1973C

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

Quality: 9,850 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings
[potato167's solution](#)

1105.

1970C2

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

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees
[potato167's solution](#)

1106.

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[potato167's solution](#)

1107.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers
[potato167's solution](#)

1108.

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[potato167's solution](#)

1109.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,277 global accepts · Rating: 1700 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees
[potato167's solution](#)

1110.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,302 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers
[potato167's solution](#)

1111.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,073 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math
[potato167's solution](#)

1112.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings
[potato167's solution](#)

1113.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

geometry, math

[potato167's solution](#)

1114.

1903D1

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

Quality: 7,145 global accepts · Rating: 1700 · first AC: 2023-12-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[potato167's solution](#)

1115.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[potato167's solution](#)

1116.

1129A1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[potato167's solution](#)

1117.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[potato167's solution](#)

1118.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[potato167's solution](#)

1119.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[potato167's solution](#)

1120.

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1700 · first AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[potato167's solution](#)

1121.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[potato167's solution](#)

1122.

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,325 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[potato167's solution](#)

1123.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms,

data structures, dp, greedy, math

[potato167's solution](#)

1124.

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy

[potato167's solution](#)

1125.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[potato167's solution](#)

1126.

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,136 global accepts · Rating: 1700 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[potato167's solution](#)

1127.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,948 global accepts · Rating: 1700 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[potato167's solution](#)

1128.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,563 global accepts · Rating: 1700 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[potato167's solution](#)

1129.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,540 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[potato167's solution](#)

1130.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[potato167's solution](#)

1131.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[potato167's solution](#)

1132.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[potato167's solution](#)

1133.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,498 global accepts · Rating: 1700 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[potato167's solution](#)

1134.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,134 global accepts · Rating: 1700 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[potato167's solution](#)

1135.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[potato167's solution](#)

1136.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, probabilities

[potato167's solution](#)

1137.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[potato167's solution](#)

1138.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[potato167's solution](#)

1139.

1677B

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

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math

[potato167's solution](#)

1140.

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,655 global accepts · Rating: 1700 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[potato167's solution](#)

1141.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[potato167's solution](#)

1142.

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, strings

[potato167's solution](#)

1143.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,944 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[potato167's solution](#)

1144.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,876 global accepts · Rating: 1700 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math
[potato167's solution](#)

1145.

1594D

[The Number of Imposters](#) · [Tutorial](#)

Quality: 9,396 global accepts · Rating: 1700 · first AC: 2022-02-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs
[potato167's solution](#)

1146.

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,714 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[potato167's solution](#)

1147.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,809 global accepts · Rating: 1700 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers
[potato167's solution](#)

1148.

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,286 global accepts · Rating: 1700 · first AC: 2022-01-13 · C++17 (GCC 7-32) (first AC) · Tags: dp
[potato167's solution](#)

1149.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, math
[potato167's solution](#)

1150.

1619E

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

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings
[potato167's solution](#)

1151.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,789 global accepts · Rating: 1700 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[potato167's solution](#)

1152.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers
[potato167's solution](#)

1153.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,656 global accepts · Rating: 1700 · first AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[potato167's solution](#)

1154.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,375 global accepts · Rating: 1700 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[potato167's solution](#)

1155.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[potato167's solution](#)

1156.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[potato167's solution](#)

1157.

1579F

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

Quality: 5,363 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[potato167's solution](#)

1158.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[potato167's solution](#)

1159.

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[potato167's solution](#)

1160.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,500 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[potato167's solution](#)

1161.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[potato167's solution](#)

1162.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,664 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[potato167's solution](#)

1163.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive

[potato167's solution](#)

1164.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[potato167's solution](#)

1165.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[potato167's solution](#)

1166.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search

[potato167's solution](#)

1167.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[potato167's solution](#)

1168.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[potato167's solution](#)

1169.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[potato167's solution](#)

1170.

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,670 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, greedy

[potato167's solution](#)

1171.

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,317 global accepts · Rating: 1800 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[potato167's solution](#)

1172.

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 1800 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[potato167's solution](#)

1173.

2208D1

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

Quality: 4,198 global accepts · Rating: 1800 · first AC: 2026-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

[potato167's solution](#)

1174.

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 1800 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[potato167's solution](#)

1175.

2199D

[Two Arrays](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 1800 · first AC: 2026-03-02 · Kotlin 1.7 (first AC) · Tags: *special, math

[potato167's solution](#)

1176.

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1800 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[potato167's solution](#)

1177.

2196C1

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

Quality: 3,593 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[potato167's solution](#)

1178.

2187B

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

Quality: 5,285 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[potato167's solution](#)

1179.

2189C2

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

Quality: 6,208 global accepts · Rating: 1800 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[potato167's solution](#)

1180.

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,306 global accepts · Rating: 1800 · first AC: 2026-01-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[potato167's solution](#)

1181.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 1800 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[potato167's solution](#)

1182.

2179E

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

Quality: 5,779 global accepts · Rating: 1800 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[potato167's solution](#)

1183.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,760 global accepts · Rating: 1800 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, sortings

[potato167's solution](#)

1184.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,963 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings, two pointers

[potato167's solution](#)

1185.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[potato167's solution](#)

1186.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,660 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[potato167's solution](#)

1187.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[potato167's solution](#)

1188.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,394 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[potato167's solution](#)

1189.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 6,999 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[potato167's solution](#)

1190.

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: 1800 · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[potato167's solution](#)

1191.

2141C

[Minimum on Subarrays](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 1800 · first AC: 2025-09-12 · Kotlin 1.7 (first AC) · Tags: *special, brute force

[potato167's solution](#)

1192.

2141D

[Avoid Minimums](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 1800 · first AC: 2025-09-12 · Kotlin 1.7 (first AC) · Tags: *special, greedy, math

[potato167's solution](#)

1193.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[potato167's solution](#)

1194.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

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1195.

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,929 global accepts · Rating: 1800 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, trees

[potato167's solution](#)

1196.

1548B

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Quality: 11,348 global accepts · Rating: 1800 · first AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

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1197.

2092D

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Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

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1198.

2081A

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Quality: 4,083 global accepts · Rating: 1800 · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

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1199.

2071D1

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Quality: 6,693 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

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1200.

2069D

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Quality: 7,047 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

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1201.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,678 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, flows, math, number theory

[potato167's solution](#)

1202.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[potato167's solution](#)

1203.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

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1204.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

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1205.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[potato167's solution](#)

1206.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,421 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[potato167's solution](#)

1207.

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[potato167's solution](#)

1208.

2006B

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Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[potato167's solution](#)

1209.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[potato167's solution](#)

1210.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,718 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

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1211.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[potato167's solution](#)

1212.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[potato167's solution](#)

1213.

1981C

[Turtle and an Incomplete Sequence](#) · [Tutorial](#)

Quality: 6,340 global accepts · Rating: 1800 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[potato167's solution](#)

1214.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,426 global accepts · Rating: 1800 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dp

[potato167's solution](#)

1215.

1954D

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Quality: 8,077 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[potato167's solution](#)

1216.

1935D

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Quality: 10,670 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math

[potato167's solution](#)

1217.

1935C

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Quality: 9,770 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[potato167's solution](#)

1218.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

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1219.

1252H

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Quality: 2,846 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[potato167's solution](#)

1220.

1930D1

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

Quality: 4,853 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings

[potato167's solution](#)

1221.

1129A2

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Quality: 4,242 global accepts · Rating: 1800 · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

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1222.

1172A

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Quality: 5,176 global accepts · Rating: 1800 · first AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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1223.

1179B

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Quality: 4,592 global accepts · Rating: 1800 · first AC: 2023-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[potato167's solution](#)

1224.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
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1225.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation
[potato167's solution](#)

1226.

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,534 global accepts · Rating: 1800 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math
[potato167's solution](#)

1227.

1861D

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

Quality: 7,953 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[potato167's solution](#)

1228.

1856E1

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

Quality: 6,441 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees
[potato167's solution](#)

1229.

1852B

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Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers
[potato167's solution](#)

1230.

1852A

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Quality: 9,239 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory
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1231.

1848C

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Quality: 7,168 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
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1232.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,059 global accepts · Rating: 1800 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, strings
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1233.

1833G

[Ksyusha and Chinchilla](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 1800 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees
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1234.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,007 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities, trees

[potato167's solution](#)

1235.

1805D

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Quality: 8,999 global accepts · Rating: 1800 · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

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1236.

1809D

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

Quality: 7,278 global accepts · Rating: 1800 · first AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

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1237.

1801B

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Quality: 7,546 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

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1238.

1780D

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Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

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1239.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[potato167's solution](#)

1240.

1750D

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Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[potato167's solution](#)

1241.

1740E

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Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[potato167's solution](#)

1242.

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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1243.

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,389 global accepts · Rating: 1800 · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[potato167's solution](#)

1244.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

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1245.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

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1246.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1800 · first AC: 2022-05-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

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1247.

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,268 global accepts · Rating: 1800 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

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1248.

1674F

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Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

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1249.

1648B

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Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

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1250.

1635D

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Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[potato167's solution](#)

1251.

1637D

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Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

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1252.

1630B

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Quality: 6,485 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[potato167's solution](#)

1253.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,589 global accepts · Rating: 1800 · first AC: 2022-01-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

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1254.

1556C

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Quality: 6,216 global accepts · Rating: 1800 · first AC: 2022-01-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
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1255.

1619D

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Quality: 8,460 global accepts · Rating: 1800 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
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1256.

1620C

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Quality: 7,274 global accepts · Rating: 1800 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math
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1257.

1617D1

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

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive
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1258.

1450D

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Quality: 5,805 global accepts · Rating: 1800 · first AC: 2021-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers
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1259.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers
[potato167's solution](#)

1260.

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math
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1261.

1572A

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Quality: 10,429 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings
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1262.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math
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1263.

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings
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1264.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees

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1265.

1517D

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Quality: 9,241 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

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1266.

1508B

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Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

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1267.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[potato167's solution](#)

1268.

528B

[Clique Problem](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[potato167's solution](#)

1269.

1397D

[Stoned Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation

[potato167's solution](#)

1270.

1398D

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

Quality: 12,541 global accepts · Rating: 1800 · first AC: 2020-08-15 · last AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[potato167's solution](#)

1271.

2217D

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

Quality: 3,330 global accepts · Rating: 1900 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

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1272.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math

[potato167's solution](#)

1273.

2200F

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

Quality: 2,885 global accepts · Rating: 1900 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[potato167's solution](#)

1274.

2189D1

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

Quality: 3,959 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[potato167's solution](#)

1275.

2190B2

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

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, implementation, strings

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1276.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,253 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

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1277.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

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1278.

2173D

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

Quality: 3,638 global accepts · Rating: 1900 · first AC: 2025-12-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[potato167's solution](#)

1279.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

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1280.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,536 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, sortings

[potato167's solution](#)

1281.

2156D

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

Quality: 5,370 global accepts · Rating: 1900 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[potato167's solution](#)

1282.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[potato167's solution](#)

1283.

2149F

[Nezuko in the Clearing](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1900 · first AC: 2025-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search

[potato167's solution](#)

1284.

2148G

[Farmer John's Last Wish](#) · [Tutorial](#)

Quality: 4,191 global accepts · Rating: 1900 · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, number theory

[potato167's solution](#)

1285.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,330 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[potato167's solution](#)

1286.

2137F

[Prefix Maximum Invariance](#) · [Tutorial](#)

Quality: 4,058 global accepts · Rating: 1900 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, sortings

[potato167's solution](#)

1287.

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,722 global accepts · Rating: 1900 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[potato167's solution](#)

1288.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[potato167's solution](#)

1289.

2128E1

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

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[potato167's solution](#)

1290.

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings

[potato167's solution](#)

1291.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,618 global accepts · Rating: 1900 · first AC: 2025-05-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[potato167's solution](#)

1292.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2025-04-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[potato167's solution](#)

1293.

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, flows,

greedy, two pointers

[potato167's solution](#)

1294.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[potato167's solution](#)

1295.

2073A

[Control Towers](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[potato167's solution](#)

1296.

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 1900 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, strings

[potato167's solution](#)

1297.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 1900 · first AC: 2025-02-16 · last AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[potato167's solution](#)

1298.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[potato167's solution](#)

1299.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[potato167's solution](#)

1300.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,514 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[potato167's solution](#)

1301.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[potato167's solution](#)

1302.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,381 global accepts · Rating: 1900 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[potato167's solution](#)

1303.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[potato167's solution](#)

1304.

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,262 global accepts · Rating: 1900 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, number theory, two pointers

[potato167's solution](#)

1305.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math

[potato167's solution](#)

1306.

2021C2

[Adjust The Presentation \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[potato167's solution](#)

1307.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[potato167's solution](#)

1308.

2013D

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

Quality: 7,470 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[potato167's solution](#)

1309.

1067A

[Array Without Local Maximums](#) · [Tutorial](#)

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: dp

[potato167's solution](#)

1310.

2009G1

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

Quality: 5,368 global accepts · Rating: 1900 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[potato167's solution](#)

1311.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1900 · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[potato167's solution](#)

1312.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[potato167's solution](#)

1313.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,868 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[potato167's solution](#)

1314.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[potato167's solution](#)

1315.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[potato167's solution](#)

1316.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[potato167's solution](#)

1317.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[potato167's solution](#)

1318.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[potato167's solution](#)

1319.

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,431 global accepts · Rating: 1900 · first AC: 2024-07-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[potato167's solution](#)

1320.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,099 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[potato167's solution](#)

1321.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1900 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[potato167's solution](#)

1322.

1970G1

[Min-Fund Prison \(Easy\)](#) · [Tutorial](#)

Quality: 1,926 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[potato167's solution](#)

1323.

1970C3

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

Quality: 2,445 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees
[potato167's solution](#)

1324.

1970B1

[Exact Neighbours \(Easy\)](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[potato167's solution](#)

1325.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,707 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings
[potato167's solution](#)

1326.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,075 global accepts · Rating: 1900 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings
[potato167's solution](#)

1327.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-05 · last AC: 2024-03-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[potato167's solution](#)

1328.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,758 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees
[potato167's solution](#)

1329.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[potato167's solution](#)

1330.

1914F

[Programming Competition](#) · [Tutorial](#)

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees
[potato167's solution](#)

1331.

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings, trees
[potato167's solution](#)

1332.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation
[potato167's solution](#)

1333.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,631 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[potato167's solution](#)

1334.

1899G

[Unusual Entertainment](#) · [Tutorial](#)

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[potato167's solution](#)

1335.

1120A

[Diana and Liana](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 1900 · first AC: 2023-11-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers

[potato167's solution](#)

1336.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[potato167's solution](#)

1337.

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[potato167's solution](#)

1338.

1161B

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-10-29 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, strings

[potato167's solution](#)

1339.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers

[potato167's solution](#)

1340.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[potato167's solution](#)

1341.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, shortest paths

[potato167's solution](#)

1342.

1887A2

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

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

[potato167's solution](#)

1343.

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1900 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[potato167's solution](#)

1344.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[potato167's solution](#)

1345.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[potato167's solution](#)

1346.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,449 global accepts · Rating: 1900 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[potato167's solution](#)

1347.

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[potato167's solution](#)

1348.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[potato167's solution](#)

1349.

1842D

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

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[potato167's solution](#)

1350.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,100 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[potato167's solution](#)

1351.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[potato167's solution](#)

1352.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[potato167's solution](#)

1353.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1900 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[potato167's solution](#)

1354.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[potato167's solution](#)

1355.

1794D

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

Quality: 4,485 global accepts · Rating: 1900 · first AC: 2023-03-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[potato167's solution](#)

1356.

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,750 global accepts · Rating: 1900 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[potato167's solution](#)

1357.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,803 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: dp

[potato167's solution](#)

1358.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[potato167's solution](#)

1359.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[potato167's solution](#)

1360.

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[potato167's solution](#)

1361.

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[potato167's solution](#)

1362.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[potato167's solution](#)

1363.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[potato167's solution](#)

1364.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,364 global accepts · Rating: 1900 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[potato167's solution](#)

1365.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[potato167's solution](#)

1366.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[potato167's solution](#)

1367.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[potato167's solution](#)

1368.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[potato167's solution](#)

1369.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[potato167's solution](#)

1370.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 1900 · first AC: 2022-06-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, shortest paths

[potato167's solution](#)

1371.

1650E

[Rescheduling the Exam](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1900 · first AC: 2022-05-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[potato167's solution](#)

1372.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[potato167's solution](#)

1373.

1648C

[Tyler and Strings](#) · [Tutorial](#)

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures,

implementation

[potato167's solution](#)

1374.

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[potato167's solution](#)

1375.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[potato167's solution](#)

1376.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[potato167's solution](#)

1377.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[potato167's solution](#)

1378.

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,504 global accepts · Rating: 1900 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[potato167's solution](#)

1379.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[potato167's solution](#)

1380.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

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1381.

1624G

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Quality: 7,595 global accepts · Rating: 1900 · first AC: 2022-01-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

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1382.

1307D

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Quality: 7,171 global accepts · Rating: 1900 · first AC: 2022-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

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1383.

1428D

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Quality: 4,723 global accepts · Rating: 1900 · first AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

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1384.

1620E

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Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[potato167's solution](#)

1385.

1591D

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Rating: 1900 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math, sortings

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1386.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,304 global accepts · Rating: 1900 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

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1387.

1375D

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Quality: 10,142 global accepts · Rating: 1900 · first AC: 2021-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings

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1388.

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 1900 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[potato167's solution](#)

1389.

1569D

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Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[potato167's solution](#)

1390.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[potato167's solution](#)

1391.

1545B

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Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[potato167's solution](#)

1392.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[potato167's solution](#)

1393.

1483B

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Rating: 1900 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[potato167's solution](#)

1394.

1495B

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Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[potato167's solution](#)

1395.

1479B1

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Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[potato167's solution](#)

1396.

1405D

[Tree Tag](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, games, strings, trees

[potato167's solution](#)

1397.

2215B

[RReeppeettiitttiioonn](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2000 · first AC: 2026-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math, number theory

[potato167's solution](#)

1398.

2217E

[Definitely Larger](#) · [Tutorial](#)

Quality: 2,067 global accepts · Rating: 2000 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings

[potato167's solution](#)

1399.

468B

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Quality: 5,271 global accepts · Rating: 2000 · first AC: 2026-03-05 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[potato167's solution](#)

1400.

2199F

[Self-Produced Sequences](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 2000 · first AC: 2026-03-02 · Kotlin 1.7 (first AC) · Tags: *special, combinatorics, math

[potato167's solution](#)

1401.

2201C

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

Quality: 1,987 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy

[potato167's solution](#)

1402.

2195F

[Parabola Independence](#) · [Tutorial](#)

Quality: 2,703 global accepts · Rating: 2000 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, sortings

[potato167's solution](#)

1403.

2196C2

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

Quality: 2,520 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[potato167's solution](#)

1404.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,686 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive

[potato167's solution](#)

1405.

2179F

[Blackslex and Another RGB Walking](#) · [Tutorial](#)

Quality: 2,747 global accepts · Rating: 2000 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees

[potato167's solution](#)

1406.

2181D

[Doorway](#) · [Tutorial](#)

Quality: 1,357 global accepts · Rating: 2000 · first AC: 2025-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[potato167's solution](#)

1407.

2158D

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

Quality: 3,283 global accepts · Rating: 2000 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings

[potato167's solution](#)

1408.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,519 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[potato167's solution](#)

1409.

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[potato167's solution](#)

1410.

2146D2

[Max Sum OR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[potato167's solution](#)

1411.

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,888 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[potato167's solution](#)

1412.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[potato167's solution](#)

1413.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,885 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[potato167's solution](#)

1414.

461B

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

Quality: 7,020 global accepts · Rating: 2000 · first AC: 2025-08-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[potato167's solution](#)

1415.

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,772 global accepts · Rating: 2000 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[potato167's solution](#)

1416.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[potato167's solution](#)

1417.

2126F

[1-1-1, Free Tree!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2025-07-18 · last AC: 2025-07-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees

[potato167's solution](#)

1418.

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-04-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[potato167's solution](#)

1419.

2103D

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

Quality: 3,983 global accepts · Rating: 2000 · first AC: 2025-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[potato167's solution](#)

1420.

2096D

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

Quality: 5,600 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[potato167's solution](#)

1421.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,307 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, greedy

[potato167's solution](#)

1422.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[potato167's solution](#)

1423.

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[potato167's solution](#)

1424.

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy

[potato167's solution](#)

1425.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[potato167's solution](#)

1426.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,041 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[potato167's solution](#)

1427.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[potato167's solution](#)

1428.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[potato167's solution](#)

1429.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[potato167's solution](#)

1430.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[potato167's solution](#)

1431.

2028D

[Alice's Adventures in Cards](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[potato167's solution](#)

1432.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities

[potato167's solution](#)

1433.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, trees

[potato167's solution](#)

1434.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,010 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, trees

[potato167's solution](#)

1435.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · last AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[potato167's solution](#)

1436.

1984D

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

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

[potato167's solution](#)

1437.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,673 global accepts · Rating: 2000 · first AC: 2024-06-07 · last AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[potato167's solution](#)

1438.

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,798 global accepts · Rating: 2000 · first AC: 2024-05-30 · last AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[potato167's solution](#)

1439.

1970E2

[Trails \(Medium\)](#) · [Tutorial](#)

Quality: 2,056 global accepts · Rating: 2000 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[potato167's solution](#)

1440.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[potato167's solution](#)

1441.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[potato167's solution](#)

1442.

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[potato167's solution](#)

1443.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,141 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[potato167's solution](#)

1444.

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-15 · last AC: 2024-02-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[potato167's solution](#)

1445.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[potato167's solution](#)

1446.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,511 global accepts · Rating: 2000 · first AC: 2023-12-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, interactive, math

[potato167's solution](#)

1447.

1900D

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Quality: 5,355 global accepts · Rating: 2000 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[potato167's solution](#)

1448.

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[potato167's solution](#)

1449.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

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1450.

1142B

[Lynyrd Skynyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[potato167's solution](#)

1451.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,775 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[potato167's solution](#)

1452.

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-10-29 · C++17 (GCC 7-32) (first AC) · Tags: games

[potato167's solution](#)

1453.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[potato167's solution](#)

1454.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[potato167's solution](#)

1455.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,030 global accepts · Rating: 2000 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[potato167's solution](#)

1456.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[potato167's solution](#)

1457.

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[potato167's solution](#)

1458.

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, two pointers

[potato167's solution](#)

1459.

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[potato167's solution](#)

1460.

1830B

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

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[potato167's solution](#)

1461.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[potato167's solution](#)

1462.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[potato167's solution](#)

1463.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[potato167's solution](#)

1464.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory
[potato167's solution](#)

1465.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation
[potato167's solution](#)

1466.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[potato167's solution](#)

1467.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities
[potato167's solution](#)

1468.

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, sortings
[potato167's solution](#)

1469.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees
[potato167's solution](#)

1470.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers
[potato167's solution](#)

1471.

1718B

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

Quality: 3,466 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory
[potato167's solution](#)

1472.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,102 global accepts · Rating: 2000 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths
[potato167's solution](#)

1473.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[potato167's solution](#)

1474.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings, strings

[potato167's solution](#)

1475.

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 2000 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[potato167's solution](#)

1476.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 2000 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[potato167's solution](#)

1477.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[potato167's solution](#)

1478.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[potato167's solution](#)

1479.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[potato167's solution](#)

1480.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,734 global accepts · Rating: 2000 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[potato167's solution](#)

1481.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[potato167's solution](#)

1482.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,332 global accepts · Rating: 2000 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[potato167's solution](#)

1483.

1582E

[Pchelyonok and Segments](#) · [Tutorial](#)

Quality: 4,215 global accepts · Rating: 2000 · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[potato167's solution](#)

1484.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[potato167's solution](#)

1485.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-01-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[potato167's solution](#)

1486.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers

[potato167's solution](#)

1487.

1619G

[Unusual Minesweeper](#) · [Tutorial](#)

Quality: 2,735 global accepts · Rating: 2000 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[potato167's solution](#)

1488.

1619F

[Let's Play the Hat?](#) · [Tutorial](#)

Quality: 2,339 global accepts · Rating: 2000 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[potato167's solution](#)

1489.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,807 global accepts · Rating: 2000 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[potato167's solution](#)

1490.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,733 global accepts · Rating: 2000 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[potato167's solution](#)

1491.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[potato167's solution](#)

1492.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2021-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dp

[potato167's solution](#)

1493.

1427D

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

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2021-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms,

implementation

[potato167's solution](#)

1494.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,817 global accepts · Rating: 2000 · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[potato167's solution](#)

1495.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[potato167's solution](#)

1496.

1588B

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

Rating: 2000 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[potato167's solution](#)

1497.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[potato167's solution](#)

1498.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[potato167's solution](#)

1499.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[potato167's solution](#)

1500.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[potato167's solution](#)

1501.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,661 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[potato167's solution](#)

1502.

2199E

[Supersequence](#) · [Tutorial](#)

Quality: 183 global accepts · Rating: 2100 · first AC: 2026-03-02 · Kotlin 1.7 (first AC) · Tags: *special, binary search, greedy

[potato167's solution](#)

1503.

2205E

[Simons and Dividing the Rhythm](#) · [Tutorial](#)

Quality: 1,571 global accepts · Rating: 2100 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp,

dsu, math, string suffix structures, strings

[potato167's solution](#)

1504.

2192E

[Swap to Rearrange](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2100 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings

[potato167's solution](#)

1505.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,852 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[potato167's solution](#)

1506.

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[potato167's solution](#)

1507.

2170E

[Binary Strings and Blocks](#) · [Tutorial](#)

Quality: 2,318 global accepts · Rating: 2100 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp

[potato167's solution](#)

1508.

2169D2

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

Quality: 2,271 global accepts · Rating: 2100 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[potato167's solution](#)

1509.

2163D1

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

Quality: 2,730 global accepts · Rating: 2100 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[potato167's solution](#)

1510.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[potato167's solution](#)

1511.

2162F

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

Quality: 2,914 global accepts · Rating: 2100 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[potato167's solution](#)

1512.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[potato167's solution](#)

1513.

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[potato167's solution](#)

1514.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[potato167's solution](#)

1515.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[potato167's solution](#)

1516.

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,654 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[potato167's solution](#)

1517.

2141E

[Perfect Cut](#) · [Tutorial](#)

Quality: 257 global accepts · Rating: 2100 · first AC: 2025-09-12 · Kotlin 1.7 (first AC) · Tags: *special, dp, greedy

[potato167's solution](#)

1518.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[potato167's solution](#)

1519.

2132F

[Rada and the Chamomile Valley](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[potato167's solution](#)

1520.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[potato167's solution](#)

1521.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[potato167's solution](#)

1522.

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,471 global accepts · Rating: 2100 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[potato167's solution](#)

1523.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

dfs and similar, dp, graphs, greedy, trees

[potato167's solution](#)

1524.

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,554 global accepts · Rating: 2100 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[potato167's solution](#)

1525.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,842 global accepts · Rating: 2100 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[potato167's solution](#)

1526.

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[potato167's solution](#)

1527.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[potato167's solution](#)

1528.

2040E

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

Quality: 2,670 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[potato167's solution](#)

1529.

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[potato167's solution](#)

1530.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[potato167's solution](#)

1531.

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[potato167's solution](#)

1532.

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,095 global accepts · Rating: 2100 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[potato167's solution](#)

1533.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,875 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[potato167's solution](#)

1534.

1970D1

[Arithmancy \(Easy\)](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2100 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, strings

[potato167's solution](#)

1535.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[potato167's solution](#)

1536.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[potato167's solution](#)

1537.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[potato167's solution](#)

1538.

1934D1

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

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[potato167's solution](#)

1539.

1252G

[Performance Review](#) · [Tutorial](#)

Quality: 1,553 global accepts · Rating: 2100 · first AC: 2024-02-23 · last AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[potato167's solution](#)

1540.

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2100 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices

[potato167's solution](#)

1541.

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[potato167's solution](#)

1542.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, sortings

[potato167's solution](#)

1543.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,567 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[potato167's solution](#)

1544.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[potato167's solution](#)

1545.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[potato167's solution](#)

1546.

1120C

[Compress String](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2023-11-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[potato167's solution](#)

1547.

1886D

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

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math

[potato167's solution](#)

1548.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[potato167's solution](#)

1549.

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,751 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[potato167's solution](#)

1550.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[potato167's solution](#)

1551.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[potato167's solution](#)

1552.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[potato167's solution](#)

1553.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[potato167's solution](#)

1554.

1240C

[Paint the Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings, trees

[potato167's solution](#)

1555.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive

[potato167's solution](#)

1556.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,698 global accepts · Rating: 2100 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[potato167's solution](#)

1557.

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[potato167's solution](#)

1558.

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2023-04-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[potato167's solution](#)

1559.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[potato167's solution](#)

1560.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[potato167's solution](#)

1561.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,708 global accepts · Rating: 2100 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[potato167's solution](#)

1562.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[potato167's solution](#)

1563.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[potato167's solution](#)

1564.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[potato167's solution](#)

1565.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[potato167's solution](#)

1566.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[potato167's solution](#)

1567.

1761D

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Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

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1568.

1725F

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Quality: 1,143 global accepts · Rating: 2100 · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, sortings

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1569.

1710B

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Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

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1570.

1684E

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1571.

1650G

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1572.

1671E

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[potato167's solution](#)

1573.

1667B

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Quality: 4,320 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[potato167's solution](#)

1574.

1660F2

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Quality: 3,145 global accepts · Rating: 2100 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, strings

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1575.

1654D

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Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, number theory, trees

[potato167's solution](#)

1576.

1637E

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Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[potato167's solution](#)

1577.

1628D1

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Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[potato167's solution](#)

1578.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2022-01-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[potato167's solution](#)

1579.

1392E

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Quality: 3,747 global accepts · Rating: 2100 · first AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[potato167's solution](#)

1580.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2021-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[potato167's solution](#)

1581.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[potato167's solution](#)

1582.

1605D

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Quality: 3,250 global accepts · Rating: 2100 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[potato167's solution](#)

1583.

1553E

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Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[potato167's solution](#)

1584.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[potato167's solution](#)

1585.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy
[potato167's solution](#)

1586.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation
[potato167's solution](#)

1587.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-09-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[potato167's solution](#)

1588.

1389D

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Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[potato167's solution](#)

1589.

2215C

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Quality: 622 global accepts · Rating: 2200 · first AC: 2026-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, communication, constructive algorithms, graphs, interactive, trees
[potato167's solution](#)

1590.

2209E

[A Trivial String Problem](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2200 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings
[potato167's solution](#)

1591.

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2200 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers
[potato167's solution](#)

1592.

2208D2

[Tree Orientation \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,833 global accepts · Rating: 2200 · first AC: 2026-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees
[potato167's solution](#)

1593.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees
[potato167's solution](#)

1594.

2206C

[Upside Down Dijkstra](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar
[potato167's solution](#)

1595.

2200G

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

Quality: 1,028 global accepts · Rating: 2200 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[potato167's solution](#)

1596.

2203E

[Probabilistic Card Game](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search
[potato167's solution](#)

1597.

2189D2

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

Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math, number theory
[potato167's solution](#)

1598.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, trees
[potato167's solution](#)

1599.

2179H

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

Quality: 1,302 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, implementation, math
[potato167's solution](#)

1600.

2179G

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

Quality: 1,208 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math
[potato167's solution](#)

1601.

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,681 global accepts · Rating: 2200 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[potato167's solution](#)

1602.

2156F1

[Strange Operation \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,618 global accepts · Rating: 2200 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings
[potato167's solution](#)

1603.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, probabilities, trees
[potato167's solution](#)

1604.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math
[potato167's solution](#)

1605.

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers
[potato167's solution](#)

1606.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 2200 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[potato167's solution](#)

1607.

2141F

[Array Reduction](#) · [Tutorial](#)

Quality: 141 global accepts · Rating: 2200 · first AC: 2025-09-12 · Kotlin 1.7 (first AC) · Tags: *special, greedy
[potato167's solution](#)

1608.

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,108 global accepts · Rating: 2200 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp
[potato167's solution](#)

1609.

2137G

[Cry Me a River](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs
[potato167's solution](#)

1610.

461C

[Appleman and a Sheet of Paper](#) · [Tutorial](#)

Quality: 1,393 global accepts · Rating: 2200 · first AC: 2025-08-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[potato167's solution](#)

1611.

2126G1

[Big Wins! \(easy version\)](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 2200 · first AC: 2025-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers
[potato167's solution](#)

1612.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees
[potato167's solution](#)

1613.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,876 global accepts · Rating: 2200 · first AC: 2025-06-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation
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1614.

2118D2

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

Quality: 2,497 global accepts · Rating: 2200 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[potato167's solution](#)

1615.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2025-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[potato167's solution](#)

1616.

2108D

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

Quality: 2,418 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, interactive

[potato167's solution](#)

1617.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation

[potato167's solution](#)

1618.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2025-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings

[potato167's solution](#)

1619.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, math, probabilities

[potato167's solution](#)

1620.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,151 global accepts · Rating: 2200 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[potato167's solution](#)

1621.

2073G

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Quality: 925 global accepts · Rating: 2200 · first AC: 2025-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

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1622.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[potato167's solution](#)

1623.

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2200 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

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1624.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[potato167's solution](#)

1625.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,666 global accepts · Rating: 2200 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

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1626.

2034E

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Quality: 2,018 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[potato167's solution](#)

1627.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

[potato167's solution](#)

1628.

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,670 global accepts · Rating: 2200 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[potato167's solution](#)

1629.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[potato167's solution](#)

1630.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[potato167's solution](#)

1631.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[potato167's solution](#)

1632.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[potato167's solution](#)

1633.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[potato167's solution](#)

1634.

2009G2

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

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[potato167's solution](#)

1635.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[potato167's solution](#)

1636.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[potato167's solution](#)

1637.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[potato167's solution](#)

1638.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-30 · last AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[potato167's solution](#)

1639.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[potato167's solution](#)

1640.

1970G2

[Min-Fund Prison \(Medium\)](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[potato167's solution](#)

1641.

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[potato167's solution](#)

1642.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[potato167's solution](#)

1643.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2200 · first AC: 2024-04-12 · last AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[potato167's solution](#)

1644.

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[potato167's solution](#)

1645.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[potato167's solution](#)

1646.

1898E

[Sofia and Strings](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[potato167's solution](#)

1647.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[potato167's solution](#)

1648.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-10-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings

[potato167's solution](#)

1649.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 2200 · first AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[potato167's solution](#)

1650.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2023-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[potato167's solution](#)

1651.

1867E2

[Salvg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[potato167's solution](#)

1652.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[potato167's solution](#)

1653.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, ternary search

[potato167's solution](#)

1654.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math
[potato167's solution](#)

1655.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, trees
[potato167's solution](#)

1656.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[potato167's solution](#)

1657.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers
[potato167's solution](#)

1658.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp
[potato167's solution](#)

1659.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees
[potato167's solution](#)

1660.

1776B

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

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry
[potato167's solution](#)

1661.

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation
[potato167's solution](#)

1662.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees
[potato167's solution](#)

1663.

1736D

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

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings
[potato167's solution](#)

1664.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[potato167's solution](#)

1665.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[potato167's solution](#)

1666.

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2022-05-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[potato167's solution](#)

1667.

1670E

[Hemose on the Tree](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[potato167's solution](#)

1668.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[potato167's solution](#)

1669.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[potato167's solution](#)

1670.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[potato167's solution](#)

1671.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graph matchings, math

[potato167's solution](#)

1672.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[potato167's solution](#)

1673.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[potato167's solution](#)

1674.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[potato167's solution](#)

1675.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[potato167's solution](#)

1676.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2022-01-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[potato167's solution](#)

1677.

1428E

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

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[potato167's solution](#)

1678.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[potato167's solution](#)

1679.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[potato167's solution](#)

1680.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, sortings

[potato167's solution](#)

1681.

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[potato167's solution](#)

1682.

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[potato167's solution](#)

1683.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[potato167's solution](#)

1684.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: dp

[potato167's solution](#)

1685.

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[potato167's solution](#)

1686.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings

[potato167's solution](#)

1687.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[potato167's solution](#)

1688.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[potato167's solution](#)

1689.

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[potato167's solution](#)

1690.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[potato167's solution](#)

1691.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[potato167's solution](#)

1692.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[potato167's solution](#)

1693.

2217F

[Interval Game](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 2300 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities

[potato167's solution](#)

1694.

2199H

[Sum of MEX](#) · [Tutorial](#)

Quality: 90 global accepts · Rating: 2300 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, combinatorics, data structures, dp, math
[potato167's solution](#)

1695.

2195G

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

Quality: 1,044 global accepts · Rating: 2300 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, trees
[potato167's solution](#)

1696.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees
[potato167's solution](#)

1697.

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers
[potato167's solution](#)

1698.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math
[potato167's solution](#)

1699.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math
[potato167's solution](#)

1700.

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2300 · first AC: 2025-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, probabilities
[potato167's solution](#)

1701.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy
[potato167's solution](#)

1702.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graph matchings, math
[potato167's solution](#)

1703.

2146E

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

Quality: 2,054 global accepts · Rating: 2300 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing
[potato167's solution](#)

1704.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · last AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[potato167's solution](#)**1705.**

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,642 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[potato167's solution](#)**1706.**

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,398 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[potato167's solution](#)**1707.**

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[potato167's solution](#)**1708.**

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[potato167's solution](#)**1709.**

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[potato167's solution](#)**1710.**

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, geometry, math, number theory

[potato167's solution](#)**1711.**

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy

[potato167's solution](#)**1712.**

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[potato167's solution](#)**1713.**

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2025-04-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[potato167's solution](#)

1714.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[potato167's solution](#)

1715.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[potato167's solution](#)

1716.

2080C

[Card Flip](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: *special

[potato167's solution](#)

1717.

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[potato167's solution](#)

1718.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[potato167's solution](#)

1719.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[potato167's solution](#)

1720.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[potato167's solution](#)

1721.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[potato167's solution](#)

1722.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[potato167's solution](#)

1723.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[potato167's solution](#)

1724.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[potato167's solution](#)

1725.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[potato167's solution](#)

1726.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[potato167's solution](#)

1727.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[potato167's solution](#)

1728.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[potato167's solution](#)

1729.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[potato167's solution](#)

1730.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings

[potato167's solution](#)

1731.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[potato167's solution](#)

1732.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[potato167's solution](#)

1733.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[potato167's solution](#)

1734.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-25 · last AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[potato167's solution](#)

1735.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[potato167's solution](#)

1736.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[potato167's solution](#)

1737.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[potato167's solution](#)

1738.

1970F2

[Playing Quidditch \(Medium\)](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[potato167's solution](#)

1739.

1970F1

[Playing Quidditch \(Easy\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[potato167's solution](#)

1740.

1970F3

[Playing Quidditch \(Hard\)](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[potato167's solution](#)

1741.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[potato167's solution](#)

1742.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[potato167's solution](#)

1743.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[potato167's solution](#)

1744.

1252L

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

Quality: 642 global accepts · Rating: 2300 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[potato167's solution](#)

1745.

1252J

[Tiling Terrace](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2300 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[potato167's solution](#)

1746.

1252B

[Cleaning Robots](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2300 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[potato167's solution](#)

1747.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[potato167's solution](#)

1748.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[potato167's solution](#)

1749.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[potato167's solution](#)

1750.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[potato167's solution](#)

1751.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[potato167's solution](#)

1752.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[potato167's solution](#)

1753.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2023-10-19 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory, two pointers

[potato167's solution](#)

1754.

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, probabilities
[potato167's solution](#)

1755.

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees
[potato167's solution](#)

1756.

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths
[potato167's solution](#)

1757.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[potato167's solution](#)

1758.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, two pointers
[potato167's solution](#)

1759.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math
[potato167's solution](#)

1760.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · last AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings
[potato167's solution](#)

1761.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: dp
[potato167's solution](#)

1762.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, greedy, math
[potato167's solution](#)

1763.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees
[potato167's solution](#)

1764.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[potato167's solution](#)

1765.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices

[potato167's solution](#)

1766.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[potato167's solution](#)

1767.

1798E

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

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[potato167's solution](#)

1768.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[potato167's solution](#)

1769.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[potato167's solution](#)

1770.

1782E

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

Rating: 2300 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[potato167's solution](#)

1771.

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices, probabilities

[potato167's solution](#)

1772.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[potato167's solution](#)

1773.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[potato167's solution](#)

1774.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-05-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[potato167's solution](#)

1775.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: dp

[potato167's solution](#)

1776.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, math

[potato167's solution](#)

1777.

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2300 · first AC: 2022-02-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, trees

[potato167's solution](#)

1778.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[potato167's solution](#)

1779.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[potato167's solution](#)

1780.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[potato167's solution](#)

1781.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, probabilities

[potato167's solution](#)

1782.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[potato167's solution](#)

1783.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[potato167's solution](#)

1784.

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy
[potato167's solution](#)

1785.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[potato167's solution](#)

1786.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory
[potato167's solution](#)

1787.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees
[potato167's solution](#)

1788.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[potato167's solution](#)

1789.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · last AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math
[potato167's solution](#)

1790.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers
[potato167's solution](#)

1791.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees
[potato167's solution](#)

1792.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths
[potato167's solution](#)

1793.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
[potato167's solution](#)

1794.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-02-10 · last AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[potato167's solution](#)

1795.

1405E

[Fixed Point Removal](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[potato167's solution](#)

1796.

2211F

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

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[potato167's solution](#)

1797.

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[potato167's solution](#)

1798.

2206F

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

Quality: 422 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: fft, number theory

[potato167's solution](#)

1799.

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2400 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[potato167's solution](#)

1800.

2195H

[Codeforces Heuristic Contest 001](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2400 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, implementation

[potato167's solution](#)

1801.

2181G

[Greta's Game](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2025-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, greedy, math

[potato167's solution](#)

1802.

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[potato167's solution](#)

1803.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[potato167's solution](#)

1804.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,291 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[potato167's solution](#)**1805.**

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2400 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[potato167's solution](#)**1806.**

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math

[potato167's solution](#)**1807.**

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 985 global accepts · Rating: 2400 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[potato167's solution](#)**1808.**

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[potato167's solution](#)**1809.**

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[potato167's solution](#)**1810.**

2126G2

[Big Wins! \(hard version\)](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2025-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers

[potato167's solution](#)**1811.**

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[potato167's solution](#)**1812.**

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, strings

[potato167's solution](#)**1813.**

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2025-05-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[potato167's solution](#)

1814.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[potato167's solution](#)

1815.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[potato167's solution](#)

1816.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[potato167's solution](#)

1817.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2400 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[potato167's solution](#)

1818.

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2025-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[potato167's solution](#)

1819.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[potato167's solution](#)

1820.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[potato167's solution](#)

1821.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[potato167's solution](#)

1822.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-01 · last AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[potato167's solution](#)

1823.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[potato167's solution](#)

1824.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[potato167's solution](#)

1825.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[potato167's solution](#)

1826.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[potato167's solution](#)

1827.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[potato167's solution](#)

1828.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[potato167's solution](#)

1829.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[potato167's solution](#)

1830.

1981D

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

Quality: 2,127 global accepts · Rating: 2400 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[potato167's solution](#)

1831.

1973D

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

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math

[potato167's solution](#)

1832.

1970A2

[Balanced Unshuffle \(Medium\)](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[potato167's solution](#)

1833.

1970A3

[Balanced Unshuffle \(Hard\)](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[potato167's solution](#)

1834.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[potato167's solution](#)

1835.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[potato167's solution](#)

1836.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[potato167's solution](#)

1837.

1934D2

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

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, games, greedy, interactive

[potato167's solution](#)

1838.

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: hashing, trees

[potato167's solution](#)

1839.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[potato167's solution](#)

1840.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, matrices

[potato167's solution](#)

1841.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[potato167's solution](#)

1842.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[potato167's solution](#)

1843.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[potato167's solution](#)

1844.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2400 · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[potato167's solution](#)

1845.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,151 global accepts · Rating: 2400 · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[potato167's solution](#)

1846.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[potato167's solution](#)

1847.

1161D

[Palindrome XOR](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-10-29 · last AC: 2023-10-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[potato167's solution](#)

1848.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-22 · last AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[potato167's solution](#)

1849.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[potato167's solution](#)

1850.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[potato167's solution](#)

1851.

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[potato167's solution](#)

1852.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[potato167's solution](#)

1853.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[potato167's solution](#)

1854.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[potato167's solution](#)

1855.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[potato167's solution](#)

1856.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, interactive

[potato167's solution](#)

1857.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-08-09 · last AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs

[potato167's solution](#)

1858.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[potato167's solution](#)

1859.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[potato167's solution](#)

1860.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[potato167's solution](#)

1861.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[potato167's solution](#)

1862.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[potato167's solution](#)

1863.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[potato167's solution](#)

1864.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[potato167's solution](#)

1865.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[potato167's solution](#)

1866.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[potato167's solution](#)

1867.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[potato167's solution](#)

1868.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, math

[potato167's solution](#)

1869.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[potato167's solution](#)

1870.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-03-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[potato167's solution](#)

1871.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[potato167's solution](#)

1872.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[potato167's solution](#)

1873.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[potato167's solution](#)

1874.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[potato167's solution](#)

1875.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[potato167's solution](#)

1876.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[potato167's solution](#)

1877.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[potato167's solution](#)

1878.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[potato167's solution](#)

1879.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[potato167's solution](#)

1880.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[potato167's solution](#)

1881.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[potato167's solution](#)

1882.

1736C2

[Good Subarrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[potato167's solution](#)

1883.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[potato167's solution](#)

1884.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[potato167's solution](#)

1885.

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[potato167's solution](#)

1886.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-19 · last AC: 2022-08-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[potato167's solution](#)

1887.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, number theory

[potato167's solution](#)

1888.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2400 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[potato167's solution](#)

1889.

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[potato167's solution](#)

1890.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[potato167's solution](#)

1891.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[potato167's solution](#)

1892.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[potato167's solution](#)

1893.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[potato167's solution](#)

1894.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2022-02-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[potato167's solution](#)

1895.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2400 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[potato167's solution](#)

1896.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[potato167's solution](#)

1897.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[potato167's solution](#)

1898.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[potato167's solution](#)

1899.

1626E

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

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, trees

[potato167's solution](#)

1900.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[potato167's solution](#)

1901.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[potato167's solution](#)

1902.

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[potato167's solution](#)

1903.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[potato167's solution](#)**1904.**

1591E

[Frequency Queries](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[potato167's solution](#)**1905.**

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math

[potato167's solution](#)**1906.**

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[potato167's solution](#)**1907.**

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[potato167's solution](#)**1908.**

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, two pointers

[potato167's solution](#)**1909.**

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, sortings

[potato167's solution](#)**1910.**

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2020-09-21 · last AC: 2020-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, probabilities

[potato167's solution](#)**1911.**

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, sortings

[potato167's solution](#)**1912.**

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[potato167's solution](#)

1913.

2206E

[Parallel Sums](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2500 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry
[potato167's solution](#)

1914.

2206B

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

Quality: 348 global accepts · Rating: 2500 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, games, trees
[potato167's solution](#)

1915.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2026-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math
[potato167's solution](#)

1916.

2199G

[Jammer](#) · [Tutorial](#)

Quality: 59 global accepts · Rating: 2500 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, math
[potato167's solution](#)

1917.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
[potato167's solution](#)

1918.

2196D

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

Quality: 993 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings
[potato167's solution](#)

1919.

2185H

[BattleCows 2](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2500 · first AC: 2026-01-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy
[potato167's solution](#)

1920.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees
[potato167's solution](#)

1921.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees
[potato167's solution](#)

1922.

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math
[potato167's solution](#)

1923.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, greedy
[potato167's solution](#)

1924.

2163D2

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

Quality: 1,500 global accepts · Rating: 2500 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, math, sortings
[potato167's solution](#)

1925.

2156E

[Best Time to Buy and Sell Stock](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2500 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy
[potato167's solution](#)

1926.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2500 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers
[potato167's solution](#)

1927.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers
[potato167's solution](#)

1928.

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory
[potato167's solution](#)

1929.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[potato167's solution](#)

1930.

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp
[potato167's solution](#)

1931.

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities
[potato167's solution](#)

1932.

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[potato167's solution](#)

1933.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[potato167's solution](#)

1934.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-06-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[potato167's solution](#)

1935.

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[potato167's solution](#)

1936.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[potato167's solution](#)

1937.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-03-17 · last AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[potato167's solution](#)

1938.

2081B

[Balancing](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[potato167's solution](#)

1939.

2071D2

[Infinite Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,100 global accepts · Rating: 2500 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math

[potato167's solution](#)

1940.

2059E1

[Stop Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[potato167's solution](#)

1941.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[potato167's solution](#)

1942.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[potato167's solution](#)

1943.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · last AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[potato167's solution](#)

1944.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[potato167's solution](#)

1945.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[potato167's solution](#)

1946.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[potato167's solution](#)

1947.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[potato167's solution](#)

1948.

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[potato167's solution](#)

1949.

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[potato167's solution](#)

1950.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2024-08-22 · last AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graph matchings, greedy

[potato167's solution](#)

1951.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[potato167's solution](#)

1952.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-10 · last AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[potato167's solution](#)

1953.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2500 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[potato167's solution](#)

1954.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[potato167's solution](#)

1955.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-07 · last AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[potato167's solution](#)

1956.

1986G2

[Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,442 global accepts · Rating: 2500 · first AC: 2024-06-23 · last AC: 2024-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[potato167's solution](#)

1957.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[potato167's solution](#)

1958.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[potato167's solution](#)

1959.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[potato167's solution](#)

1960.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, sortings

[potato167's solution](#)

1961.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[potato167's solution](#)

1962.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities
[potato167's solution](#)

1963.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[potato167's solution](#)

1964.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2023-12-14 · last AC: 2023-12-15 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees
[potato167's solution](#)

1965.

1903D2

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

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2023-12-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy
[potato167's solution](#)

1966.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation
[potato167's solution](#)

1967.

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings
[potato167's solution](#)

1968.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2500 · first AC: 2023-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees
[potato167's solution](#)

1969.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2023-10-19 · C++17 (GCC 7-32) (first AC) · Tags: dp
[potato167's solution](#)

1970.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers
[potato167's solution](#)

1971.

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees
[potato167's solution](#)

1972.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs
[potato167's solution](#)

1973.

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[potato167's solution](#)

1974.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings
[potato167's solution](#)

1975.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees
[potato167's solution](#)

1976.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers
[potato167's solution](#)

1977.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,686 global accepts · Rating: 2500 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees
[potato167's solution](#)

1978.

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices
[potato167's solution](#)

1979.

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2500 · first AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory
[potato167's solution](#)

1980.

1809F

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

Quality: 930 global accepts · Rating: 2500 · first AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation
[potato167's solution](#)

1981.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: games, geometry, greedy, interactive
[potato167's solution](#)

1982.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[potato167's solution](#)

1983.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2500 · first AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[potato167's solution](#)

1984.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[potato167's solution](#)

1985.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[potato167's solution](#)

1986.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[potato167's solution](#)

1987.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[potato167's solution](#)

1988.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[potato167's solution](#)

1989.

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[potato167's solution](#)

1990.

1725J

[Journey](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2500 · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[potato167's solution](#)

1991.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[potato167's solution](#)

1992.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive

algorithms, dp, greedy, math

[potato167's solution](#)

1993.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[potato167's solution](#)

1994.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-05-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[potato167's solution](#)

1995.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2500 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[potato167's solution](#)

1996.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[potato167's solution](#)

1997.

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy

[potato167's solution](#)

1998.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[potato167's solution](#)

1999.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2022-02-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[potato167's solution](#)

2000.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2022-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[potato167's solution](#)

2001.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2021-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[potato167's solution](#)

2002.

1611G

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

Quality: 741 global accepts · Rating: 2500 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, greedy
[potato167's solution](#)

2003.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2500 · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings
[potato167's solution](#)

2004.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math
[potato167's solution](#)

2005.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,009 global accepts · Rating: 2500 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers
[potato167's solution](#)

2006.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, string suffix structures, strings
[potato167's solution](#)

2007.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers
[potato167's solution](#)

2008.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees
[potato167's solution](#)

2009.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[potato167's solution](#)

2010.

2217G

[Down the Pivot](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2600 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees
[potato167's solution](#)

2011.

2206D

[Christmas Tree Un-decoration](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2600 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees
[potato167's solution](#)

2012.

2203F

[Binary Search with One Swap](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2600 · first AC: 2026-02-25 · last AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, dp, hashing, math, two pointers

[potato167's solution](#)

2013.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[potato167's solution](#)

2014.

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2600 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[potato167's solution](#)

2015.

2158F1

[Distinct GCDs \(Easy Version\)](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 2600 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[potato167's solution](#)

2016.

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 779 global accepts · Rating: 2600 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[potato167's solution](#)

2017.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[potato167's solution](#)

2018.

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[potato167's solution](#)

2019.

2138D

[Antamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[potato167's solution](#)

2020.

2132G

[Famous Choreographer](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2600 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, strings

[potato167's solution](#)

2021.

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[potato167's solution](#)

2022.

2128E2

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

Quality: 795 global accepts · Rating: 2600 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers

[potato167's solution](#)

2023.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[potato167's solution](#)

2024.

2119E

[And Constraint](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 2600 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[potato167's solution](#)

2025.

2109C3

[Hacking Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[potato167's solution](#)

2026.

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[potato167's solution](#)

2027.

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[potato167's solution](#)

2028.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, trees

[potato167's solution](#)

2029.

2103F

[Maximize Nor](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2025-04-22 · last AC: 2025-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, implementation, sortings

[potato167's solution](#)

2030.

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2600 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, two pointers

[potato167's solution](#)

2031.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[potato167's solution](#)

2032.

2085F1

[Serval and Colorful Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2600 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[potato167's solution](#)

2033.

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[potato167's solution](#)

2034.

2071E

[LeaFall](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[potato167's solution](#)

2035.

2064F

[We Be Summing](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 2600 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[potato167's solution](#)

2036.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · last AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[potato167's solution](#)

2037.

1067C

[Knights](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2024-09-05 · last AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[potato167's solution](#)

2038.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[potato167's solution](#)

2039.

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[potato167's solution](#)

2040.

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[potato167's solution](#)

2041.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, math,

number theory

[potato167's solution](#)

2042.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2600 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[potato167's solution](#)

2043.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[potato167's solution](#)

2044.

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-25 · last AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[potato167's solution](#)

2045.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[potato167's solution](#)

2046.

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[potato167's solution](#)

2047.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[potato167's solution](#)

2048.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[potato167's solution](#)

2049.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[potato167's solution](#)

2050.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-06 · last AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[potato167's solution](#)

2051.

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer

[potato167's solution](#)

2052.

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[potato167's solution](#)

2053.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[potato167's solution](#)

2054.

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2023-11-03 · last AC: 2023-11-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, matrices

[potato167's solution](#)

2055.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2023-10-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[potato167's solution](#)

2056.

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[potato167's solution](#)

2057.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[potato167's solution](#)

2058.

1240D

[Stack Exterminable Arrays](#) · [Tutorial](#)

Rating: 2600 · first AC: 2023-08-08 · last AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[potato167's solution](#)

2059.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[potato167's solution](#)

2060.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[potato167's solution](#)

2061.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[potato167's solution](#)

2062.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[potato167's solution](#)

2063.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[potato167's solution](#)

2064.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,495 global accepts · Rating: 2600 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[potato167's solution](#)

2065.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[potato167's solution](#)

2066.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[potato167's solution](#)

2067.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[potato167's solution](#)

2068.

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2022-12-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[potato167's solution](#)

2069.

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[potato167's solution](#)

2070.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, games

[potato167's solution](#)

2071.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[potato167's solution](#)

2072.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[potato167's solution](#)

2073.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers

[potato167's solution](#)

2074.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[potato167's solution](#)

2075.

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees

[potato167's solution](#)

2076.

1651E

[Sum of Matchings](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2600 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math

[potato167's solution](#)

2077.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2021-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[potato167's solution](#)

2078.

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, strings

[potato167's solution](#)

2079.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[potato167's solution](#)

2080.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,134 global accepts · Rating: 2600 · first AC: 2021-08-24 · last AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures

[potato167's solution](#)

2081.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2600 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[potato167's solution](#)

2082.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees
[potato167's solution](#)

2083.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers
[potato167's solution](#)

2084.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, number theory
[potato167's solution](#)

2085.

2215E

[Star Map](#) · [Tutorial](#)

Quality: 162 global accepts · Rating: 2700 · first AC: 2026-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, geometry, greedy, sortings
[potato167's solution](#)

2086.

2209F

[Dynamic Values And Maximum Sum](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2700 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, trees
[potato167's solution](#)

2087.

2208E

[Counting Cute Arrays](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 2700 · first AC: 2026-03-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[potato167's solution](#)

2088.

2169F

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

Quality: 334 global accepts · Rating: 2700 · first AC: 2025-11-14 · last AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math
[potato167's solution](#)

2089.

2163E

[Plegma](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, communication, interactive
[potato167's solution](#)

2090.

2154F1

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

Quality: 565 global accepts · Rating: 2700 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math
[potato167's solution](#)

2091.

2150D

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

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[potato167's solution](#)

2092.

2143F

[Increasing Xor](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2700 · first AC: 2025-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, math
[potato167's solution](#)

2093.

2144F

[Bracket Groups](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2700 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, string suffix structures, strings
[potato167's solution](#)

2094.

2104G

[Modulo 3](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 2700 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees
[potato167's solution](#)

2095.

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2025-04-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings
[potato167's solution](#)

2096.

2081C

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

Quality: 354 global accepts · Rating: 2700 · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, matrices
[potato167's solution](#)

2097.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math
[potato167's solution](#)

2098.

2073H

[Secret Lilies and Roses](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2700 · first AC: 2025-03-06 · C++17 (GCC 7-32) (first AC) · Tags: interactive
[potato167's solution](#)

2099.

2068H

[Statues](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2700 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[potato167's solution](#)

2100.

2071F

[Towering Arrays](#) · [Tutorial](#)

Quality: 332 global accepts · Rating: 2700 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[potato167's solution](#)

2101.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-23 · last AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[potato167's solution](#)

2102.

2056F1

[Xor of Median \(Easy Version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2700 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[potato167's solution](#)

2103.

2043F

[Nim](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2700 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[potato167's solution](#)

2104.

2040F

[Number of Cubes](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2700 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[potato167's solution](#)

2105.

2028F

[Alice's Adventures in Addition](#) · [Tutorial](#)

Quality: 541 global accepts · Rating: 2700 · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation

[potato167's solution](#)

2106.

2032F

[Peanuts](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2700 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, games, math

[potato167's solution](#)

2107.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2700 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[potato167's solution](#)

2108.

2009G3

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

Quality: 532 global accepts · Rating: 2700 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation

[potato167's solution](#)

2109.

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2024-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[potato167's solution](#)

2110.

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[potato167's solution](#)

2111.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[potato167's solution](#)

2112.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[potato167's solution](#)

2113.

1995E1

[Let Me Teach You a Lesson \(Easy Version\)](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2700 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers

[potato167's solution](#)

2114.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[potato167's solution](#)

2115.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math

[potato167's solution](#)

2116.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar

[potato167's solution](#)

2117.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[potato167's solution](#)

2118.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-30 · last AC: 2023-12-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[potato167's solution](#)

2119.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-30 · last AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[potato167's solution](#)

2120.

1137E

[Train Car Selection](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[potato167's solution](#)

2121.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, trees
[potato167's solution](#)

2122.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers
[potato167's solution](#)

2123.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-10-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees
[potato167's solution](#)

2124.

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing
[potato167's solution](#)

2125.

1866E

[Elevators of Tamem](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dp
[potato167's solution](#)

2126.

1856E2

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

Quality: 1,755 global accepts · Rating: 2700 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees
[potato167's solution](#)

2127.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees
[potato167's solution](#)

2128.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths
[potato167's solution](#)

2129.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2700 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory
[potato167's solution](#)

2130.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings
[potato167's solution](#)

2131.

1782F

[Bracket Insertion](#) · [Tutorial](#)

Rating: 2700 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[potato167's solution](#)

2132.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2700 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[potato167's solution](#)

2133.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, strings

[potato167's solution](#)

2134.

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[potato167's solution](#)

2135.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[potato167's solution](#)

2136.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[potato167's solution](#)

2137.

1627F

[Not Splitting](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2700 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths

[potato167's solution](#)

2138.

2215D

[EXPloration, EXPloitation, and Gain Some EXPerience!](#) · [Tutorial](#)

Quality: 113 global accepts · Rating: 2800 · first AC: 2026-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[potato167's solution](#)

2139.

2201F2

[Monotone Monochrome Matrices \(Hard Version\)](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, hashing, math

[potato167's solution](#)

2140.

2189F

[Zhora the Vacuum Cleaner](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 2800 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, sortings, trees

[potato167's solution](#)

2141.

2182G

[Short Garland](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2800 · first AC: 2025-12-29 · last AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[potato167's solution](#)

2142.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[potato167's solution](#)

2143.

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities

[potato167's solution](#)

2144.

2181L

[LLM Training](#) · [Tutorial](#)

Quality: 133 global accepts · Rating: 2800 · first AC: 2025-12-17 · C++17 (GCC 7-32) (first AC) · Tags: math, string suffix structures

[potato167's solution](#)

2145.

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[potato167's solution](#)

2146.

2150E2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[potato167's solution](#)

2147.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, greedy

[potato167's solution](#)

2148.

2141G

[Good Robot Paths](#) · [Tutorial](#)

Quality: 62 global accepts · Rating: 2800 · first AC: 2025-09-12 · Kotlin 1.7 (first AC) · Tags: *special, data structures, geometry, sortings

[potato167's solution](#)

2149.

461D

[Appleman and Complicated Task](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2800 · first AC: 2025-08-22 · C++17 (GCC 7-32) (first AC) · Tags: dsu, math

[potato167's solution](#)

2150.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[potato167's solution](#)

2151.

2124F2

[Appending Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp
[potato167's solution](#)

2152.

2112F

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

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths
[potato167's solution](#)

2153.

2113E

[From Kazan with Love](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2025-06-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees
[potato167's solution](#)

2154.

2107F2

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

Quality: 507 global accepts · Rating: 2800 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy
[potato167's solution](#)

2155.

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math, matrices
[potato167's solution](#)

2156.

2068E

[Porto Vs. Benfica](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2800 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, shortest paths
[potato167's solution](#)

2157.

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs
[potato167's solution](#)

2158.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings
[potato167's solution](#)

2159.

2055E

[Haystacks](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2800 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, sortings
[potato167's solution](#)

2160.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[potato167's solution](#)

2161.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[potato167's solution](#)

2162.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[potato167's solution](#)

2163.

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-23 · last AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[potato167's solution](#)

2164.

2031F

[Penchick and Even Medians](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[potato167's solution](#)

2165.

2027E1

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

Quality: 248 global accepts · Rating: 2800 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, games, math

[potato167's solution](#)

2166.

2021E3

[Digital Village \(Extreme Version\)](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2800 · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees

[potato167's solution](#)

2167.

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2024-09-05 · last AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, graph matchings, math, trees

[potato167's solution](#)

2168.

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2024-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[potato167's solution](#)

2169.

1993F2

[Dyn-scripted Robot \(Hard Version\)](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 2800 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[potato167's solution](#)

2170.

1990F

[Polygonal Segments](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 2800 · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, two pointers

[potato167's solution](#)

2171.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: 2800 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[potato167's solution](#)

2172.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[potato167's solution](#)

2173.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[potato167's solution](#)

2174.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[potato167's solution](#)

2175.

1935F

[Andrey's Tree](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2024-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dfs and similar, dsu, greedy, implementation, trees

[potato167's solution](#)

2176.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[potato167's solution](#)

2177.

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[potato167's solution](#)

2178.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, math, probabilities

[potato167's solution](#)

2179.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math

[potato167's solution](#)

2180.

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[potato167's solution](#)

2181.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[potato167's solution](#)

2182.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings, trees

[potato167's solution](#)

2183.

1808E3

[Minibuses on Venus \(hard version\)](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2800 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math

[potato167's solution](#)

2184.

1809G

[Prediction](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2800 · first AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[potato167's solution](#)

2185.

1776D

[Teamwork](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[potato167's solution](#)

2186.

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2022-12-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[potato167's solution](#)

2187.

1685D1

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[potato167's solution](#)

2188.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[potato167's solution](#)

2189.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[potato167's solution](#)

2190.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2022-01-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory,

probabilities

[potato167's solution](#)

2191.

1615F

[LEGOnary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[potato167's solution](#)

2192.

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 694 global accepts · Rating: 2800 · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, shortest paths

[potato167's solution](#)

2193.

2211G

[Rational Bubble Sort](#) · [Tutorial](#)

Quality: 280 global accepts · Rating: 2900 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[potato167's solution](#)

2194.

2207F

[Hanabi](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy

[potato167's solution](#)

2195.

2206I

[Growth Factor](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 2900 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[potato167's solution](#)

2196.

2201F1

[Monotone Monochrome Matrices \(Medium Version\)](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2900 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing

[potato167's solution](#)

2197.

2201E

[ABBA Counting](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2900 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math, number theory, strings

[potato167's solution](#)

2198.

2192F

[Fish Fight](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 2900 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[potato167's solution](#)

2199.

2196E1

[Fuzzy Concatenation \(Easy Version\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 2900 · first AC: 2026-02-12 · last AC: 2026-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures

[potato167's solution](#)

2200.

2181E

[Elevator Against Humanity](#) · [Tutorial](#)

Quality: 144 global accepts · Rating: 2900 · first AC: 2025-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[potato167's solution](#)

2201.

2164F2

[Chain Prefix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[potato167's solution](#)

2202.

2162H

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

Quality: 314 global accepts · Rating: 2900 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: dp

[potato167's solution](#)

2203.

2145G

[Cost of Coloring](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[potato167's solution](#)

2204.

2152H1

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

Quality: 610 global accepts · Rating: 2900 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy

[potato167's solution](#)

2205.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 712 global accepts · Rating: 2900 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, matrices, trees

[potato167's solution](#)

2206.

2146F

[Bubble Sort](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2900 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[potato167's solution](#)

2207.

2140F

[Sum Minimisation](#) · [Tutorial](#)

Quality: 313 global accepts · Rating: 2900 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[potato167's solution](#)

2208.

2134F

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

Quality: 647 global accepts · Rating: 2900 · first AC: 2025-08-26 · last AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[potato167's solution](#)

2209.

2108F

[Fallen Towers](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2900 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[potato167's solution](#)

2210.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2900 · first AC: 2025-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[potato167's solution](#)

2211.

1456D

[Cakes for Clones](#) · [Tutorial](#)

Rating: 2900 · first AC: 2025-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[potato167's solution](#)

2212.

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2025-04-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[potato167's solution](#)

2213.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-08 · last AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[potato167's solution](#)

2214.

2092F

[Andryusha and CCB](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2900 · first AC: 2025-03-29 · last AC: 2025-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory, strings

[potato167's solution](#)

2215.

2085F2

[Serval and Colorful Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[potato167's solution](#)

2216.

2073K

[Book Sorting](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 2900 · first AC: 2025-03-06 · last AC: 2025-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[potato167's solution](#)

2217.

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[potato167's solution](#)

2218.

2059E2

[Stop Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2900 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, hashing, strings

[potato167's solution](#)

2219.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[potato167's solution](#)

2220.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[potato167's solution](#)

2221.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-10-20 · last AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[potato167's solution](#)

2222.

2030G1

[The Destruction of the Universe \(Easy Version\)](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2900 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy, math

[potato167's solution](#)

2223.

2020F

[Count Leaves](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 2900 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[potato167's solution](#)

2224.

2018F1

[Speedbreaker Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2900 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[potato167's solution](#)

2225.

2001E2

[Deterministic Heap \(Hard Version\)](#) · [Tutorial](#)

Quality: 286 global accepts · Rating: 2900 · first AC: 2024-08-20 · last AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[potato167's solution](#)

2226.

1995E2

[Let Me Teach You a Lesson \(Hard Version\)](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 2900 · first AC: 2024-07-23 · last AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, two pointers

[potato167's solution](#)

2227.

1987G1

[Spinning Round \(Easy Version\)](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 2900 · first AC: 2024-06-30 · last AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, trees

[potato167's solution](#)

2228.

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[potato167's solution](#)

2229.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[potato167's solution](#)

2230.

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2900 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[potato167's solution](#)

2231.

1847E

[Triangle Platinum?](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2900 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, interactive, math, probabilities

[potato167's solution](#)

2232.

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[potato167's solution](#)

2233.

1726F

[Late For Work \(submissions are not allowed\)](#) · [Tutorial](#)

Rating: 2900 · first AC: 2022-09-06 · last AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: *broken, data structures, greedy, schedules, shortest paths

[potato167's solution](#)

2234.

1725D

[Deducing Sortability](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2900 · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, math

[potato167's solution](#)

2235.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[potato167's solution](#)

2236.

1644F

[Basis](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: 2900 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math, number theory

[potato167's solution](#)

2237.

1630E

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

Quality: 554 global accepts · Rating: 2900 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory, probabilities

[potato167's solution](#)

2238.

2199I

[Strange Process](#) · [Tutorial](#)

Quality: 34 global accepts · Rating: 3000 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special

[potato167's solution](#)

2239.

2196E2

[Fuzzy Concatenation \(Hard version\)](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3000 · first AC: 2026-02-12 · last AC: 2026-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dp, greedy, string suffix structures

[potato167's solution](#)

2240.

2158F2

[Distinct GCDs \(Hard Version\)](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3000 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math, number theory

[potato167's solution](#)

2241.

2161F

[SubMST](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3000 · first AC: 2025-10-30 · last AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graphs, trees

[potato167's solution](#)

2242.

2156F2

[Strange Operation \(Hard Version\)](#) · [Tutorial](#)

Quality: 243 global accepts · Rating: 3000 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, trees

[potato167's solution](#)

2243.

2150F

[Cycle Closing](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3000 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation, shortest paths, trees

[potato167's solution](#)

2244.

461E

[Appleman and a Game](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3000 · first AC: 2025-08-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, shortest paths, strings

[potato167's solution](#)

2245.

2125F

[Timofey and Docker](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 3000 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, dp

[potato167's solution](#)

2246.

2075F

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

Quality: 521 global accepts · Rating: 3000 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[potato167's solution](#)

2247.

2070F

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

Quality: 369 global accepts · Rating: 3000 · first AC: 2025-02-27 · last AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft

[potato167's solution](#)

2248.

2056F2

[Xor of Median \(Hard Version\)](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[potato167's solution](#)

2249.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[potato167's solution](#)

2250.

2029G

[Balanced Problem](#) · [Tutorial](#)

Quality: 258 global accepts · Rating: 3000 · first AC: 2024-11-09 · last AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[potato167's solution](#)

2251.

2025G

[Variable Damage](#) · [Tutorial](#)

Quality: 231 global accepts · Rating: 3000 · first AC: 2024-10-14 · last AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, flows

[potato167's solution](#)

2252.

1988F

[Heartbeat](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 3000 · first AC: 2024-07-15 · last AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[potato167's solution](#)

2253.

1989F

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

Quality: 604 global accepts · Rating: 3000 · first AC: 2024-06-27 · last AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs

[potato167's solution](#)

2254.

1975G

[Zimpha Fan Club](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-05-25 · last AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: fft, greedy, math, strings

[potato167's solution](#)

2255.

1161E

[Rainbow Coins](#) · [Tutorial](#)

Rating: 3000 · first AC: 2023-10-29 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[potato167's solution](#)

2256.

1868D

[Flower-like Pseudotree](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3000 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, trees

[potato167's solution](#)

2257.

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, trees

[potato167's solution](#)

2258.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[potato167's solution](#)

2259.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[potato167's solution](#)

2260.

1610F

[Mashtali: a Space Oddysey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[potato167's solution](#)

2261.

468D

[Tree](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2026-03-05 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings

[potato167's solution](#)

2262.

2118F

[Shifts and Swaps](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3100 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, hashing, trees

[potato167's solution](#)

2263.

2097E

[Clearing the Snowdrift](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3100 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy

[potato167's solution](#)

2264.

2089C2

[Key of Like \(Hard Version\)](#) · [Tutorial](#)

Quality: 260 global accepts · Rating: 3100 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[potato167's solution](#)

2265.

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, math

[potato167's solution](#)

2266.

2073I

[Squares on Grid Lines](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3100 · first AC: 2025-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[potato167's solution](#)

2267.

2068B

[Urban Planning](#) · [Tutorial](#)

Quality: 143 global accepts · Rating: 3100 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[potato167's solution](#)

2268.

2068D

[Morse Code](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3100 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, trees

[potato167's solution](#)

2269.

2048H

[Kevin and Strange Operation](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3100 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[potato167's solution](#)

2270.

2030G2

[The Destruction of the Universe \(Hard Version\)](#) · [Tutorial](#)

Quality: 197 global accepts · Rating: 3100 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[potato167's solution](#)

2271.

981H

[K Paths](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3100 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft,

math

[potato167's solution](#)

2272.

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[potato167's solution](#)

2273.

1954F

[Unique Strings](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2024-04-12 · last AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[potato167's solution](#)

2274.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[potato167's solution](#)

2275.

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 3100 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[potato167's solution](#)

2276.

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2024-01-27 · last AC: 2024-01-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, probabilities

[potato167's solution](#)

2277.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2023-10-19 · last AC: 2023-10-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[potato167's solution](#)

2278.

1882E2

[Two Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 355 global accepts · Rating: 3100 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[potato167's solution](#)

2279.

1864G

[Magic Square](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation

[potato167's solution](#)

2280.

1815E

[Bosco and Particle](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 3100 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, strings

[potato167's solution](#)

2281.

1805F2

[Survival of the Weakest \(hard version\)](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 3100 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings, two pointers

[potato167's solution](#)

2282.

2190E

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

Quality: 235 global accepts · Rating: 3200 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[potato167's solution](#)

2283.

2157H

[Keygen 3](#) · [Tutorial](#)

Quality: 116 global accepts · Rating: 3200 · first AC: 2025-11-23 · last AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, math

[potato167's solution](#)

2284.

2096H

[Wonderful XOR Problem](#) · [Tutorial](#)

Quality: 224 global accepts · Rating: 3200 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math

[potato167's solution](#)

2285.

2089D

[Conditional Operators](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3200 · first AC: 2025-03-26 · last AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[potato167's solution](#)

2286.

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2024-01-01 · last AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices

[potato167's solution](#)

2287.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2023-04-02 · last AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[potato167's solution](#)

2288.

1704H1

[Game of AI \(easy version\)](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 3200 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, fft, math

[potato167's solution](#)

2289.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[potato167's solution](#)

2290.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[potato167's solution](#)

2291.

1656G

[Cycle Palindrome](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math

[potato167's solution](#)

2292.

2178H

[Create or Duplicate](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3300 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths

[potato167's solution](#)

2293.

2154F2

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

Quality: 175 global accepts · Rating: 3300 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[potato167's solution](#)

2294.

2147I1

[Longest Increasing Path \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3300 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[potato167's solution](#)

2295.

2135E1

[Beyond the Palindrome \(Easy Version\)](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 3300 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[potato167's solution](#)

2296.

2122G

[Tree Parking](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3300 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, math, trees

[potato167's solution](#)

2297.

2119F

[Volcanic Eruptions](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 3300 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[potato167's solution](#)

2298.

1548D2

[Gregor and the Odd Cows \(Hard\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3300 · first AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[potato167's solution](#)

2299.

2081F

[Hot Matrix](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3300 · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[potato167's solution](#)

2300.

2077F

[AND x OR](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3300 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp

[potato167's solution](#)

2301.

2066E

[Tropical Season](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3300 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[potato167's solution](#)

2302.

2023E

[Tree of Life](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3300 · first AC: 2024-10-20 · last AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees
[potato167's solution](#)

2303.

1270H

[Number of Components](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2024-08-20 · last AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[potato167's solution](#)

2304.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2024-06-07 · last AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, flows, greedy
[potato167's solution](#)

2305.

1943E2

[MEX Game 2 \(Hard Version\)](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 3300 · first AC: 2024-03-16 · last AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers
[potato167's solution](#)

2306.

1938D

[Bánh Bò](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3300 · first AC: 2024-03-05 · last AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2307.

1188E

[Problem from Red Panda](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3300 · first AC: 2023-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics
[potato167's solution](#)

2308.

1696G

[Fishingprince Plays With Array Again](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3300 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, geometry, math
[potato167's solution](#)

2309.

2122F

[Colorful Polygon](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: 3400 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry
[potato167's solution](#)

2310.

1601F

[Two Sorts](#) · [Tutorial](#)

Quality: 275 global accepts · Rating: 3400 · first AC: 2025-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle
[potato167's solution](#)

2311.

2080D

[Order Statistics](#) · [Tutorial](#)

Quality: 47 global accepts · Rating: 3400 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search
[potato167's solution](#)

2312.

1693E

[Outermost Maximums](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 3400 · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[potato167's solution](#)

2313.

2206L

[Onion](#) · [Tutorial](#)

Quality: 40 global accepts · Rating: 3500 · first AC: 2026-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2314.

2147I2

[Longest Increasing Path \(Hard Version\)](#) · [Tutorial](#)

Quality: 104 global accepts · Rating: 3500 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[potato167's solution](#)

2315.

2124I

[Lexicographic Partition](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3500 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, trees
[potato167's solution](#)

2316.

2077G

[RGB Walking](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 3500 · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, dfs and similar, graphs, number theory
[potato167's solution](#)

2317.

2073F

[Hold the Star](#) · [Tutorial](#)

Quality: 67 global accepts · Rating: 3500 · first AC: 2025-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2318.

2062G

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

Quality: 174 global accepts · Rating: 3500 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: flows, geometry, graph matchings, graphs
[potato167's solution](#)

2319.

2061F2

[Kevin and Binary String \(Hard Version\)](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3500 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[potato167's solution](#)

2320.

2053I2

[Affectionate Arrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 3500 · first AC: 2024-12-30 · last AC: 2024-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, greedy, math, shortest paths, two pointers
[potato167's solution](#)

2321.

1270I

[Xor on Figures](#) · [Tutorial](#)

Quality: 317 global accepts · Rating: 3500 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, fft, math
[potato167's solution](#)

2322.

1967E2

[Again Counting Arrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3500 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[potato167's solution](#)

2323.

1773C

[Cactus Meets Torus](#) · [Tutorial](#)

Quality: 41 global accepts · Rating: — · first AC: 2022-12-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[potato167's solution](#)

2324.

2226E

[Mental Monumental \(Hard Version\)](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: — · first AC: 2026-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers
[potato167's solution](#)

2325.

2226F

[Inversion Invasion](#) · [Tutorial](#)

Quality: 181 global accepts · Rating: — · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[potato167's solution](#)

2326.

2226G

[Stop Spot](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: — · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings, trees
[potato167's solution](#)

2327.

2226C

[Mental Monumental \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: — · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, two pointers
[potato167's solution](#)

2328.

2226B

[Everything Everywhere](#) · [Tutorial](#)

Quality: 9,937 global accepts · Rating: — · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[potato167's solution](#)

2329.

2226A

[Disturbing Distribution](#) · [Tutorial](#)

Quality: 11,042 global accepts · Rating: — · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[potato167's solution](#)

2330.

2222G

[Statistics on Tree](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, graphs, trees
[potato167's solution](#)

2331.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,935 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[potato167's solution](#)

2332.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation
[potato167's solution](#)

2333.

2222D

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

Quality: 3,172 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings
[potato167's solution](#)

2334.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[potato167's solution](#)

2335.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,258 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[potato167's solution](#)

2336.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,966 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math
[potato167's solution](#)

2337.

2225E

[Covering Points with Circles](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: — · first AC: 2026-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math
[potato167's solution](#)

2338.

2225F

[String Cutting](#) · [Tutorial](#)

Quality: 596 global accepts · Rating: — · first AC: 2026-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, hashing, string suffix structures, strings
[potato167's solution](#)

2339.

2225D

[Exceptional Segments](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: — · first AC: 2026-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math
[potato167's solution](#)

2340.

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,301 global accepts · Rating: — · first AC: 2026-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[potato167's solution](#)

2341.

2225B

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

Quality: 14,103 global accepts · Rating: — · first AC: 2026-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[potato167's solution](#)

2342.

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,635 global accepts · Rating: — · first AC: 2026-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[potato167's solution](#)

2343.

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, trees
[potato167's solution](#)

2344.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,212 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees
[potato167's solution](#)

2345.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[potato167's solution](#)

2346.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,597 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math
[potato167's solution](#)

2347.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,976 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[potato167's solution](#)

2348.

2198H

[Microcycle](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-26 · Kotlin 1.7 (first AC) · Tags: *special, dfs and similar, dsu, graphs
[potato167's solution](#)

2349.

2198G

[Yamakasi](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-26 · Kotlin 1.7 (first AC) · Tags: *special
[potato167's solution](#)

2350.

2198F

[Best Price](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-26 · Kotlin 1.7 (first AC) · Tags: *special, greedy
[potato167's solution](#)

2351.

2198E

[Graph Composition](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-26 · last AC: 2026-02-26 · Kotlin 1.7 (first AC) · Tags: *special, dfs and similar, graphs
[potato167's solution](#)

2352.

2198D

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

Rating: — · first AC: 2026-02-25 · Kotlin 1.7 (first AC) · Tags: *special, math
[potato167's solution](#)

2353.

2198C

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

Rating: — · first AC: 2026-02-25 · Kotlin 1.7 (first AC) · Tags: *special

[potato167's solution](#)

2354.

2198B

[Fibonacciess](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-25 · Kotlin 1.7 (first AC) · Tags: *special

[potato167's solution](#)

2355.

2198A

[Twice](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-25 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[potato167's solution](#)

2356.

106250F

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

Rating: — · first AC: 2025-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[potato167's solution](#)

2357.

106195G

[Positivity](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[potato167's solution](#)

2358.

2142H

[Desktop Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · Kotlin 1.7 (first AC) · Tags: *special

[potato167's solution](#)

2359.

2142G

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

Rating: — · first AC: 2025-09-12 · Kotlin 1.7 (first AC) · Tags: *special, interactive

[potato167's solution](#)

2360.

2142E

[Iva & Pav](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · last AC: 2025-09-12 · Kotlin 1.7 (first AC) · Tags: *special, binary search, bitmasks, greedy

[potato167's solution](#)

2361.

2142F

[Permutation of Rows and Columns](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · last AC: 2025-09-12 · Kotlin 1.7 (first AC) · Tags: *special, data structures, math, matrices

[potato167's solution](#)

2362.

2142D

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

Rating: — · first AC: 2025-09-12 · Kotlin 1.7 (first AC) · Tags: *special, greedy, math, strings

[potato167's solution](#)

2363.

2142C

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

Rating: — · first AC: 2025-09-12 · last AC: 2025-09-12 · Kotlin 1.7 (first AC) · Tags: *special, data structures, implementation, strings

[potato167's solution](#)

2364.

2142B

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

Rating: — · first AC: 2025-09-12 · Kotlin 1.7 (first AC) · Tags: *special, implementation
[potato167's solution](#)

2365.

2142A

[Spy Detected!](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · Kotlin 1.7 (first AC) · Tags: *special, implementation
[potato167's solution](#)

2366.

106062H

[Hive Revenge](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[potato167's solution](#)

2367.

106062B

[Beautiful Trees](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[potato167's solution](#)

2368.

106049H

[Cool Operations](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2369.

106049G

[Product Partition](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2370.

106049F

[RBS Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2371.

106049E

[Diagonal Modification](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2372.

106049D

[Explosive String](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2373.

106049C

[Alyona Loves Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2374.

106049B

[Kaosar and Segments](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2375.

106049A

[Three Moves Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2376.

106014F

[Equal Node Sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2377.

106014E

[Empty Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2378.

106014D

[Simplest Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2379.

106014C2

[Colorful Subarrays \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2380.

106014C1

[Colorful Subarrays \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2381.

106014B

[Permutation We Stand](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2382.

106014A

[Mystic Quest](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2383.

103990E

[Etched Emerald Orbs](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[potato167's solution](#)

2384.

103990A

[AibohphobiA](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2385.

103990I

[Invitation](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[potato167's solution](#)

2386.

103990G

[Geekflix](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[potato167's solution](#)

2387.

103990D

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

Rating: — · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[potato167's solution](#)

2388.

103990H

[Heximal](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[potato167's solution](#)

2389.

103990F

[Finalists](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[potato167's solution](#)

2390.

103990C

[Correct](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[potato167's solution](#)

2391.

103990B

[Balanced Seesaw Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[potato167's solution](#)

2392.

104790I

[International Irregularities](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[potato167's solution](#)

2393.

104790K

[King of the Hill](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[potato167's solution](#)

2394.

104790C

[Compressing Commands](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[potato167's solution](#)

2395.

104790H

[Hidden Art](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · last AC: 2025-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[potato167's solution](#)

2396.

104790L

[Locking Doors](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[potato167's solution](#)

2397.

104790J

[Jungle Job](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2398.

104790G

[Geometry Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2399.

104790F

[Funicular Frenzy](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2400.

104790E

[Exam Study Planning](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2401.

104790B

[Battle Bots](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2402.

104790D

[Democratic Naming](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2403.

104790A

[\texttt{apt upgrade}](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2404.

105870C

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2405.

105870B

[Mashup](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2406.

105870A

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

Rating: — · first AC: 2025-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2407.

105870D

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

Rating: — · first AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2408.

105505H

[Heraclosures](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2409.

105505C

[Cindy's Christmas Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2410.

105505D

[Diverse T-Shirts](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —
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105505L

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2414.

105505E

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2415.

105505J

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2416.

105505K

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2417.

105505F

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2418.

105505A

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2419.

105833B

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2420.

105833F

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2421.

105833K

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2422.

105833G

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2423.

105833L

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2424.

105833I

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Rating: — · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2425.

105833H

[Help Eevee Pls Eh](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[potato167's solution](#)

2426.

105833D

[Double String](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —
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2427.

105833M

[Miracles can be Created](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —
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2428.

105833C

[Chimchar Defense](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —
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2429.

105833A

[Anti-Diagonal Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2430.

105813H

[Cubist Painting](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2431.

105813E

[1D Super Checkers Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —
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2432.

105813N

[Ramen Packs](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2433.

105813F

[Walkable Strings](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —
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2434.

105813M

[Subsequence MEX](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —
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2435.

105813L

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

Rating: — · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2436.

105813I

[Unfair Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2437.

105813J

[Another Expected Value Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2438.

105813G

[K-Regular Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2439.

105813D

[Distributive Property](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2440.

105813C

[Maxwell's Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2441.

105813B

[Stone Jump](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2442.

105813A

[Thomas](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2443.

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2444.

105789I

[Infinite Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2445.

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —
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2446.

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —
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2447.

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2448.

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2449.

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —
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2450.

105789B

[Brazilian FootXOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —
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2451.

105822E

[Anti-Sorting Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2452.

105672F

[Good Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2453.

105672E

[Classical Interactive Training](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —
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2454.

105672C2

[Cool Construction \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —
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2455.

105672D1

[Minimum with Left Shift \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2456.

105672D2

[Minimum with Left Shift \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2457.

105672C1

[Cool Construction \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —
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2458.

105672B

[Dumb OwlBear](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2459.

105672A

[Minecraft Dragon](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2460.

105562B

[Binary Search](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[potato167's solution](#)

2461.

105562C

[Connect Five](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —
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2462.

105562I

[It's a Kind of Magic](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[potato167's solution](#)

2463.

105562M

[Mouse Trap](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[potato167's solution](#)

2464.

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[potato167's solution](#)

2465.

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[potato167's solution](#)

2466.

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[potato167's solution](#)

2467.

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —
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2468.

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[potato167's solution](#)

2469.

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[potato167's solution](#)

2470.

105562E

[Evolving Etymology](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[potato167's solution](#)

2471.

105562A

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

Rating: — · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2472.

104945G

[Favourite dish](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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2473.

104945D

[Flag performance](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[potato167's solution](#)

2474.

104945C

[Metro quiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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2475.

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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2476.

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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2477.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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2478.

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

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2479.

104945J

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2480.

104945K

[Team selection](#) · [Tutorial](#)

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2481.

104945I

[Throwing dice](#) · [Tutorial](#)

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2482.

104945B

[Supporting everyone](#) · [Tutorial](#)

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2483.

105350G

[Not An SQRT Problem](#) · [Tutorial](#)

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2484.

105350F

[Mad MAD Sum II](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —
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2485.

105350E

[Fun is Counting](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —
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2486.

105350D

[Tuples Fusion](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —
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2487.

105350C

[Yet Another Cool Pair Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2488.

105350B

[A Cool Pair Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2489.

105350A

[An OK Problem](#) · [Tutorial](#)

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2490.

105321I

[Innovations in Robotics](#) · [Tutorial](#)

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2491.

105321C

[Discovering Ngipto](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —
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2492.

105321J

[Never Add Up to X](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2493.

105321H

[Electric Fence for Livestock](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2494.

105321M

[Balloon Market](#) · [Tutorial](#)

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2495.

105321E

[Final Showdown](#) · [Tutorial](#)

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2496.

105321K

[Typographic Kaleidoscope](#) · [Tutorial](#)

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2497.

105321L

[Games](#) · [Tutorial](#)

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2498.

105321B

[Period Search](#) · [Tutorial](#)

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2499.

105321A

[Advanced tic-tac-toe](#) · [Tutorial](#)

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2500.

105321N

[New Dimensions](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —
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2501.

105321G

[Garlands](#) · [Tutorial](#)

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2502.

105321F

[Fixture](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —
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2503.

105321D

[Duo](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —
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2504.

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —
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2505.

102482H

[Single Cut of Failure](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: —
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2506.

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —
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2507.

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: —
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2508.

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: —
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2509.

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: —
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2510.

105319E

[Sorting Cards](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-26 · last AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2511.

105319H

[Divide And Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-26 · last AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —
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2512.

105319A

[Gym Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —
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2513.

105319L

[Hosen and The Magical Tree!](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —
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2514.

105319J

[F Less Than G](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2515.

105319K

[CP and GIT](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —
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2516.

105319D

[Lazy Jaber](#) · [Tutorial](#)

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2517.

105319G

[Less is More](#) · [Tutorial](#)

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2518.

105319C

[Leafilians](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —
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2519.

105319I

[The Math Guy](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —
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2520.

105319F

[We Want a Lesson](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —
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2521.

105319B

[Broken String](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —
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2522.

102511F

[Directing Rainfall](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —
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2523.

102511B

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

Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —
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2524.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —
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2525.

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[potato167's solution](#)

2526.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[potato167's solution](#)

2527.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2528.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[potato167's solution](#)

2529.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[potato167's solution](#)

2530.

104633B

[The Cost of Speed Limits](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[potato167's solution](#)

2531.

104633F

[Ley Lines](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[potato167's solution](#)

2532.

104633J

['S No Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[potato167's solution](#)

2533.

104633I

[Quests](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[potato167's solution](#)

2534.

104633A

[Cardiology](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[potato167's solution](#)

2535.

104633D

[Gene Folding](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[potato167's solution](#)

2536.

104633M

[Trailing Digits](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[potato167's solution](#)

2537.

104633G

[Opportunity Cost](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[potato167's solution](#)

2538.

104633E

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

Rating: — · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[potato167's solution](#)

2539.

104633O

[Which Planet is This?!](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[potato167's solution](#)

2540.

105270C

[Range Contradiction](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2541.

105270D

[Eleven](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2542.

105270A

[Short Query](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-21 · last AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2543.

105270B

[Minimum MEX](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2544.

105255D

[Carl's Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-15 · last AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2545.

104114I

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

Rating: — · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2546.

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2547.

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2548.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2549.

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2550.

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2551.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2552.

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2553.

104544K

[The Backrooms](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2554.

104544E

[Bad Luck Blackie](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2555.

104544I

[At War With The Army](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2556.

104544F

[The Birthday Present](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2557.

104544M

[Be Aware of Your Profile Picture](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2558.

104544J

[The Set Terminator](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2559.

104544H

[Obada's Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2560.

104544C

[K-th LNCA](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2561.

104544G

[Now I Know You Are Blind Man, But You Gotta See This](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2562.

104544D

[For A Few Dollars More](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2563.

104544L

[The Washing Machine Monster](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2564.

104544B

[The Good Judge](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2565.

104544A

[Eh Seedie, Hot Bel Khorej](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2566.

104270B

[Kawa Exam](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[potato167's solution](#)

2567.

104270G

[Repair the Artwork](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[potato167's solution](#)

2568.

104270I

[Soldier Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[potato167's solution](#)

2569.

104270K

[Airdrop](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[potato167's solution](#)

2570.

104270L

[Sub-cycle Graph](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[potato167's solution](#)

2571.

104270D

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

Rating: — · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[potato167's solution](#)

2572.

104270F

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[potato167's solution](#)

2573.

104270E

[Plants vs. Zombies](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[potato167's solution](#)

2574.

104270C

[Flippy Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[potato167's solution](#)

2575.

104270J

[Books](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[potato167's solution](#)

2576.

104270M

[Function and Function](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[potato167's solution](#)

2577.

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-12-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math
[potato167's solution](#)

2578.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-12-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings
[potato167's solution](#)

2579.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-12-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, sortings
[potato167's solution](#)

2580.

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-12-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[potato167's solution](#)

2581.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-12-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[potato167's solution](#)

2582.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-12-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[potato167's solution](#)

2583.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-12-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[potato167's solution](#)

2584.

102391I

[Minimum Diameter Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[potato167's solution](#)

2585.

102391J

[Parklife](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2586.

102391F

[Hilbert's Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[potato167's solution](#)

2587.

102391G

[Lexicographically Minimum Walk](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[potato167's solution](#)

2588.

102391H

[Maximizer](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2589.

102391A

[6789](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[potato167's solution](#)

2590.

102586I

[Amidakuji](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[potato167's solution](#)

2591.

102586F

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[potato167's solution](#)

2592.

102586E

[Count Modulo 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2593.

102586H

[Construct Points](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[potato167's solution](#)

2594.

103091D

[Hedgehog Grid](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-30 · last AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2595.

103091M

[Plants](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2596.

103091I

[Pipes](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-30 · Rust 2021 (first AC) · Tags: —
[potato167's solution](#)

2597.

103091G

[Digging for Gold](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2598.

103091C

[Meta Frequency](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2599.

103091E

[Longest Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2600.

103091H

[War](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2601.

103091K

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2602.

103091N

[Parity](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2603.

103091J

[Valid Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2604.

103091B

[Dots and Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)

2605.

103091A

[Happy XOR, Sad XOR](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[potato167's solution](#)