

[CF Elite Tracker](https://cfelitetracker.vercel.app)

<https://cfelitetracker.vercel.app>

Unique solved — proven

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

Sort: Problem rating · easier first

Filters: none

Count: 1,363

1.

2209A

[Flip Flops](#) · [Tutorial](#)

Quality: 21,492 global accepts · Rating: 800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[proven's solution](#)

2.

2183A

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

Quality: 23,667 global accepts · Rating: 800 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: games

[proven's solution](#)

3.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[proven's solution](#)

4.

2176A

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

Quality: 29,069 global accepts · Rating: 800 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[proven's solution](#)

5.

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,492 global accepts · Rating: 800 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[proven's solution](#)

6.

2078A

[Final Verdict](#) · [Tutorial](#)

Quality: 23,297 global accepts · Rating: 800 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: math

[proven's solution](#)

7.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,760 global accepts · Rating: 800 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[proven's solution](#)

8.

2060A

[Fibonacciness](#) · [Tutorial](#)

Quality: 41,098 global accepts · Rating: 800 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[proven's solution](#)

9.

2048A

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

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, number theory

[proven's solution](#)

10.

2027A

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

Quality: 22,025 global accepts · Rating: 800 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation, math
[proven's solution](#)

11.

2014B

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

Quality: 33,191 global accepts · Rating: 800 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: math
[proven's solution](#)

12.

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,707 global accepts · Rating: 800 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[proven's solution](#)

13.

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,225 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[proven's solution](#)

14.

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,959 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[proven's solution](#)

15.

2008C

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

Quality: 36,478 global accepts · Rating: 800 · first AC: 2024-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math
[proven's solution](#)

16.

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,955 global accepts · Rating: 800 · first AC: 2024-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, strings
[proven's solution](#)

17.

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,789 global accepts · Rating: 800 · first AC: 2024-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[proven's solution](#)

18.

2003B

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

Quality: 27,528 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[proven's solution](#)

19.

2003A

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

Quality: 32,664 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[proven's solution](#)

20.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms,

implementation, math

[proven's solution](#)

21.

1998A

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

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[proven's solution](#)

22.

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,928 global accepts · Rating: 800 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[proven's solution](#)

23.

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,640 global accepts · Rating: 800 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[proven's solution](#)

24.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,431 global accepts · Rating: 800 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[proven's solution](#)

25.

1991A

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

Quality: 24,425 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[proven's solution](#)

26.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[proven's solution](#)

27.

1983A

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

Quality: 28,115 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[proven's solution](#)

28.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,992 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[proven's solution](#)

29.

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,371 global accepts · Rating: 800 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[proven's solution](#)

30.

1985B

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

Quality: 56,769 global accepts · Rating: 800 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[proven's solution](#)

31.

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
[proven's solution](#)

32.

1979A

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

Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
[proven's solution](#)

33.

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,501 global accepts · Rating: 800 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: sortings
[proven's solution](#)

34.

1980A

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

Quality: 47,596 global accepts · Rating: 800 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: math
[proven's solution](#)

35.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,644 global accepts · Rating: 800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings
[proven's solution](#)

36.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,197 global accepts · Rating: 800 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: math
[proven's solution](#)

37.

1975A

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

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[proven's solution](#)

38.

1956B

[Nene and the Card Game](#) · [Tutorial](#)

Quality: 22,929 global accepts · Rating: 800 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[proven's solution](#)

39.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,192 global accepts · Rating: 800 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, games, greedy
[proven's solution](#)

40.

1968B

[Prefiguence](#) · [Tutorial](#)

Quality: 31,435 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers
[proven's solution](#)

41.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,455 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[proven's solution](#)

42.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,176 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[proven's solution](#)

43.

1966A

[Card Exchange](#) · [Tutorial](#)

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

[proven's solution](#)

44.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,675 global accepts · Rating: 800 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[proven's solution](#)

45.

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,727 global accepts · Rating: 800 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: math

[proven's solution](#)

46.

1845A

[Forbidden Integer](#) · [Tutorial](#)

Quality: 47,342 global accepts · Rating: 800 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[proven's solution](#)

47.

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,990 global accepts · Rating: 800 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[proven's solution](#)

48.

1942A

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

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[proven's solution](#)

49.

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,902 global accepts · Rating: 800 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[proven's solution](#)

50.

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,211 global accepts · Rating: 800 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[proven's solution](#)

51.

1950A

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

Quality: 69,443 global accepts · Rating: 800 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[proven's solution](#)

52.

1946A

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

Quality: 28,570 global accepts · Rating: 800 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[proven's solution](#)

53.

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,319 global accepts · Rating: 800 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[proven's solution](#)

54.

1944A

[Destroying Bridges](#) · [Tutorial](#)

Quality: 28,736 global accepts · Rating: 800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math
[proven's solution](#)

55.

1948A

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

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

56.

1941A

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

Quality: 47,694 global accepts · Rating: 800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[proven's solution](#)

57.

1935A

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

Quality: 30,325 global accepts · Rating: 800 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings
[proven's solution](#)

58.

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[proven's solution](#)

59.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[proven's solution](#)

60.

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,450 global accepts · Rating: 800 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation
[proven's solution](#)

61.

1926A

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

Quality: 62,192 global accepts · Rating: 800 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[proven's solution](#)

62.

1929B

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

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[proven's solution](#)

63.

1929A

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

Quality: 34,942 global accepts · Rating: 800 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[proven's solution](#)

64.

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,365 global accepts · Rating: 800 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[proven's solution](#)

65.

1931A

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

Quality: 39,961 global accepts · Rating: 800 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, strings

[proven's solution](#)

66.

1914A

[Problemsolving Log](#) · [Tutorial](#)

Quality: 35,153 global accepts · Rating: 800 · first AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[proven's solution](#)

67.

1928A

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

Quality: 24,422 global accepts · Rating: 800 · first AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[proven's solution](#)

68.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,436 global accepts · Rating: 800 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[proven's solution](#)

69.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,372 global accepts · Rating: 800 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[proven's solution](#)

70.

1925A

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

Quality: 31,147 global accepts · Rating: 800 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[proven's solution](#)

71.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,850 global accepts · Rating: 800 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings

[proven's solution](#)

72.

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,575 global accepts · Rating: 800 · first AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[proven's solution](#)

73.

1921A

[Square](#) · [Tutorial](#)

Quality: 49,593 global accepts · Rating: 800 · first AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[proven's solution](#)

74.

1920A

[Satisfying Constraints](#) · [Tutorial](#)

Quality: 29,555 global accepts · Rating: 800 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[proven's solution](#)

75.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,651 global accepts · Rating: 800 · first AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[proven's solution](#)

76.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[proven's solution](#)

77.

1915B

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

Quality: 50,351 global accepts · Rating: 800 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, implementation

[proven's solution](#)

78.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[proven's solution](#)

79.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,262 global accepts · Rating: 800 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[proven's solution](#)

80.

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[proven's solution](#)

81.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,755 global accepts · Rating: 800 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[proven's solution](#)

82.

1902A

[Binary Imbalance](#) · [Tutorial](#)

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

[proven's solution](#)

83.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,088 global accepts · Rating: 800 · first AC: 2023-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[proven's solution](#)

84.

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[proven's solution](#)

85.

1895B

[Points and Minimum Distance](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[proven's solution](#)

86.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,920 global accepts · Rating: 800 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: math
[proven's solution](#)

87.

1891A

[Sorting with Twos](#) · [Tutorial](#)

Quality: 20,542 global accepts · Rating: 800 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[proven's solution](#)

88.

1890B

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

Quality: 18,765 global accepts · Rating: 800 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[proven's solution](#)

89.

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,097 global accepts · Rating: 800 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[proven's solution](#)

90.

1883A

[Morning](#) · [Tutorial](#)

Quality: 29,254 global accepts · Rating: 800 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: math
[proven's solution](#)

91.

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,155 global accepts · Rating: 800 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[proven's solution](#)

92.

1881A

[Don't Try to Count](#) · [Tutorial](#)

Quality: 59,308 global accepts · Rating: 800 · first AC: 2023-10-12 · last AC: 2023-10-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, strings
[proven's solution](#)

93.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math
[proven's solution](#)

94.

1877A

[Goals of Victory](#) · [Tutorial](#)

Quality: 52,313 global accepts · Rating: 800 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: math

[proven's solution](#)

95.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[proven's solution](#)

96.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,518 global accepts · Rating: 800 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[proven's solution](#)

97.

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,691 global accepts · Rating: 800 · first AC: 2023-09-22 · last AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[proven's solution](#)

98.

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 69,991 global accepts · Rating: 800 · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[proven's solution](#)

99.

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,009 global accepts · Rating: 800 · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, two pointers

[proven's solution](#)

100.

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,392 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[proven's solution](#)

101.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[proven's solution](#)

102.

1867A

[green gold dog.array and permutation](#) · [Tutorial](#)

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[proven's solution](#)

103.

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,176 global accepts · Rating: 800 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[proven's solution](#)

104.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[proven's solution](#)

105.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,872 global accepts · Rating: 800 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[proven's solution](#)

106.

1864A

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

Quality: 21,419 global accepts · Rating: 800 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[proven's solution](#)

107.

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 54,983 global accepts · Rating: 800 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[proven's solution](#)

108.

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,265 global accepts · Rating: 800 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, strings
[proven's solution](#)

109.

1842A

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

Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: games, math
[proven's solution](#)

110.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,404 global accepts · Rating: 800 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[proven's solution](#)

111.

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,916 global accepts · Rating: 800 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[proven's solution](#)

112.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[proven's solution](#)

113.

1855A

[Dalton the Teacher](#) · [Tutorial](#)

Quality: 29,928 global accepts · Rating: 800 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[proven's solution](#)

114.

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,456 global accepts · Rating: 800 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
[proven's solution](#)

115.

1851A

[Escalator Conversations](#) · [Tutorial](#)

Quality: 31,505 global accepts · Rating: 800 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
[proven's solution](#)

116.

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,058 global accepts · Rating: 800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[proven's solution](#)

117.

1850C

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

Quality: 53,541 global accepts · Rating: 800 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[proven's solution](#)

118.

1850B

[Ten Words of Wisdom](#) · [Tutorial](#)

Quality: 50,377 global accepts · Rating: 800 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[proven's solution](#)

119.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,201 global accepts · Rating: 800 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[proven's solution](#)

120.

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,025 global accepts · Rating: 800 · first AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[proven's solution](#)

121.

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,691 global accepts · Rating: 800 · first AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[proven's solution](#)

122.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,953 global accepts · Rating: 800 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games
[proven's solution](#)

123.

1846B

[Rudolph and Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 28,917 global accepts · Rating: 800 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[proven's solution](#)

124.

1846A

[Rudolph and Cut the Rope](#) · [Tutorial](#)

Quality: 34,781 global accepts · Rating: 800 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[proven's solution](#)

125.

1847A

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

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[proven's solution](#)

126.

1843A

[Sasha and Array Coloring](#) · [Tutorial](#)

Quality: 37,309 global accepts · Rating: 800 · first AC: 2023-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
[proven's solution](#)

127.

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,173 global accepts · Rating: 800 · first AC: 2023-03-31 · Clang++17 Diagnostics (first AC) · Tags: implementation
[proven's solution](#)

128.

2209B

[Array](#) · [Tutorial](#)

Quality: 19,374 global accepts · Rating: 900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[proven's solution](#)

129.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,583 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings
[proven's solution](#)

130.

2060C

[Game of Mathletes](#) · [Tutorial](#)

Quality: 32,073 global accepts · Rating: 900 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings, two pointers
[proven's solution](#)

131.

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[proven's solution](#)

132.

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,405 global accepts · Rating: 900 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[proven's solution](#)

133.

1954A

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

Quality: 27,628 global accepts · Rating: 900 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[proven's solution](#)

134.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,571 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[proven's solution](#)

135.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,703 global accepts · Rating: 900 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation, math
[proven's solution](#)

136.

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,208 global accepts · Rating: 900 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[proven's solution](#)

137.

1941C

[Rudolf and the Ugly String](#) · [Tutorial](#)

Quality: 39,195 global accepts · Rating: 900 · first AC: 2024-03-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings
[proven's solution](#)

138.

1927B

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

Quality: 38,130 global accepts · Rating: 900 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings
[proven's solution](#)

139.

1918B

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

Quality: 27,023 global accepts · Rating: 900 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings
[proven's solution](#)

140.

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,601 global accepts · Rating: 900 · first AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[proven's solution](#)

141.

1900B

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

Quality: 20,469 global accepts · Rating: 900 · first AC: 2023-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[proven's solution](#)

142.

1883B

[Chemistry](#) · [Tutorial](#)

Quality: 59,680 global accepts · Rating: 900 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: strings
[proven's solution](#)

143.

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,705 global accepts · Rating: 900 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: math
[proven's solution](#)

144.

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,077 global accepts · Rating: 900 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[proven's solution](#)

145.

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,054 global accepts · Rating: 900 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[proven's solution](#)

146.

1872B

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

Quality: 30,496 global accepts · Rating: 900 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[proven's solution](#)

147.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,574 global accepts · Rating: 900 · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings
[proven's solution](#)

148.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[proven's solution](#)

149.

1855B

[Longest Divisors Interval](#) · [Tutorial](#)

Quality: 44,919 global accepts · Rating: 900 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory

[proven's solution](#)

150.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,805 global accepts · Rating: 900 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[proven's solution](#)

151.

1848A

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

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[proven's solution](#)

152.

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,902 global accepts · Rating: 1000 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, strings

[proven's solution](#)

153.

2060B

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

Quality: 28,590 global accepts · Rating: 1000 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[proven's solution](#)

154.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[proven's solution](#)

155.

1998B

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

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[proven's solution](#)

156.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,745 global accepts · Rating: 1000 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[proven's solution](#)

157.

1987B

[K-Sort](#) · [Tutorial](#)

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

[proven's solution](#)

158.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,106 global accepts · Rating: 1000 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[proven's solution](#)

159.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,432 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy
[proven's solution](#)

160.

1975B

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

Quality: 21,070 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings
[proven's solution](#)

161.

1968C

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

Quality: 29,262 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory
[proven's solution](#)

162.

1969B

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

Quality: 22,329 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[proven's solution](#)

163.

1955B

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

Quality: 32,264 global accepts · Rating: 1000 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings
[proven's solution](#)

164.

1841B

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

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2024-04-04 · last AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[proven's solution](#)

165.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 1000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
[proven's solution](#)

166.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,884 global accepts · Rating: 1000 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[proven's solution](#)

167.

1927C

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

Quality: 31,567 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[proven's solution](#)

168.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,906 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[proven's solution](#)

169.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,245 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: strings

[proven's solution](#)

170.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[proven's solution](#)

171.

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,165 global accepts · Rating: 1000 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[proven's solution](#)

172.

1877B

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

Rating: 1000 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[proven's solution](#)

173.

1861B

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

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[proven's solution](#)

174.

1859B

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

Quality: 43,897 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[proven's solution](#)

175.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,877 global accepts · Rating: 1000 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[proven's solution](#)

176.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[proven's solution](#)

177.

2183B

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

Quality: 16,173 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[proven's solution](#)

178.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,689 global accepts · Rating: 1100 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[proven's solution](#)

179.

2078B

[Vicious Labyrinth](#) · [Tutorial](#)

Quality: 18,314 global accepts · Rating: 1100 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, math

[proven's solution](#)

180.

2063B

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

Quality: 23,193 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[proven's solution](#)

181.

2060D

[Subtract Min Sort](#) · [Tutorial](#)

Quality: 26,197 global accepts · Rating: 1100 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[proven's solution](#)

182.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[proven's solution](#)

183.

2014C

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

Quality: 27,457 global accepts · Rating: 1100 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[proven's solution](#)

184.

2009C

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

Quality: 33,010 global accepts · Rating: 1100 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[proven's solution](#)

185.

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,447 global accepts · Rating: 1100 · first AC: 2024-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, dsu, graphs, math

[proven's solution](#)

186.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,672 global accepts · Rating: 1100 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[proven's solution](#)

187.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,432 global accepts · Rating: 1100 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[proven's solution](#)

188.

1997B

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

Quality: 23,469 global accepts · Rating: 1100 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[proven's solution](#)

189.

1991B

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

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

[proven's solution](#)

190.

1994B

[Fun Game](#) · [Tutorial](#)

- Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[proven's solution](#)
- 191.**
1984B
[Large Addition](#) · [Tutorial](#)
Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[proven's solution](#)
- 192.**
1976B
[Increase/Decrease/Copy](#) · [Tutorial](#)
Quality: 25,080 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[proven's solution](#)
- 193.**
1977B
[Binary Colouring](#) · [Tutorial](#)
Quality: 19,898 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[proven's solution](#)
- 194.**
1966B
[Rectangle Filling](#) · [Tutorial](#)
Quality: 17,210 global accepts · Rating: 1100 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[proven's solution](#)
- 195.**
1957B
[A BIT of a Construction](#) · [Tutorial](#)
Quality: 20,408 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation
[proven's solution](#)
- 196.**
1942B
[Bessie and MEX](#) · [Tutorial](#)
Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[proven's solution](#)
- 197.**
1950D
[Product of Binary Decimals](#) · [Tutorial](#)
Quality: 26,495 global accepts · Rating: 1100 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, number theory
[proven's solution](#)
- 198.**
1946B
[Maximum Sum](#) · [Tutorial](#)
Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[proven's solution](#)
- 199.**
1944B
[Equal XOR](#) · [Tutorial](#)
Quality: 18,164 global accepts · Rating: 1100 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[proven's solution](#)
- 200.**
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

[proven's solution](#)

201.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[proven's solution](#)

202.

1921D

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

Quality: 24,277 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[proven's solution](#)

203.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math, sortings

[proven's solution](#)

204.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

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

[proven's solution](#)

205.

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

[proven's solution](#)

206.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,013 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[proven's solution](#)

207.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,703 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, two pointers

[proven's solution](#)

208.

1873E

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

Quality: 43,456 global accepts · Rating: 1100 · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings

[proven's solution](#)

209.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,631 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, strings

[proven's solution](#)

210.

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,719 global accepts · Rating: 1100 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math, shortest paths, sortings

[proven's solution](#)

211.

1872C

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

Quality: 26,383 global accepts · Rating: 1100 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[proven's solution](#)

212.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[proven's solution](#)

213.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings
[proven's solution](#)

214.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[proven's solution](#)

215.

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,084 global accepts · Rating: 1100 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, sortings
[proven's solution](#)

216.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,713 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[proven's solution](#)

217.

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 34,998 global accepts · Rating: 1100 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, implementation, math
[proven's solution](#)

218.

1807G1

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

Quality: 22,250 global accepts · Rating: 1100 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings
[proven's solution](#)

219.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[proven's solution](#)

220.

2056C

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

Quality: 19,433 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math
[proven's solution](#)

221.

2048C

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

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[proven's solution](#)

222.

2003C

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

Quality: 21,663 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[proven's solution](#)

223.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[proven's solution](#)

224.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[proven's solution](#)

225.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,536 global accepts · Rating: 1200 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math

[proven's solution](#)

226.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[proven's solution](#)

227.

1975C

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

Quality: 17,165 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[proven's solution](#)

228.

1954C

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

Quality: 22,744 global accepts · Rating: 1200 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[proven's solution](#)

229.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,512 global accepts · Rating: 1200 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[proven's solution](#)

230.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[proven's solution](#)

231.

1945C

[Left and Right Houses](#) · [Tutorial](#)

Quality: 17,394 global accepts · Rating: 1200 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[proven's solution](#)

232.

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,937 global accepts · Rating: 1200 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation
[proven's solution](#)

233.

1935B

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

Quality: 20,895 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[proven's solution](#)

234.

1934B

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

Quality: 22,014 global accepts · Rating: 1200 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math
[proven's solution](#)

235.

1926C

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

Quality: 32,745 global accepts · Rating: 1200 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation
[proven's solution](#)

236.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,752 global accepts · Rating: 1200 · first AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, two pointers
[proven's solution](#)

237.

1925B

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

Quality: 23,129 global accepts · Rating: 1200 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory
[proven's solution](#)

238.

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings
[proven's solution](#)

239.

1916C

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

Quality: 19,882 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
[proven's solution](#)

240.

1909B

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

Quality: 30,959 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[proven's solution](#)

241.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,255 global accepts · Rating: 1200 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[proven's solution](#)

242.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, math
[proven's solution](#)

243.

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,836 global accepts · Rating: 1200 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[proven's solution](#)

244.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math
[proven's solution](#)

245.

1872D

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

Quality: 38,823 global accepts · Rating: 1200 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: math
[proven's solution](#)

246.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math
[proven's solution](#)

247.

1834C

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

Quality: 15,040 global accepts · Rating: 1200 · first AC: 2023-08-16 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math, strings
[proven's solution](#)

248.

1859C

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

Quality: 18,656 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
[proven's solution](#)

249.

1857C

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

Quality: 41,751 global accepts · Rating: 1200 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[proven's solution](#)

250.

1853B

[Fibonaccharsis](#) · [Tutorial](#)

Quality: 19,727 global accepts · Rating: 1200 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math
[proven's solution](#)

251.

1848B

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

Quality: 24,404 global accepts · Rating: 1200 · first AC: 2023-07-17 · last AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[proven's solution](#)

252.

1846D

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

Quality: 22,448 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[proven's solution](#)

253.

1846C

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

Quality: 21,475 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[proven's solution](#)

254.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,731 global accepts · Rating: 1200 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[proven's solution](#)

255.

2206K

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

Quality: 1,424 global accepts · Rating: 1300 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search

[proven's solution](#)

256.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 1300 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[proven's solution](#)

257.

2152B

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

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games

[proven's solution](#)

258.

2151B

[Incremental Path](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[proven's solution](#)

259.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[proven's solution](#)

260.

2031C

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

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[proven's solution](#)

261.

2024C

[Concatenation of Arrays](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[proven's solution](#)

262.

1999E

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

Quality: 23,620 global accepts · Rating: 1300 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math
[proven's solution](#)

263.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[proven's solution](#)

264.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[proven's solution](#)

265.

1980C

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

Quality: 21,702 global accepts · Rating: 1300 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[proven's solution](#)

266.

1981B

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

Quality: 16,433 global accepts · Rating: 1300 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math
[proven's solution](#)

267.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,425 global accepts · Rating: 1300 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math
[proven's solution](#)

268.

1955C

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

Quality: 24,500 global accepts · Rating: 1300 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[proven's solution](#)

269.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math
[proven's solution](#)

270.

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[proven's solution](#)

271.

1944C

[MEX Game 1](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy
[proven's solution](#)

272.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,095 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

dfs and similar, dp, graphs, shortest paths

[proven's solution](#)

273.

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,331 global accepts · Rating: 1300 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[proven's solution](#)

274.

1926D

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

Quality: 18,372 global accepts · Rating: 1300 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[proven's solution](#)

275.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,626 global accepts · Rating: 1300 · first AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[proven's solution](#)

276.

1927D

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

Quality: 33,173 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[proven's solution](#)

277.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[proven's solution](#)

278.

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[proven's solution](#)

279.

1902C

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

Quality: 16,976 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

[proven's solution](#)

280.

1900C

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

Quality: 15,043 global accepts · Rating: 1300 · first AC: 2023-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[proven's solution](#)

281.

1890C

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

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

[proven's solution](#)

282.

1881D

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

Quality: 28,429 global accepts · Rating: 1300 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[proven's solution](#)

283.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,720 global accepts · Rating: 1300 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[proven's solution](#)

284.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,416 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[proven's solution](#)

285.

1879C

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

Quality: 27,111 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, greedy

[proven's solution](#)

286.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,702 global accepts · Rating: 1300 · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, two pointers

[proven's solution](#)

287.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[proven's solution](#)

288.

1867C

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

Quality: 12,669 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[proven's solution](#)

289.

1869C

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

Rating: 1300 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[proven's solution](#)

290.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-08-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[proven's solution](#)

291.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,839 global accepts · Rating: 1300 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[proven's solution](#)

292.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,319 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, trees

[proven's solution](#)

293.

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[proven's solution](#)

294.

1850F

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

Quality: 24,585 global accepts · Rating: 1300 · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory
[proven's solution](#)

295.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math
[proven's solution](#)

296.

1846E1

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

Quality: 25,207 global accepts · Rating: 1300 · first AC: 2023-07-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[proven's solution](#)

297.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,061 global accepts · Rating: 1400 · first AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy
[proven's solution](#)

298.

2067D

[Object Identification](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive
[proven's solution](#)

299.

2033E

[Sakurako, Kosuke, and the Permutation](#) · [Tutorial](#)

Quality: 14,139 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math
[proven's solution](#)

300.

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,973 global accepts · Rating: 1400 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings
[proven's solution](#)

301.

2009D

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

Quality: 18,774 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math
[proven's solution](#)

302.

2009E

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

Quality: 17,665 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search
[proven's solution](#)

303.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,665 global accepts · Rating: 1400 · first AC: 2024-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory
[proven's solution](#)

304.

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation
[proven's solution](#)

305.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1400 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[proven's solution](#)

306.

1986D

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

Quality: 17,962 global accepts · Rating: 1400 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers
[proven's solution](#)

307.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,377 global accepts · Rating: 1400 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory
[proven's solution](#)

308.

1966C

[Everything Nim](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-04-27 · last AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[proven's solution](#)

309.

1955D

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

Quality: 18,579 global accepts · Rating: 1400 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers
[proven's solution](#)

310.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[proven's solution](#)

311.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings
[proven's solution](#)

312.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,453 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[proven's solution](#)

313.

1929C

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

Quality: 17,285 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[proven's solution](#)

314.

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,727 global accepts · Rating: 1400 · first AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math, sortings

[proven's solution](#)

315.

1927E

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

Quality: 17,054 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, two pointers

[proven's solution](#)

316.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,658 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[proven's solution](#)

317.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[proven's solution](#)

318.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[proven's solution](#)

319.

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

[proven's solution](#)

320.

1883G1

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

Quality: 19,548 global accepts · Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[proven's solution](#)

321.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[proven's solution](#)

322.

1860C

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

Quality: 15,562 global accepts · Rating: 1400 · first AC: 2023-08-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, games, greedy

[proven's solution](#)

323.

1855C1

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

Rating: 1400 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[proven's solution](#)

324.

379C

[New Year Ratings Change](#) · [Tutorial](#)

Quality: 7,047 global accepts · Rating: 1400 · first AC: 2023-07-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[proven's solution](#)

325.

2183D1

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

Quality: 8,853 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[proven's solution](#)

326.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers
[proven's solution](#)

327.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation
[proven's solution](#)

328.

2070C

[Limited Repainting](#) · [Tutorial](#)

Quality: 13,826 global accepts · Rating: 1500 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy
[proven's solution](#)

329.

2078C

[Breach of Faith](#) · [Tutorial](#)

Rating: 1500 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, probabilities, sortings
[proven's solution](#)

330.

2069C

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

Quality: 14,820 global accepts · Rating: 1500 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers
[proven's solution](#)

331.

2060E

[Graph Composition](#) · [Tutorial](#)

Quality: 12,251 global accepts · Rating: 1500 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy
[proven's solution](#)

332.

191A

[Dynasty Puzzles](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 1500 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: dp
[proven's solution](#)

333.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy
[proven's solution](#)

334.

2008E

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

Quality: 13,225 global accepts · Rating: 1500 · first AC: 2024-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings

[proven's solution](#)

335.

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[proven's solution](#)

336.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,961 global accepts · Rating: 1500 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[proven's solution](#)

337.

1999G1

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

Quality: 14,527 global accepts · Rating: 1500 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[proven's solution](#)

338.

1997D

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

Quality: 15,909 global accepts · Rating: 1500 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[proven's solution](#)

339.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,014 global accepts · Rating: 1500 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[proven's solution](#)

340.

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,515 global accepts · Rating: 1500 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[proven's solution](#)

341.

1950E

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

Quality: 17,427 global accepts · Rating: 1500 · first AC: 2024-03-28 · last AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, number theory, strings

[proven's solution](#)

342.

1926E

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

Quality: 14,846 global accepts · Rating: 1500 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[proven's solution](#)

343.

1925C

[Did We Get Everything Covered?](#) · [Tutorial](#)

Rating: 1500 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, strings

[proven's solution](#)

344.

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,353 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[proven's solution](#)

345.

1883D

[In Love](#) · [Tutorial](#)

Quality: 14,529 global accepts · Rating: 1500 · first AC: 2023-10-23 · last AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[proven's solution](#)

346.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,689 global accepts · Rating: 1500 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: dp

[proven's solution](#)

347.

743C

[Vladik and fractions](#) · [Tutorial](#)

Quality: 13,402 global accepts · Rating: 1500 · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[proven's solution](#)

348.

1877D

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

Rating: 1500 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, number theory, sortings

[proven's solution](#)

349.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-29 · last AC: 2023-09-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[proven's solution](#)

350.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,842 global accepts · Rating: 1500 · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[proven's solution](#)

351.

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,377 global accepts · Rating: 1500 · first AC: 2023-09-07 · last AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, dp

[proven's solution](#)

352.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2023-09-06 · last AC: 2023-09-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[proven's solution](#)

353.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,841 global accepts · Rating: 1500 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[proven's solution](#)

354.

1851E

[Nastya and Potions](#) · [Tutorial](#)

Quality: 13,284 global accepts · Rating: 1500 · first AC: 2023-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, sortings
[proven's solution](#)

355.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,474 global accepts · Rating: 1500 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings
[proven's solution](#)

356.

49B

[Sum](#) · [Tutorial](#)

Quality: 2,802 global accepts · Rating: 1500 · first AC: 2023-07-05 · last AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: math
[proven's solution](#)

357.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,748 global accepts · Rating: 1500 · first AC: 2023-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers
[proven's solution](#)

358.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,077 global accepts · Rating: 1600 · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: games, trees
[proven's solution](#)

359.

2125D

[Segments Covering](#) · [Tutorial](#)

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-08-12 · last AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities
[proven's solution](#)

360.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,105 global accepts · Rating: 1600 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees
[proven's solution](#)

361.

2063C

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

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees
[proven's solution](#)

362.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,616 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math
[proven's solution](#)

363.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,254 global accepts · Rating: 1600 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths
[proven's solution](#)

364.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers
[proven's solution](#)

365.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,212 global accepts · Rating: 1600 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[proven's solution](#)

366.

1875D

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

Quality: 11,404 global accepts · Rating: 1600 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: dp
[proven's solution](#)

367.

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,004 global accepts · Rating: 1600 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings
[proven's solution](#)

368.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,419 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers
[proven's solution](#)

369.

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,147 global accepts · Rating: 1600 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[proven's solution](#)

370.

1968E

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

Quality: 12,638 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[proven's solution](#)

371.

1957C

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

Quality: 11,936 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[proven's solution](#)

372.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,717 global accepts · Rating: 1600 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees
[proven's solution](#)

373.

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,932 global accepts · Rating: 1600 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers
[proven's solution](#)

374.

1910B

[Security Guard](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 1600 · first AC: 2024-01-19 · Kotlin 1.9 (first AC) · Tags: *special, greedy
[proven's solution](#)

375.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,412 global accepts · Rating: 1600 · first AC: 2024-01-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy, math
[proven's solution](#)

376.

1920C

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

Quality: 19,917 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory
[proven's solution](#)

377.

1886C

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

Quality: 16,599 global accepts · Rating: 1600 · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[proven's solution](#)

378.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,314 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees
[proven's solution](#)

379.

1862E

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

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[proven's solution](#)

380.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,330 global accepts · Rating: 1600 · first AC: 2023-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp
[proven's solution](#)

381.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[proven's solution](#)

382.

559B

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

Quality: 11,672 global accepts · Rating: 1700 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, hashing, sortings, strings
[proven's solution](#)

383.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1700 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, strings
[proven's solution](#)

384.

2065G

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

Quality: 6,282 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[proven's solution](#)

385.

2044G1

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

Quality: 7,316 global accepts · Rating: 1700 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees
[proven's solution](#)

386.

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1700 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory
[proven's solution](#)

387.

2031D

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

Quality: 9,677 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers
[proven's solution](#)

388.

2027D1

[The Endspeaker \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers
[proven's solution](#)

389.

2024D

[Skipping](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, dp, flows, graphs, greedy, implementation, shortest paths
[proven's solution](#)

390.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees
[proven's solution](#)

391.

2009F

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

Quality: 8,488 global accepts · Rating: 1700 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, flows, math
[proven's solution](#)

392.

2010C2

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

Quality: 4,582 global accepts · Rating: 1700 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings, two pointers
[proven's solution](#)

393.

1999G2

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

Quality: 11,029 global accepts · Rating: 1700 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[proven's solution](#)

394.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[proven's solution](#)

395.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,051 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[proven's solution](#)

396.

1985H1

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

Quality: 7,260 global accepts · Rating: 1700 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[proven's solution](#)

397.

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

[proven's solution](#)

398.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[proven's solution](#)

399.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[proven's solution](#)

400.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,716 global accepts · Rating: 1700 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[proven's solution](#)

401.

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[proven's solution](#)

402.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1700 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[proven's solution](#)

403.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[proven's solution](#)

404.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,278 global accepts · Rating: 1700 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[proven's solution](#)

405.

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy

[proven's solution](#)

406.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,305 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[proven's solution](#)

407.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,073 global accepts · Rating: 1700 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[proven's solution](#)

408.

1937C

[Bitwise Operation Wizard](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[proven's solution](#)

409.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,008 global accepts · Rating: 1700 · first AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[proven's solution](#)

410.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,295 global accepts · Rating: 1700 · first AC: 2024-02-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[proven's solution](#)

411.

1783C

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

Quality: 10,882 global accepts · Rating: 1700 · first AC: 2024-02-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[proven's solution](#)

412.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1700 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[proven's solution](#)

413.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[proven's solution](#)

414.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[proven's solution](#)

415.

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,319 global accepts · Rating: 1700 · first AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, implementation
[proven's solution](#)

416.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,541 global accepts · Rating: 1700 · first AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math
[proven's solution](#)

417.

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,477 global accepts · Rating: 1700 · first AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory
[proven's solution](#)

418.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2024-01-24 · last AC: 2024-01-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers
[proven's solution](#)

419.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math
[proven's solution](#)

420.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,564 global accepts · Rating: 1700 · first AC: 2024-01-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[proven's solution](#)

421.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,593 global accepts · Rating: 1700 · first AC: 2024-01-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, math
[proven's solution](#)

422.

1903D1

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

Quality: 7,145 global accepts · Rating: 1700 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy
[proven's solution](#)

423.

1906M

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

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[proven's solution](#)

424.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[proven's solution](#)

425.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1700 · first AC: 2023-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[proven's solution](#)

426.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[proven's solution](#)

427.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,053 global accepts · Rating: 1700 · first AC: 2023-11-22 · last AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[proven's solution](#)

428.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,499 global accepts · Rating: 1700 · first AC: 2023-11-21 · last AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[proven's solution](#)

429.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,367 global accepts · Rating: 1700 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, probabilities

[proven's solution](#)

430.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[proven's solution](#)

431.

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-11-14 · last AC: 2023-11-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[proven's solution](#)

432.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,949 global accepts · Rating: 1700 · first AC: 2023-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[proven's solution](#)

433.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,798 global accepts · Rating: 1700 · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[proven's solution](#)

434.

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,136 global accepts · Rating: 1700 · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[proven's solution](#)

435.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2023-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[proven's solution](#)

436.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[proven's solution](#)

437.

1894D

[Neutral Tonality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers

[proven's solution](#)

438.

1890D

[Doremy's Connecting Plan](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-10-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math, sortings

[proven's solution](#)

439.

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,920 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[proven's solution](#)

440.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[proven's solution](#)

441.

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[proven's solution](#)

442.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,486 global accepts · Rating: 1700 · first AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[proven's solution](#)

443.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[proven's solution](#)

444.

1869D1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math
[proven's solution](#)

445.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
[proven's solution](#)

446.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2023-08-16 · C++17 (GCC 9-64) (first AC) · Tags: games
[proven's solution](#)

447.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation
[proven's solution](#)

448.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1700 · first AC: 2023-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation
[proven's solution](#)

449.

126B

[Password](#) · [Tutorial](#)

Quality: 24,766 global accepts · Rating: 1700 · first AC: 2023-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings
[proven's solution](#)

450.

2121F

[Yamakasi](#) · [Tutorial](#)

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

451.

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,307 global accepts · Rating: 1800 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math
[proven's solution](#)

452.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,760 global accepts · Rating: 1800 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, sortings
[proven's solution](#)

453.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,964 global accepts · Rating: 1800 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers
[proven's solution](#)

454.

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[proven's solution](#)

455.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 6,999 global accepts · Rating: 1800 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[proven's solution](#)

456.

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1800 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp

[proven's solution](#)

457.

2078D

[Scammy Game Ad](#) · [Tutorial](#)

Quality: 6,536 global accepts · Rating: 1800 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[proven's solution](#)

458.

2069D

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

Quality: 7,048 global accepts · Rating: 1800 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[proven's solution](#)

459.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,678 global accepts · Rating: 1800 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

[proven's solution](#)

460.

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[proven's solution](#)

461.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,200 global accepts · Rating: 1800 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[proven's solution](#)

462.

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[proven's solution](#)

463.

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,059 global accepts · Rating: 1800 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, strings

[proven's solution](#)

464.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[proven's solution](#)

465.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[proven's solution](#)

466.

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,420 global accepts · Rating: 1800 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[proven's solution](#)

467.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[proven's solution](#)

468.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,423 global accepts · Rating: 1800 · first AC: 2024-09-30 · last AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[proven's solution](#)

469.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[proven's solution](#)

470.

2014E

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

Quality: 8,726 global accepts · Rating: 1800 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[proven's solution](#)

471.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1800 · first AC: 2024-09-01 · last AC: 2024-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, number theory

[proven's solution](#)

472.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,426 global accepts · Rating: 1800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: dp

[proven's solution](#)

473.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[proven's solution](#)

474.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,908 global accepts · Rating: 1800 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities
[proven's solution](#)

475.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory
[proven's solution](#)

476.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games
[proven's solution](#)

477.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings
[proven's solution](#)

478.

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,318 global accepts · Rating: 1800 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: dp
[proven's solution](#)

479.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
[proven's solution](#)

480.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,078 global accepts · Rating: 1800 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings
[proven's solution](#)

481.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,713 global accepts · Rating: 1800 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, math, schedules
[proven's solution](#)

482.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,012 global accepts · Rating: 1800 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers
[proven's solution](#)

483.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, strings
[proven's solution](#)

484.

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[proven's solution](#)

485.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1800 · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[proven's solution](#)

486.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,671 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[proven's solution](#)

487.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[proven's solution](#)

488.

1907F

[Shift and Reverse](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2024-01-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[proven's solution](#)

489.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,716 global accepts · Rating: 1800 · first AC: 2024-01-22 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[proven's solution](#)

490.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[proven's solution](#)

491.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[proven's solution](#)

492.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[proven's solution](#)

493.

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,536 global accepts · Rating: 1800 · first AC: 2023-09-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[proven's solution](#)

494.

1862F

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

Quality: 7,617 global accepts · Rating: 1800 · first AC: 2023-09-04 · last AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[proven's solution](#)

495.

1859D

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

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[proven's solution](#)

496.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,253 global accepts · Rating: 1800 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[proven's solution](#)

497.

173B

[Chamber of Secrets](#) · [Tutorial](#)

Quality: 3,987 global accepts · Rating: 1800 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, shortest paths

[proven's solution](#)

498.

1846E2

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

Quality: 8,507 global accepts · Rating: 1800 · first AC: 2023-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math

[proven's solution](#)

499.

660D

[Number of Parallelograms](#) · [Tutorial](#)

Quality: 4,737 global accepts · Rating: 1900 · first AC: 2026-03-28 · last AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[proven's solution](#)

500.

2137F

[Prefix Maximum Invariance](#) · [Tutorial](#)

Quality: 4,058 global accepts · Rating: 1900 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, sortings

[proven's solution](#)

501.

2148G

[Farmer John's Last Wish](#) · [Tutorial](#)

Quality: 4,192 global accepts · Rating: 1900 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, number theory

[proven's solution](#)

502.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,485 global accepts · Rating: 1900 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[proven's solution](#)

503.

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings

[proven's solution](#)

504.

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,362 global accepts · Rating: 1900 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, sortings

[proven's solution](#)

505.

2044F

[Easy Demon Problem](#) · [Tutorial](#)

Quality: 6,044 global accepts · Rating: 1900 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[proven's solution](#)

506.

2094H

[La Vaca Saturno Saturnita](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1900 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math, number theory

[proven's solution](#)

507.

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[proven's solution](#)

508.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[proven's solution](#)

509.

149D

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

Quality: 4,611 global accepts · Rating: 1900 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: dp

[proven's solution](#)

510.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,309 global accepts · Rating: 1900 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: dp

[proven's solution](#)

511.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[proven's solution](#)

512.

2067E

[White Magic](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[proven's solution](#)

513.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1900 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[proven's solution](#)

514.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[proven's solution](#)

515.

757C

[Felicity is Coming!](#) · [Tutorial](#)

Quality: 2,465 global accepts · Rating: 1900 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, sortings, strings

[proven's solution](#)

516.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,019 global accepts · Rating: 1900 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[proven's solution](#)

517.

2044G2

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

Quality: 3,824 global accepts · Rating: 1900 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[proven's solution](#)

518.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[proven's solution](#)

519.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,381 global accepts · Rating: 1900 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[proven's solution](#)

520.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 1900 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[proven's solution](#)

521.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,236 global accepts · Rating: 1900 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[proven's solution](#)

522.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[proven's solution](#)

523.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 1900 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry, shortest paths

[proven's solution](#)

524.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,859 global accepts · Rating: 1900 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, two pointers

[proven's solution](#)

525.

1791G2

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

Quality: 5,994 global accepts · Rating: 1900 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[proven's solution](#)

526.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1900 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[proven's solution](#)

527.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,993 global accepts · Rating: 1900 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, math

[proven's solution](#)

528.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,086 global accepts · Rating: 1900 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[proven's solution](#)

529.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp

[proven's solution](#)

530.

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[proven's solution](#)

531.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math

[proven's solution](#)

532.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, graphs, shortest paths

[proven's solution](#)

533.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 1900 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[proven's solution](#)

534.

2021C2

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

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[proven's solution](#)

535.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[proven's solution](#)

536.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,631 global accepts · Rating: 1900 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[proven's solution](#)

537.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[proven's solution](#)

538.

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,686 global accepts · Rating: 1900 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[proven's solution](#)

539.

2013D

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

Quality: 7,470 global accepts · Rating: 1900 · first AC: 2024-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[proven's solution](#)

540.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[proven's solution](#)

541.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,449 global accepts · Rating: 1900 · first AC: 2024-09-12 · last AC: 2024-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[proven's solution](#)

542.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[proven's solution](#)

543.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2024-09-10 · last AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[proven's solution](#)

544.

1970B1

[Exact Neighbours \(Easy\)](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1900 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[proven's solution](#)

545.

2009G1

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

Quality: 5,368 global accepts · Rating: 1900 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[proven's solution](#)

546.

1970G1

[Min-Fund Prison \(Easy\)](#) · [Tutorial](#)

Quality: 1,926 global accepts · Rating: 1900 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees

[proven's solution](#)

547.

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,433 global accepts · Rating: 1900 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[proven's solution](#)

548.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,321 global accepts · Rating: 1900 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[proven's solution](#)

549.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[proven's solution](#)

550.

2000F

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

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[proven's solution](#)

551.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-10 · last AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[proven's solution](#)

552.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[proven's solution](#)

553.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[proven's solution](#)

554.

1899G

[Unusual Entertainment](#) · [Tutorial](#)

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2024-07-27 · last AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[proven's solution](#)

555.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[proven's solution](#)

556.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,410 global accepts · Rating: 1900 · first AC: 2024-07-11 · last AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[proven's solution](#)

557.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,099 global accepts · Rating: 1900 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[proven's solution](#)

558.

1980F1

[Field Division \(easy version\)](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 1900 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings

[proven's solution](#)

559.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1900 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[proven's solution](#)

560.

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[proven's solution](#)

561.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[proven's solution](#)

562.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,707 global accepts · Rating: 1900 · first AC: 2024-04-29 · last AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[proven's solution](#)

563.

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math

[proven's solution](#)

564.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-09 · last AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[proven's solution](#)

565.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation

[proven's solution](#)

566.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1900 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[proven's solution](#)

567.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[proven's solution](#)

568.

1945F

[Kirill and Mushrooms](#) · [Tutorial](#)

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[proven's solution](#)

569.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[proven's solution](#)

570.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[proven's solution](#)

571.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,634 global accepts · Rating: 1900 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings

[proven's solution](#)

572.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[proven's solution](#)

573.

1926G

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

Quality: 4,536 global accepts · Rating: 1900 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[proven's solution](#)

574.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, trees

[proven's solution](#)

575.

1914F

[Programming Competition](#) · [Tutorial](#)

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[proven's solution](#)

576.

650B

[Image Preview](#) · [Tutorial](#)

Quality: 3,491 global accepts · Rating: 1900 · first AC: 2024-02-12 · last AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, two pointers

[proven's solution](#)

577.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,387 global accepts · Rating: 1900 · first AC: 2024-02-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[proven's solution](#)

578.

1918D

[Blocking Elements](#) · [Tutorial](#)

Quality: 6,193 global accepts · Rating: 1900 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[proven's solution](#)

579.

1921F

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

Quality: 5,011 global accepts · Rating: 1900 · first AC: 2024-01-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[proven's solution](#)

580.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,493 global accepts · Rating: 1900 · first AC: 2024-01-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[proven's solution](#)

581.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[proven's solution](#)

582.

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

[proven's solution](#)

583.

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,089 global accepts · Rating: 1900 · first AC: 2023-11-27 · last AC: 2023-11-28 · C++17 (GCC 7-32) (first AC) · Tags: matrices

[proven's solution](#)

584.

1842D

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

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[proven's solution](#)

585.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 1900 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[proven's solution](#)

586.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2023-11-04 · last AC: 2023-11-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[proven's solution](#)

587.

1794D

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

Quality: 4,485 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[proven's solution](#)

588.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[proven's solution](#)

589.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: dp

[proven's solution](#)

590.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[proven's solution](#)

591.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[proven's solution](#)

592.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1900 · first AC: 2023-10-26 · last AC: 2023-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[proven's solution](#)

593.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-10-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[proven's solution](#)

594.

739B

[Alyona and a tree](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2023-08-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[proven's solution](#)

595.

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1900 · first AC: 2023-07-08 · last AC: 2023-07-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[proven's solution](#)

596.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[proven's solution](#)

597.

2171G

[Sakura Adachi and Optimal Sequences](#) · [Tutorial](#)

Quality: 2,324 global accepts · Rating: 2000 · first AC: 2025-12-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, greedy, math

[proven's solution](#)

598.

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,601 global accepts · Rating: 2000 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[proven's solution](#)

599.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[proven's solution](#)

600.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[proven's solution](#)

601.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[proven's solution](#)

602.

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy

[proven's solution](#)

603.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,308 global accepts · Rating: 2000 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, greedy

[proven's solution](#)

604.

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[proven's solution](#)

605.

314C

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

Quality: 2,003 global accepts · Rating: 2000 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[proven's solution](#)

606.

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 2000 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[proven's solution](#)

607.

641E

[Little Artem and Time Machine](#) · [Tutorial](#)

Quality: 3,883 global accepts · Rating: 2000 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[proven's solution](#)

608.

1223D

[Sequence Sorting](#) · [Tutorial](#)

Quality: 4,467 global accepts · Rating: 2000 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[proven's solution](#)

609.

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 2000 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs

[proven's solution](#)

610.

432D

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

Quality: 11,989 global accepts · Rating: 2000 · first AC: 2025-02-23 · last AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[proven's solution](#)

611.

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,907 global accepts · Rating: 2000 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[proven's solution](#)

612.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,599 global accepts · Rating: 2000 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dsu, number theory

[proven's solution](#)

613.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[proven's solution](#)

614.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp
[proven's solution](#)

615.

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
[proven's solution](#)

616.

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers
[proven's solution](#)

617.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,041 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers
[proven's solution](#)

618.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory
[proven's solution](#)

619.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp
[proven's solution](#)

620.

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2024-11-18 · last AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, hashing, implementation, math
[proven's solution](#)

621.

1772F

[Copy of a Copy of a Copy](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2000 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings
[proven's solution](#)

622.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[proven's solution](#)

623.

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[proven's solution](#)

624.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[proven's solution](#)

625.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,048 global accepts · Rating: 2000 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: *special, data structures

[proven's solution](#)

626.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,044 global accepts · Rating: 2000 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[proven's solution](#)

627.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,523 global accepts · Rating: 2000 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[proven's solution](#)

628.

187C

[Weak Memory](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2000 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu

[proven's solution](#)

629.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2000 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp

[proven's solution](#)

630.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[proven's solution](#)

631.

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[proven's solution](#)

632.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[proven's solution](#)

633.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[proven's solution](#)

634.

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 2000 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[proven's solution](#)

635.

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory
[proven's solution](#)

636.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,102 global accepts · Rating: 2000 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths
[proven's solution](#)

637.

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[proven's solution](#)

638.

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, number theory
[proven's solution](#)

639.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, sortings
[proven's solution](#)

640.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[proven's solution](#)

641.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees
[proven's solution](#)

642.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,010 global accepts · Rating: 2000 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees
[proven's solution](#)

643.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 2000 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[proven's solution](#)

644.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings
[proven's solution](#)

645.

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,606 global accepts · Rating: 2000 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[proven's solution](#)

646.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · last AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[proven's solution](#)

647.

1984D

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

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[proven's solution](#)

648.

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,798 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[proven's solution](#)

649.

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,894 global accepts · Rating: 2000 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[proven's solution](#)

650.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,787 global accepts · Rating: 2000 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[proven's solution](#)

651.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

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652.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[proven's solution](#)

653.

1944D

[Non-Palindromic Substring](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, strings

[proven's solution](#)

654.

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[proven's solution](#)

655.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,141 global accepts · Rating: 2000 · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[proven's solution](#)

656.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, two pointers

[proven's solution](#)

657.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 2000 · first AC: 2023-11-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[proven's solution](#)

658.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[proven's solution](#)

659.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-12 · last AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math

[proven's solution](#)

660.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,455 global accepts · Rating: 2000 · first AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, sortings

[proven's solution](#)

661.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[proven's solution](#)

662.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,852 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[proven's solution](#)

663.

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[proven's solution](#)

664.

2132F

[Rada and the Chamomile Valley](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 2100 · first AC: 2025-08-21 · last AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[proven's solution](#)

665.

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[proven's solution](#)

666.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[proven's solution](#)

667.

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[proven's solution](#)

668.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[proven's solution](#)

669.

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,555 global accepts · Rating: 2100 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[proven's solution](#)

670.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,843 global accepts · Rating: 2100 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[proven's solution](#)

671.

1575L

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

Quality: 1,707 global accepts · Rating: 2100 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[proven's solution](#)

672.

1005F

[Berland and the Shortest Paths](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[proven's solution](#)

673.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, math, trees

[proven's solution](#)

674.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy
[proven's solution](#)

675.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 2100 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees
[proven's solution](#)

676.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,088 global accepts · Rating: 2100 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, trees
[proven's solution](#)

677.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy
[proven's solution](#)

678.

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, dsu, graphs
[proven's solution](#)

679.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers
[proven's solution](#)

680.

1886D

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

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, math
[proven's solution](#)

681.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings
[proven's solution](#)

682.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees
[proven's solution](#)

683.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings
[proven's solution](#)

684.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[proven's solution](#)

685.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 2100 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[proven's solution](#)

686.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,921 global accepts · Rating: 2100 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees
[proven's solution](#)

687.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2024-10-22 · last AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees
[proven's solution](#)

688.

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 2100 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
[proven's solution](#)

689.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy
[proven's solution](#)

690.

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation
[proven's solution](#)

691.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,328 global accepts · Rating: 2100 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, trees
[proven's solution](#)

692.

1970B2

[Exact Neighbours \(Medium\)](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2100 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[proven's solution](#)

693.

2005E1

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

Quality: 3,322 global accepts · Rating: 2100 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation
[proven's solution](#)

694.

703C

[Chris and Road](#) · [Tutorial](#)

Quality: 1,972 global accepts · Rating: 2100 · first AC: 2024-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, implementation
[proven's solution](#)

695.

1971H

[+1](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2100 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, graphs
[proven's solution](#)

696.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2024-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[proven's solution](#)

697.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, number theory
[proven's solution](#)

698.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[proven's solution](#)

699.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory
[proven's solution](#)

700.

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · last AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math
[proven's solution](#)

701.

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths
[proven's solution](#)

702.

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,095 global accepts · Rating: 2100 · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths
[proven's solution](#)

703.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 2100 · first AC: 2024-07-24 · last AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers
[proven's solution](#)

704.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,270 global accepts · Rating: 2100 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees
[proven's solution](#)

705.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory
[proven's solution](#)

706.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, sortings
[proven's solution](#)

707.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2023-10-19 · last AC: 2024-05-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math
[proven's solution](#)

708.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings
[proven's solution](#)

709.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation
[proven's solution](#)

710.

1920E

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-01-15 · last AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[proven's solution](#)

711.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation
[proven's solution](#)

712.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices
[proven's solution](#)

713.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees
[proven's solution](#)

714.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures
[proven's solution](#)

715.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[proven's solution](#)

716.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2024-11-08 · last AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[proven's solution](#)

717.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[proven's solution](#)

718.

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,972 global accepts · Rating: 2200 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[proven's solution](#)

719.

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, string suffix structures, strings

[proven's solution](#)

720.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,666 global accepts · Rating: 2200 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[proven's solution](#)

721.

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, shortest paths

[proven's solution](#)

722.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2024-11-06 · last AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[proven's solution](#)

723.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[proven's solution](#)

724.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: dp

[proven's solution](#)

725.

431E

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

Quality: 1,187 global accepts · Rating: 2200 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, ternary search

[proven's solution](#)

726.

2033G

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

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[proven's solution](#)

727.

1784C

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

Quality: 1,958 global accepts · Rating: 2200 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[proven's solution](#)

728.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[proven's solution](#)

729.

1970G2

[Min-Fund Prison \(Medium\)](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2200 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[proven's solution](#)

730.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees

[proven's solution](#)

731.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · last AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[proven's solution](#)

732.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,734 global accepts · Rating: 2200 · first AC: 2024-09-26 · last AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[proven's solution](#)

733.

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[proven's solution](#)

734.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, strings

[proven's solution](#)

735.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[proven's solution](#)

736.

2009G2

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

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-09-03 · last AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[proven's solution](#)

737.

1295E

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

Quality: 2,772 global accepts · Rating: 2200 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[proven's solution](#)

738.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[proven's solution](#)

739.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[proven's solution](#)

740.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[proven's solution](#)

741.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, greedy, implementation

[proven's solution](#)

742.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-10 · last AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[proven's solution](#)

743.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[proven's solution](#)

744.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[proven's solution](#)

745.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[proven's solution](#)

746.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[proven's solution](#)

747.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,971 global accepts · Rating: 2200 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[proven's solution](#)

748.

1985H2

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

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[proven's solution](#)

749.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2200 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[proven's solution](#)

750.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive

[proven's solution](#)

751.

1855D

[Earn or Unlock](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[proven's solution](#)

752.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu

[proven's solution](#)

753.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2300 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[proven's solution](#)

754.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[proven's solution](#)

755.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[proven's solution](#)

756.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs

[proven's solution](#)

757.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-11-23 · last AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[proven's solution](#)

758.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[proven's solution](#)

759.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

[proven's solution](#)

760.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2024-11-14 · last AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, trees

[proven's solution](#)

761.

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[proven's solution](#)

762.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[proven's solution](#)

763.

515E

[Drazil and Park](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2300 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[proven's solution](#)

764.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,400 global accepts · Rating: 2300 · first AC: 2024-10-21 · last AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings, strings

[proven's solution](#)

765.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[proven's solution](#)

766.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[proven's solution](#)

767.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[proven's solution](#)

768.

1798E

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

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[proven's solution](#)

769.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, trees

[proven's solution](#)

770.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[proven's solution](#)

771.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[proven's solution](#)

772.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[proven's solution](#)

773.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2024-07-21 · last AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths, sortings

[proven's solution](#)

774.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[proven's solution](#)

775.

557E

[Ann and Half-Palindrome](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2300 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, string suffix structures, strings, trees

[proven's solution](#)

776.

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[proven's solution](#)

777.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[proven's solution](#)

778.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-06 · last AC: 2023-11-06 · 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

[proven's solution](#)

779.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[proven's solution](#)

780.

329C

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

Quality: 1,010 global accepts · Rating: 2400 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[proven's solution](#)

781.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[proven's solution](#)

782.

798D

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

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings

[proven's solution](#)

783.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[proven's solution](#)

784.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[proven's solution](#)

785.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[proven's solution](#)

786.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[proven's solution](#)

787.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[proven's solution](#)

788.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · last AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[proven's solution](#)

789.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[proven's solution](#)

790.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[proven's solution](#)

791.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[proven's solution](#)

792.

1934D2

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

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[proven's solution](#)

793.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[proven's solution](#)

794.

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[proven's solution](#)

795.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities
[proven's solution](#)

796.

23C

[Oranges and Apples](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings
[proven's solution](#)

797.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs
[proven's solution](#)

798.

1986G2

[Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, math, number theory
[proven's solution](#)

799.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation
[proven's solution](#)

800.

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers
[proven's solution](#)

801.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · last AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
[proven's solution](#)

802.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees
[proven's solution](#)

803.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp
[proven's solution](#)

804.

1945G

[Cook and Porridge](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, implementation

[proven's solution](#)

805.

2132G

[Famous Choreographer](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2600 · first AC: 2025-08-23 · last AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: hashing, implementation, strings

[proven's solution](#)

806.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, matrices

[proven's solution](#)

807.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[proven's solution](#)

808.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2024-10-21 · last AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[proven's solution](#)

809.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures

[proven's solution](#)

810.

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[proven's solution](#)

811.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[proven's solution](#)

812.

1957F1

[Frequency Mismatch \(Easy Version\)](#) · [Tutorial](#)

Quality: 664 global accepts · Rating: 2600 · first AC: 2024-04-28 · last AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees

[proven's solution](#)

813.

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[proven's solution](#)

814.

713D

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

Quality: 1,359 global accepts · Rating: 2700 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[proven's solution](#)

815.

213E

[Two Permutations](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2700 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, strings

[proven's solution](#)

816.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, hashing

[proven's solution](#)

817.

838D

[Airplane Arrangements](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2024-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[proven's solution](#)

818.

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[proven's solution](#)

819.

2182G

[Short Garland](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2800 · first AC: 2026-01-07 · last AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[proven's solution](#)

820.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[proven's solution](#)

821.

2207G

[Toothless](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 3300 · first AC: 2026-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[proven's solution](#)

822.

103743L

[Collecting Diamonds](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[proven's solution](#)

823.

103743J

[Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[proven's solution](#)

824.

103743C

[Jump and Treasure](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[proven's solution](#)

825.

103743K

[aaaaaaaaaA heH heH nuN](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

826.

103743A

[PENTA KILL!](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

827.

103743I

[Cutting Suffix](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

828.

103495L

[Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

829.

103495H

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

Rating: — · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

830.

103495D

[Pattern Lock](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

831.

103495B

[Among Us](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

832.

103495J

[Anti-merge](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

833.

103495C

[Magical Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

834.

103495K

[Longest Continuous 1](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

835.

103495I

[Fake Walsh Transform](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

836.

103495A

[Spring Couplets](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

837.

105588G

[GCD](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

838.

105945A

[Matrix Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

839.

105053A

[Almost Aligned](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

840.

105053F

[Fair Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

841.

105053E

[Expanding STACKS!](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

842.

105053D

[DiviDuelo](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

843.

105053L

[LED Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

844.

105053K

[KMOP](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

845.

105924E

[h N B i d](#)

Rating: — · first AC: 2025-09-09 · last AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

846.

105924L

[o j X](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

847.

105924H

[sVý--Tutoria](#)

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

848.

105924A

[GD ~ Ěq, MO\[žšC\[](#)

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

849.

105924F

[^fuoš~!a](#)

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

850.

105924I

[sVý--Tutoria](#)

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

851.

105924K

[@Oa1a8b](#)

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

852.

105924G

[Rtorial](#)

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

853.

102800D

[Trie](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

854.

105646A

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

Rating: — · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

855.

105646H

[Weather Forecast](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

856.

105646D

[Xor Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

857.

105646C

[Radars](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

858.

105949A

[Minimum Product](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · last AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

859.

105949K

[Point Divide and Conquer](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

860.

105949C

[Optimal Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

861.

105949J

[Sichuan Provincial Contest](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

862.

105949F

[Inversion Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

863.

105949I

[Essentially Different Suffixes](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

864.

105949H

[Hututu](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

865.

105632G

[Same Sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · last AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

866.

105632M

[Rejection Sampling](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · last AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

867.

105632F

[Infinite Loop](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

868.

105632B

[Rolling Stones](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

869.

105632L

[Z-order Curve](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

870.

105578G

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

Rating: — · first AC: 2025-07-27 · PyPy 3-64 (first AC) · Tags: —
[proven's solution](#)

871.

105578D

[Dot Product Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

872.

105578B

[Magical Palette](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

873.

105578E

[Light Up the Grid](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

874.

105578J

[Make Them Believe](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

875.

105633D

[Tree Generators](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

876.

105633F

[The Farthest Point](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

877.

105633K

[Scheduling Two Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

878.

105633C

[Omnes Viae Yokohamam Ducunt?](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

879.

105633I

[Greatest of the Greatest Common Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

105633E

Rating: — · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —
proven's solution

105633B

Rating: — · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —
proven's solution

105633A

Rating: — · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —
proven's solution

105986A

Rating: — · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: —
proven's solution

105986C

Rating: — · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: —
proven's solution

105992I

Rating: — · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —
proven's solution

105945H

Rating: — · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: —
proven's solution

105941F

Rating: — · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —
proven's solution

105941G

Rating: — · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —
proven's solution

105930E

Rating: — · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: —
proven's solution

105930H

Rating: — · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: —
proven's solution

891.

105930I

[Square Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

892.

105930G

[Assembly Line](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

893.

105930A

[Project Management](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

894.

105930L

[Stella](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

895.

105930D

[Distributed System](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

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905.

105909C

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105909G

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911.

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918.

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919.

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105891L

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921.

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105629G

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925.

105629E

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926.

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927.

105629B

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928.

105629D

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929.

105629C

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930.

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931.

105657H

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932.

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933.

105173L

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934.

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935.

105173E

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936.

105173D

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938.

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939.

103741H

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941.

103741B

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942.

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947.

104825C

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948.

104025H

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949.

105537D

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105537K

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952.

105537I

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953.

105537J

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954.

105537F

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955.

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956.

104172B

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958.

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105481K

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963.

105481D

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105481G

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105481L

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105481B

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105484K

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105487A

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103055J

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103428E

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103428D

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1001.

103409K

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1002.

103409F

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1003.

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1010.

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1011.

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1013.

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104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1017.

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1018.

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · last AC: 2024-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[proven's solution](#)

1019.

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1020.

104128G

[Inscryption](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · last AC: 2024-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[proven's solution](#)

1021.

104128I

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

Rating: — · first AC: 2023-10-18 · last AC: 2024-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[proven's solution](#)

1022.

105222J

[Roman Numerals](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1023.

105222G

[Function Query](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[proven's solution](#)

1024.

105222B

[Link Summon](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[proven's solution](#)

1025.

105222A

[Reverse Pairs Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[proven's solution](#)

1026.

105222I

[Container Scheduling](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1027.

105222F

[Isoball: 2D Version](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1028.

105222E

[L-Covering Checker](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1029.

105222H

[GG and YY's Stone Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1030.

105222L

[Beef Tripe in Soup Pot?](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1031.

104460H

[To the Park](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1032.

104460K

[Escape Plan](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1033.

104460I

[Unrooted Trie](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1034.

104460C

[0689](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1035.

104460J

[Coolbits](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1036.

104460B

[Grid with Arrows](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1037.

104460F

[K-hour Clock](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1038.

104460E

[Turn It Off](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1039.

104460L

[Digit Product](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1040.

103447G

[Damaged Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[proven's solution](#)

1041.

103447D

[Math master](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[proven's solution](#)

1042.

103447I

[Power and Zero](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1043.

103447E

[Power and Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[proven's solution](#)

1044.

103447B

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

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1045.

103447J

[Local Minimum](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1046.

105161E

[Divide](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1047.

105161B

[Area of the Devil](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1048.

105383I

[In Search of the Lost Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1049.

102798G

[Caesar Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · last AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1050.

102798C

[Rencontre](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1051.

102798L

[Clock Master](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1052.

102798H

[Message Bomb](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1053.

102798A

[Golden Spirit](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1054.

102798D

[ABC Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1055.

104373G

[Cyclic Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1056.

104459K

[Happy Equation](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1057.

104459E

[BaoBao Loves Reading](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1058.

104459C

[Tokens on the Segments](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1059.

104459B

[Median](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1060.

104459L

[Flipping Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1061.

104459H

[Wandering Robot](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1062.

104459F

[Game on a Graph](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1063.

104459M

[Calandar](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1064.

104459D

[Stones in the Bucket](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1065.

104459A

[Sekiro](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1066.

104373E

[Pass the Ball!](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1067.

104373F

[Sandpile on Clique](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1068.

104373C

[Laser Trap](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1069.

104373A

[So I'll Max Out My Constructive Algorithm Skills](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1070.

104373K

[Link-Cut Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1071.

105386J

[The Quest for El Dorado](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1072.

105386E

[Relearn through Review](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-29 · last AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1073.

105386M

[Italian Cuisine](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1074.

105386A

[Two-star Contest](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1075.

105386I

[Left Shifting 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1076.

105386B

[Gold Medal](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-29 · last AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1077.

105386G

[Be Positive](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1078.

103931L

[Last Warning of the Competition Finance Officer](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1079.

103931A

[Another A+B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[proven's solution](#)

1080.

103931M

[My University Is Better Than Yours](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[proven's solution](#)

1081.

103931E

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

Rating: — · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1082.

103931G

[Gua!](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[proven's solution](#)

1083.

103931H

[Heirloom Painting](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1084.

103931N

[Nine Is Greater Than Ten](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1085.

103102I

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

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1086.

104396L

[Architect](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1087.

104396K

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

Rating: — · first AC: 2024-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[proven's solution](#)

1088.

104396F

[Timaeus](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[proven's solution](#)

1089.

104396A

[Today's Word](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1090.

104396H

[Neil's Machine](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1091.

104396J

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

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1092.

104396I

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1093.

104847H

[Rebellious Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1094.

104023D

[Sternhalma](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[proven's solution](#)

1095.

104023J

[Eat, Sleep, Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[proven's solution](#)

1096.

104023A

[Dunai](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[proven's solution](#)

1097.

104023C

[Grass](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[proven's solution](#)

1098.

104023G

[Grade 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[proven's solution](#)

1099.

104023E

[Python Will be Faster than C++](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[proven's solution](#)

1100.

104725H

[Wp&N2n8b](#)

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1101.

104725B

[~EqNk/](#)

Rating: — · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1102.

104725D

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Rating: — · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1103.

104725G

[I?pu?Si;\[ùb](#)

Rating: — · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1104.

104725L

[Q?b?n8b](#)

Rating: — · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1105.

104725F

[g T^N SG\[P^R](#)

Rating: — · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1106.

104725A

[u?A?ia\]eQ-N](#)

Rating: — · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1107.

104725K

[RSP](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1108.

105174J

[OTutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1109.

105163G

[Grey-like Code](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[proven's solution](#)

1110.

104008L

[Largest Unique Wins](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[proven's solution](#)

1111.

104008G

[Group Homework](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1112.

104008C

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

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1113.

104008E

[Draw a triangle](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1114.

104008M

[Youth Finale](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1115.

104008A

[Lily](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1116.

105257D

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

Rating: — · first AC: 2024-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[proven's solution](#)

1117.

105257B

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

Rating: — · first AC: 2024-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[proven's solution](#)

1118.

105257C

[Seats](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[proven's solution](#)

1119.

105257L

[Chess](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[proven's solution](#)

1120.

105257M

[Window Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[proven's solution](#)

1121.

105257G

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

Rating: — · first AC: 2024-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[proven's solution](#)

1122.

105257F

[Try a try, AC is OK](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[proven's solution](#)

1123.

105257A

[chmod](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1124.

105336J

[b-Tutorial](#)

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1125.

105336G

[u TrAfIg Qm](#)

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1126.

105336I

[b-Tutorial](#)

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1127.

104819J

[Count](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[proven's solution](#)

1128.

104819I

[Dislike](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[proven's solution](#)

1129.

104819G

[Polynomial](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[proven's solution](#)

1130.

104819C

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[proven's solution](#)

1131.

104819E

[Travel](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1132.

104819K

[Nim X2](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1133.

104819H

[Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1134.

104819A

[SUN YAT-SEN University](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —
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1135.

105173I

[Password](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —
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1136.

104065E

[Hammer to Fall](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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1137.

104065A

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Rating: — · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —
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1138.

104065H

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Rating: — · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —
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1139.

104065M

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Rating: — · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —
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1140.

104065G

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Rating: — · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —
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1141.

104065C

[Catch You Catch Me](#) · [Tutorial](#)

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1142.

105323B

[Letting R](#)

Rating: — · first AC: 2024-08-30 · last AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —
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1143.

105323E

[LOL](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-30 · last AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —
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1144.

105323F

[810975](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1145.

105323D

[bToEzà](#)

Rating: — · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —
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1146.

105323C

[gcd hard version](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —
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1147.

105323A

[NCEvN v,,gÓ,rn8b](#)

Rating: — · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —
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1148.

103941D

[Mocha N Nteidf](#)

Rating: — · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: —
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1149.

103941C

[Serval v,TõSw\(ThH](#)

Rating: — · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1150.

103941K

[Y TQyep](#)

Rating: — · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1151.

103941I

[Oshwiciqwq v,TuShā](#)

Rating: — · first AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1152.

103941H

[eEtt4a](#)

Rating: — · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: —
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1153.

103941B

[Hash](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1154.

103941J

[Mex Tree](#) · [Tutorial](#)

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1155.

103941G

[Mocha N Tsiif](#)

Rating: — · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1156.

103941F

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1157.

103941E

[Serval v. J. Oosa](#)

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1158.

103941A

[Mocha N Tsiif](#)

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1159.

103389J

[g YrCo rize-Æ](#)

Rating: — · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1160.

103389F

[WOWpS!\)](#)

Rating: — · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1161.

103389C

[•PULFA—](#)

Rating: — · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1162.

103389B

[e;PoriaÄ](#)

Rating: — · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1163.

103389I

[š-švSaN •f](#)

Rating: — · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1164.

103389A

[QINoig.İ](#)

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[proven's solution](#)

1165.

103389D

[OINoSi](#)

Rating: — · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —
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1166.

103389G

[3G-Q Tutorial](#)

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[proven's solution](#)

1167.

103389K

[6MPa8b](#)

Rating: — · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1168.

105176N

[Webha](#)

Rating: — · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1169.

104857J

[Takeout Delivering](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: —
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1170.

105231E

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

Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —
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1171.

105231B

[Magic Leeks](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —
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1172.

105231I

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Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —
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1173.

105231H

[Convolution](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —
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1174.

105231D

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Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —
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1175.

105231J

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1176.

105231L

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1177.

105231K

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1178.

105231G

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1179.

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Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —
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1180.

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1181.

104821M

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1182.

104821L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —
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1183.

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

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1184.

105139F

[Enchanted](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —
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1185.

105139H

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Rating: — · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —
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1186.

105139L

[LCMs](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-24 · last AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —
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1187.

105139G

[Genshin Impact Startup Forbidden II](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —
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1188.

105139B

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1189.

105139J

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Rating: — · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —
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105139A

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1191.

105139E

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1192.

105158A

[Once In My Life](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —
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1193.

105158C

[N-NCEuAN_%bSkO\[](#)

Rating: — · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1194.

105158K

[h Ntôñal](#)

Rating: — · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1195.

105158L

[Toxel N PCPC-III](#) · [Tutorial](#)

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[proven's solution](#)

1196.

105158H

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Rating: — · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —
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1197.

105158J

[c'Rññep](#)

Rating: — · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1198.

105158M

[g ßñññalÕ](#)

Rating: — · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[proven's solution](#)

1199.

105158B

[bk-Tutorial](#)

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[proven's solution](#)

1200.

105158F

[OTYAW&N2](#)

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[proven's solution](#)

1201.

104354K

[c'Rindep](#)

Rating: — · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: —
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1202.

104354J

[Mocha I%Ttu5Pn8b](#)

Rating: — · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: —
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1203.

104354E

[we-5n8b](#)

Rating: — · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: —
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1204.

104354C

[Toxel N Tugapu b Vh](#)

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1205.

104354H

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1206.

104354F

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1207.

104354A

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Rating: — · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: —
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1208.

104354B

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1209.

105143E

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1210.

105143D

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1211.

105143F

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1212.

105143B

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1213.

105143K

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1214.

105143I

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104270F

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1216.

104270E

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1217.

104270C

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1218.

104270J

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1219.

104270M

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1220.

104417M

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1221.

104417L

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1222.

104417B

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1223.

104417E

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1224.

104417D

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1225.

104417G

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1226.

104417I

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1227.

104417A

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1228.

104369B

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1229.

104369D

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104369K

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1231.

104369I

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104369C

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1233.

104369A

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1234.

104869K

[Maximum Rating](#) · [Tutorial](#)

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1235.

104869J

[Graft and Transplant](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —
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1236.

104869C

[Swiss Stage](#) · [Tutorial](#)

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1237.

104976H

[Sugar Sweet II](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —
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1238.

104976D

[Operator Precedence](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —
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1239.

104976J

[Mysterious Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —
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1240.

104976M

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1241.

104874M

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1242.

104874B

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Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1243.

104874I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1244.

104874J

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Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —
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1245.

104874E

[Equidistant](#) · [Tutorial](#)

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1246.

104874H

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1247.

104874A

[Accurate Movement](#) · [Tutorial](#)

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1248.

104875J

[Justice Served](#) · [Tutorial](#)

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1249.

104875E

[ETA](#) · [Tutorial](#)

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1250.

104875D

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1251.

104875C

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Rating: — · first AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[proven's solution](#)

1254.

104777L

[Computer Games](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[proven's solution](#)

1255.

104777J

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

Rating: — · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[proven's solution](#)

1256.

104777D

[Infinite Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[proven's solution](#)

1257.

104777G

[Torn Lucky Ticket](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[proven's solution](#)

1258.

104777N

[XOR Construction](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[proven's solution](#)

1259.

104777I

[Points and Minimum Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[proven's solution](#)

1260.

104777M

[Treasure Chest](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[proven's solution](#)

1261.

104777A

[Security](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[proven's solution](#)

1262.

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[proven's solution](#)

1263.

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[proven's solution](#)

1264.

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[proven's solution](#)

1265.

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[proven's solution](#)

1266.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[proven's solution](#)

1267.

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[proven's solution](#)

1268.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[proven's solution](#)

1269.

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[proven's solution](#)

1270.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[proven's solution](#)

1271.

102900D

[Walker](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · last AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1272.

102900M

[Gitignore](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1273.

102900B

[Mine Sweeper II](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1274.

102900G

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1275.

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1276.

104821F

[Equivalent Rewriting](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1277.

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1278.

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1279.

104021K

[Largest Common Submatrix](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1280.

104021F

[Function!](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1281.

104021G

[Pot!!](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1282.

104021I

[Base62](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · Python 3 (first AC) · Tags: —
[proven's solution](#)

1283.

104021B

[So Easy](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1284.

104021N

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

Rating: — · first AC: 2023-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1285.

104022B

[The Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1286.

104022K

[Browser Games](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · last AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1287.

104022E

[Isomerism](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1288.

104022J

[Let's Play Jigsaw Puzzles!](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1289.

104022A

[Best Player](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1290.

104013N

[Nunchucks Shop](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1291.

104013D

[Display](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1292.

104013M

[Mind the Gap](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1293.

104013I

[Integer Square](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1294.

104013B

[Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1295.

104013A

[Archivist](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1296.

104787J

[Keyi Likes Reading](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · last AC: 2023-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1297.

104787D

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

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[proven's solution](#)

1298.

104787A

[Make SYSU Great Again I](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1299.

104787G

[Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1300.

104772E

[Every Queen](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1301.

104772J

[Jumping Frogs](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1302.

104772K

[Kitchen Timer](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1303.

104772D

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

Rating: — · first AC: 2023-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1304.

104772M

[Missing Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1305.

104772A

[Axis-Aligned Area](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1306.

102992E

[Evil Coordinate](#) · [Tutorial](#)

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

1307.

102992F

[Fireworks](#) · [Tutorial](#)

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

1308.

102992L

[Let's Play Curling](#) · [Tutorial](#)

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

1309.

102992K

[K Co-prime Permutation](#) · [Tutorial](#)

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

1310.

104768M

[Flipping Cards](#) · [Tutorial](#)

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

1311.

104768G

[Hard Brackets Problem](#) · [Tutorial](#)

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

1312.

104366H

[Light the Street](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[proven's solution](#)

1313.

104366I

[Subsetting and Summing](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1314.

104366M

[Easy Problem of Prime](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1315.

104366K

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

Rating: — · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1316.

104366A

[Cask Effect](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1317.

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · last AC: 2023-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1318.

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[proven's solution](#)

1319.

103202F

[Kobolds and Catacombs](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1320.

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1321.

103117L

[Spicy Restaurant](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1322.

103117H

[Nihongo wa Muzukashii Desu](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1323.

103117B

[Hotpot](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1324.

103117D

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

Rating: — · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1325.

103117M

[True Story](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1326.

103117K

[K-skip Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1327.

103117A

[Chuanpai](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1328.

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1329.

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1330.

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1331.

103446D

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

Rating: — · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1332.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1333.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1334.

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1335.

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1336.

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1337.

103427B

[Bitwise Exclusive-OR Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1338.

103427F

[Encoded Strings I](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1339.

103427E

[Edward Gaming, the Champion](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1340.

104741L

[QDitcher](#)

Rating: — · first AC: 2023-10-25 · last AC: 2023-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1341.

104741B

[\MVn8h](#)

Rating: — · first AC: 2023-10-25 · last AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1342.

104741E

[eTutorial](#) · [P;](#)

Rating: — · first AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[proven's solution](#)

1343.

104741I

[g N+Crk](#)

Rating: — · first AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[proven's solution](#)

1344.

104741C

[eTutorial](#)

Rating: — · first AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[proven's solution](#)

1345.

104741A

[A+B-i Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[proven's solution](#)

1346.

104076K

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · last AC: 2023-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[proven's solution](#)

1347.

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[proven's solution](#)

1348.

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[proven's solution](#)

1349.

104076M

[Best Carry Player](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[proven's solution](#)

1350.

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · last AC: 2023-10-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[proven's solution](#)

1351.

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[proven's solution](#)

1352.

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[proven's solution](#)

1353.

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[proven's solution](#)

1354.

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · last AC: 2023-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[proven's solution](#)

1355.

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1356.

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[proven's solution](#)

1357.

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[proven's solution](#)

1358.

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[proven's solution](#)

1359.

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[proven's solution](#)

1360.

104077J

[Strange Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)

1361.

104160L

[Tavern Chess](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · last AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[proven's solution](#)

1362.

104160C

[Clamped Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · last AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[proven's solution](#)

1363.

104160D

[DRX vs. T1](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[proven's solution](#)