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Unique solved — puneet 1852

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

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

Filters: none

Count: 444

1.

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,257 global accepts · Rating: 800 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [constructive algorithms](#), [math](#)
[puneet_1852's solution](#)

2.

2200A

[Eating Game](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [greedy](#)
[puneet_1852's solution](#)

3.

2205B

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

Quality: 16,188 global accepts · Rating: 800 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [implementation](#), [math](#)
[puneet_1852's solution](#)

4.

2202A

[Parkour Design](#) · [Tutorial](#)

Quality: 16,386 global accepts · Rating: 800 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [math](#)
[puneet_1852's solution](#)

5.

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,848 global accepts · Rating: 800 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [greedy](#), [math](#)
[puneet_1852's solution](#)

6.

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,577 global accepts · Rating: 800 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [greedy](#), [implementation](#)
[puneet_1852's solution](#)

7.

1921A

[Square](#) · [Tutorial](#)

Quality: 49,598 global accepts · Rating: 800 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [greedy](#), [math](#)
[puneet_1852's solution](#)

8.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [greedy](#)
[puneet_1852's solution](#)

9.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [games](#), [math](#)
[puneet_1852's solution](#)

10.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[puneet_1852's solution](#)

11.

2001B

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

Quality: 26,106 global accepts · Rating: 800 · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[puneet_1852's solution](#)

12.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,879 global accepts · Rating: 800 · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[puneet_1852's solution](#)

13.

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,616 global accepts · Rating: 800 · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: two pointers

[puneet_1852's solution](#)

14.

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,110 global accepts · Rating: 800 · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, strings

[puneet_1852's solution](#)

15.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,578 global accepts · Rating: 800 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[puneet_1852's solution](#)

16.

2094B

[Bobritto Bandito](#) · [Tutorial](#)

Quality: 33,154 global accepts · Rating: 800 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[puneet_1852's solution](#)

17.

2094A

[Trippi Troppi](#) · [Tutorial](#)

Quality: 56,308 global accepts · Rating: 800 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[puneet_1852's solution](#)

18.

2121B

[Above the Clouds](#) · [Tutorial](#)

Quality: 32,497 global accepts · Rating: 800 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[puneet_1852's solution](#)

19.

2121A

[Letter Home](#) · [Tutorial](#)

Quality: 39,289 global accepts · Rating: 800 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[puneet_1852's solution](#)

20.

2130A

[Submission is All You Need](#) · [Tutorial](#)

Quality: 28,531 global accepts · Rating: 800 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[puneet_1852's solution](#)

21.

2188A

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

Quality: 25,919 global accepts · Rating: 800 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[puneet_1852's solution](#)

22.

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,635 global accepts · Rating: 800 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math
[puneet_1852's solution](#)

23.

1473A

[Replacing Elements](#) · [Tutorial](#)

Quality: 37,433 global accepts · Rating: 800 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, sortings
[puneet_1852's solution](#)

24.

2170A

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

Quality: 19,953 global accepts · Rating: 800 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math
[puneet_1852's solution](#)

25.

2157A

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

Quality: 16,508 global accepts · Rating: 800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings
[puneet_1852's solution](#)

26.

2158A

[Suspension](#) · [Tutorial](#)

Quality: 23,399 global accepts · Rating: 800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[puneet_1852's solution](#)

27.

2010A

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

Quality: 21,269 global accepts · Rating: 800 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math
[puneet_1852's solution](#)

28.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,700 global accepts · Rating: 800 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory
[puneet_1852's solution](#)

29.

2072A

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

Quality: 40,667 global accepts · Rating: 800 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math
[puneet_1852's solution](#)

30.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,951 global accepts · Rating: 800 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math
[puneet_1852's solution](#)

31.

2179B

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

Quality: 28,345 global accepts · Rating: 800 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation
[puneet_1852's solution](#)

32.

2193B

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

Quality: 30,127 global accepts · Rating: 800 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[puneet_1852's solution](#)

33.

2193A

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

Quality: 42,670 global accepts · Rating: 800 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[puneet_1852's solution](#)

34.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,744 global accepts · Rating: 800 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[puneet_1852's solution](#)

35.

2189A

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

Quality: 24,376 global accepts · Rating: 800 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[puneet_1852's solution](#)

36.

2191A

[Array Coloring](#) · [Tutorial](#)

Quality: 27,790 global accepts · Rating: 800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[puneet_1852's solution](#)

37.

2184A

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

Quality: 38,096 global accepts · Rating: 800 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[puneet_1852's solution](#)

38.

2185B

[Prefix Max](#) · [Tutorial](#)

Quality: 40,724 global accepts · Rating: 800 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[puneet_1852's solution](#)

39.

2185A

[Perfect Root](#) · [Tutorial](#)

Quality: 43,110 global accepts · Rating: 800 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[puneet_1852's solution](#)

40.

2183A

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

Quality: 23,675 global accepts · Rating: 800 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games
[puneet_1852's solution](#)

41.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,448 global accepts · Rating: 800 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force
[puneet_1852's solution](#)

42.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,342 global accepts · Rating: 800 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[puneet_1852's solution](#)

43.

2179A

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

Quality: 34,432 global accepts · Rating: 800 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, strings

[puneet_1852's solution](#)

44.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,580 global accepts · Rating: 800 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[puneet_1852's solution](#)

45.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 800 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory

[puneet_1852's solution](#)

46.

2176A

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

Quality: 29,083 global accepts · Rating: 800 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[puneet_1852's solution](#)

47.

2175A

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

Quality: 18,736 global accepts · Rating: 800 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[puneet_1852's solution](#)

48.

2172A

[ASCII Art Contest](#) · [Tutorial](#)

Quality: 14,562 global accepts · Rating: 800 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[puneet_1852's solution](#)

49.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,841 global accepts · Rating: 800 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings

[puneet_1852's solution](#)

50.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,720 global accepts · Rating: 800 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, implementation, math

[puneet_1852's solution](#)

51.

2167C

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

Quality: 36,069 global accepts · Rating: 800 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[puneet_1852's solution](#)

52.

2167B

[Your Name](#) · [Tutorial](#)

Quality: 51,838 global accepts · Rating: 800 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings, strings
[puneet_1852's solution](#)

53.

2167A

[Square?](#) · [Tutorial](#)

Quality: 58,496 global accepts · Rating: 800 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings
[puneet_1852's solution](#)

54.

2153B

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

Quality: 22,592 global accepts · Rating: 800 · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy
[puneet_1852's solution](#)

55.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,172 global accepts · Rating: 800 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, two pointers
[puneet_1852's solution](#)

56.

2162A

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

Quality: 41,602 global accepts · Rating: 800 · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
[puneet_1852's solution](#)

57.

2125A

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

Quality: 27,987 global accepts · Rating: 800 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings, strings
[puneet_1852's solution](#)

58.

2160A

[MEX Partition](#) · [Tutorial](#)

Quality: 22,459 global accepts · Rating: 800 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[puneet_1852's solution](#)

59.

2106A

[Dr. TC](#) · [Tutorial](#)

Quality: 36,362 global accepts · Rating: 800 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[puneet_1852's solution](#)

60.

2151A

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

Quality: 17,962 global accepts · Rating: 800 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, strings
[puneet_1852's solution](#)

61.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,164 global accepts · Rating: 800 · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[puneet_1852's solution](#)

62.

2145A

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

Quality: 30,768 global accepts · Rating: 800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[puneet_1852's solution](#)

63.

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,177 global accepts · Rating: 800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[puneet_1852's solution](#)

64.

2110A

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

Quality: 29,831 global accepts · Rating: 800 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings
[puneet_1852's solution](#)

65.

2118A

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

Quality: 29,119 global accepts · Rating: 800 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[puneet_1852's solution](#)

66.

2152A

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

Quality: 22,320 global accepts · Rating: 800 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[puneet_1852's solution](#)

67.

2149B

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

Quality: 33,064 global accepts · Rating: 800 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[puneet_1852's solution](#)

68.

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,207 global accepts · Rating: 800 · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math
[puneet_1852's solution](#)

69.

2044C

[Hard Problem](#) · [Tutorial](#)

Quality: 45,279 global accepts · Rating: 800 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[puneet_1852's solution](#)

70.

2048A

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

Quality: 22,853 global accepts · Rating: 800 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math, number theory
[puneet_1852's solution](#)

71.

2051B

[Journey](#) · [Tutorial](#)

Quality: 39,770 global accepts · Rating: 800 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math
[puneet_1852's solution](#)

72.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,263 global accepts · Rating: 800 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry, greedy, math
[puneet_1852's solution](#)

73.

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,642 global accepts · Rating: 800 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy, math
[puneet_1852's solution](#)

74.

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[puneet_1852's solution](#)

75.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[puneet_1852's solution](#)

76.

2123B

[Tournament](#) · [Tutorial](#)

Quality: 34,929 global accepts · Rating: 800 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[puneet_1852's solution](#)

77.

2126B

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

Quality: 37,706 global accepts · Rating: 800 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[puneet_1852's solution](#)

78.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,659 global accepts · Rating: 800 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[puneet_1852's solution](#)

79.

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,491 global accepts · Rating: 800 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[puneet_1852's solution](#)

80.

2136A

[In the Dream](#) · [Tutorial](#)

Quality: 26,124 global accepts · Rating: 800 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[puneet_1852's solution](#)

81.

2139A

[Maple and Multiplication](#) · [Tutorial](#)

Quality: 25,828 global accepts · Rating: 800 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[puneet_1852's solution](#)

82.

2146A

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

Quality: 21,841 global accepts · Rating: 800 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation
[puneet_1852's solution](#)

83.

2147A

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

Quality: 18,639 global accepts · Rating: 800 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[puneet_1852's solution](#)

84.

1926A

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

Quality: 62,213 global accepts · Rating: 800 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[puneet_1852's solution](#)

85.

1941A

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

Quality: 47,702 global accepts · Rating: 800 · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[puneet_1852's solution](#)

86.

2149A

[Be Positive](#) · [Tutorial](#)

Quality: 40,937 global accepts · Rating: 800 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[puneet_1852's solution](#)

87.

2117A

[False Alarm](#) · [Tutorial](#)

Quality: 38,056 global accepts · Rating: 800 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[puneet_1852's solution](#)

88.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,643 global accepts · Rating: 800 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms
[puneet_1852's solution](#)

89.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,547 global accepts · Rating: 800 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, implementation, math
[puneet_1852's solution](#)

90.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,066 global accepts · Rating: 800 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation
[puneet_1852's solution](#)

91.

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,101 global accepts · Rating: 800 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation
[puneet_1852's solution](#)

92.

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation
[puneet_1852's solution](#)

93.

1300A

[Non-zero](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 800 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[puneet_1852's solution](#)

94.

1668A

[Direction Change](#) · [Tutorial](#)

Quality: 16,784 global accepts · Rating: 800 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[puneet_1852's solution](#)

95.

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,722 global accepts · Rating: 800 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings
[puneet_1852's solution](#)

96.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,218 global accepts · Rating: 800 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings
[puneet_1852's solution](#)

97.

1850B

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

Quality: 50,383 global accepts · Rating: 800 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings
[puneet_1852's solution](#)

98.

1850C

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

Quality: 53,548 global accepts · Rating: 800 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings
[puneet_1852's solution](#)

99.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[puneet_1852's solution](#)

100.

2050A

[Line Breaks](#) · [Tutorial](#)

Quality: 36,464 global accepts · Rating: 800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[puneet_1852's solution](#)

101.

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,511 global accepts · Rating: 800 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[puneet_1852's solution](#)

102.

2143A

[All Lengths Subtraction](#) · [Tutorial](#)

Quality: 20,702 global accepts · Rating: 800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, two pointers
[puneet_1852's solution](#)

103.

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,683 global accepts · Rating: 800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[puneet_1852's solution](#)

104.

2139B

[Cake Collection](#) · [Tutorial](#)

Quality: 20,831 global accepts · Rating: 800 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[puneet_1852's solution](#)

105.

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,057 global accepts · Rating: 800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry
[puneet_1852's solution](#)

106.

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,444 global accepts · Rating: 800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, hashing, math
[puneet_1852's solution](#)

107.

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,265 global accepts · Rating: 800 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[puneet_1852's solution](#)

108.

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math
[puneet_1852's solution](#)

109.

2137A

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

Quality: 35,323 global accepts · Rating: 800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[puneet_1852's solution](#)

110.

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,105 global accepts · Rating: 800 · first AC: 2025-08-28 · last AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math
[puneet_1852's solution](#)

111.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[puneet_1852's solution](#)

112.

2090A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 21,377 global accepts · Rating: 800 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[puneet_1852's solution](#)

113.

1681B

[Card Trick](#) · [Tutorial](#)

Quality: 21,038 global accepts · Rating: 800 · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[puneet_1852's solution](#)

114.

1744B

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

Quality: 24,899 global accepts · Rating: 800 · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[puneet_1852's solution](#)

115.

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,905 global accepts · Rating: 800 · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[puneet_1852's solution](#)

116.

2010B

[Three Brothers](#) · [Tutorial](#)

Quality: 24,717 global accepts · Rating: 800 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[puneet_1852's solution](#)

117.

1788A

[One and Two](#) · [Tutorial](#)

Quality: 53,042 global accepts · Rating: 800 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[puneet_1852's solution](#)

118.

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,386 global accepts · Rating: 800 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[puneet_1852's solution](#)

119.

401A

[Vanya and Cards](#) · [Tutorial](#)

Quality: 17,422 global accepts · Rating: 800 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[puneet_1852's solution](#)

120.

1065A

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

Quality: 15,264 global accepts · Rating: 800 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[puneet_1852's solution](#)

121.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,366 global accepts · Rating: 800 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[puneet_1852's solution](#)

122.

467A

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

Quality: 155,975 global accepts · Rating: 800 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[puneet_1852's solution](#)

123.

1030A

[In Search of an Easy Problem](#) · [Tutorial](#)

Quality: 171,502 global accepts · Rating: 800 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[puneet_1852's solution](#)

124.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,776 global accepts · Rating: 800 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[puneet_1852's solution](#)

125.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,116 global accepts · Rating: 800 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[puneet_1852's solution](#)

126.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,930 global accepts · Rating: 800 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[puneet_1852's solution](#)

127.

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,658 global accepts · Rating: 800 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[puneet_1852's solution](#)

128.

2047A

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

Quality: 17,839 global accepts · Rating: 800 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[puneet_1852's solution](#)

129.

2131A

[Lever](#) · [Tutorial](#)

Quality: 38,874 global accepts · Rating: 800 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[puneet_1852's solution](#)

130.

746A

[Compute](#) · [Tutorial](#)

Quality: 23,844 global accepts · Rating: 800 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[puneet_1852's solution](#)

131.

294A

[Shaass and Oskols](#) · [Tutorial](#)

Quality: 28,398 global accepts · Rating: 800 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[puneet_1852's solution](#)

132.

2112A

[Race](#) · [Tutorial](#)

Quality: 29,270 global accepts · Rating: 800 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[puneet_1852's solution](#)

133.

1846A

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

Quality: 34,783 global accepts · Rating: 800 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[puneet_1852's solution](#)

134.

1619B

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

Quality: 32,948 global accepts · Rating: 800 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[puneet_1852's solution](#)

135.

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,477 global accepts · Rating: 800 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[puneet_1852's solution](#)

136.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,711 global accepts · Rating: 800 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[puneet_1852's solution](#)

137.

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,907 global accepts · Rating: 800 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[puneet_1852's solution](#)

138.

233A

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

Quality: 49,155 global accepts · Rating: 800 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[puneet_1852's solution](#)

139.

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,969 global accepts · Rating: 800 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[puneet_1852's solution](#)

140.

1560B

[Who's Opposite?](#) · [Tutorial](#)

Quality: 38,803 global accepts · Rating: 800 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[puneet_1852's solution](#)

141.

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,548 global accepts · Rating: 800 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[puneet_1852's solution](#)

142.

1385A

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

Quality: 43,350 global accepts · Rating: 800 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[puneet_1852's solution](#)

143.

2040A

[Game of Division](#) · [Tutorial](#)

Quality: 24,434 global accepts · Rating: 800 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[puneet_1852's solution](#)

144.

2061A

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

Quality: 22,356 global accepts · Rating: 800 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[puneet_1852's solution](#)

145.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,205 global accepts · Rating: 800 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[puneet_1852's solution](#)

146.

2014B

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

Quality: 33,195 global accepts · Rating: 800 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[puneet_1852's solution](#)

147.

2043A

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

Quality: 26,989 global accepts · Rating: 800 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[puneet_1852's solution](#)

148.

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,233 global accepts · Rating: 800 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[puneet_1852's solution](#)

149.

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,493 global accepts · Rating: 800 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[puneet_1852's solution](#)

150.

2078A

[Final Verdict](#) · [Tutorial](#)

Quality: 23,301 global accepts · Rating: 800 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[puneet_1852's solution](#)

151.

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,546 global accepts · Rating: 800 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[puneet_1852's solution](#)

152.

2093A

[Ideal Generator](#) · [Tutorial](#)

Quality: 40,845 global accepts · Rating: 800 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[puneet_1852's solution](#)

153.

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,308 global accepts · Rating: 800 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[puneet_1852's solution](#)

154.

80A

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

Quality: 66,323 global accepts · Rating: 800 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[puneet_1852's solution](#)

155.

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,074 global accepts · Rating: 800 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[puneet_1852's solution](#)

156.

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,709 global accepts · Rating: 800 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[puneet_1852's solution](#)

157.

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,597 global accepts · Rating: 800 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[puneet_1852's solution](#)

158.

1950A

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

Quality: 69,460 global accepts · Rating: 800 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[puneet_1852's solution](#)

159.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,754 global accepts · Rating: 800 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[puneet_1852's solution](#)

160.

1676A

[Lucky?](#) · [Tutorial](#)

Quality: 87,442 global accepts · Rating: 800 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[puneet_1852's solution](#)

161.

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,767 global accepts · Rating: 800 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[puneet_1852's solution](#)

162.

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,569 global accepts · Rating: 800 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[puneet_1852's solution](#)

163.

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,699 global accepts · Rating: 800 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[puneet_1852's solution](#)

164.

2134A

[Painting With Two Colors](#) · [Tutorial](#)

Quality: 26,567 global accepts · Rating: 800 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[puneet_1852's solution](#)

165.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,583 global accepts · Rating: 800 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[puneet_1852's solution](#)

166.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,684 global accepts · Rating: 800 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[puneet_1852's solution](#)

167.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,500 global accepts · Rating: 800 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[puneet_1852's solution](#)

168.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,579 global accepts · Rating: 800 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[puneet_1852's solution](#)

169.

110A

[Nearly Lucky Number](#) · [Tutorial](#)

Quality: 199,540 global accepts · Rating: 800 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[puneet_1852's solution](#)

170.

977A

[Wrong Subtraction](#) · [Tutorial](#)

Quality: 217,542 global accepts · Rating: 800 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[puneet_1852's solution](#)

171.

59A

[Word](#) · [Tutorial](#)

Quality: 227,998 global accepts · Rating: 800 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[puneet_1852's solution](#)

172.

266A

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

Quality: 244,634 global accepts · Rating: 800 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[puneet_1852's solution](#)

173.

791A

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

Quality: 257,311 global accepts · Rating: 800 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[puneet_1852's solution](#)

174.

1980A

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

Quality: 47,602 global accepts · Rating: 800 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[puneet_1852's solution](#)

175.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,639 global accepts · Rating: 800 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[puneet_1852's solution](#)

176.

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,264 global accepts · Rating: 800 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[puneet_1852's solution](#)

177.

1296A

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

Quality: 48,351 global accepts · Rating: 800 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[puneet_1852's solution](#)

178.

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,738 global accepts · Rating: 800 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[puneet_1852's solution](#)

179.

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,443 global accepts · Rating: 800 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[puneet_1852's solution](#)

180.

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,546 global accepts · Rating: 800 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[puneet_1852's solution](#)

181.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,975 global accepts · Rating: 800 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, math

[puneet_1852's solution](#)

182.

1985B

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

Quality: 56,782 global accepts · Rating: 800 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number

theory

[puneet_1852's solution](#)

183.

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,101 global accepts · Rating: 800 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory

[puneet_1852's solution](#)

184.

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 70,042 global accepts · Rating: 800 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[puneet_1852's solution](#)

185.

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,103 global accepts · Rating: 800 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[puneet_1852's solution](#)

186.

1676B

[Equal Candies](#) · [Tutorial](#)

Quality: 60,653 global accepts · Rating: 800 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[puneet_1852's solution](#)

187.

1551A

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

Quality: 58,365 global accepts · Rating: 800 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[puneet_1852's solution](#)

188.

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,853 global accepts · Rating: 800 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[puneet_1852's solution](#)

189.

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,710 global accepts · Rating: 800 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math

[puneet_1852's solution](#)

190.

1624A

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

Quality: 60,286 global accepts · Rating: 800 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[puneet_1852's solution](#)

191.

2132A

[Homework](#) · [Tutorial](#)

Quality: 43,352 global accepts · Rating: 800 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, strings

[puneet_1852's solution](#)

192.

281A

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

Quality: 271,055 global accepts · Rating: 800 · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[puneet_1852's solution](#)

193.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,116 global accepts · Rating: 800 · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, strings

[puneet_1852's solution](#)

194.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,441 global accepts · Rating: 800 · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings, strings

[puneet_1852's solution](#)

195.

112A

[Petya and Strings](#) · [Tutorial](#)

Quality: 287,322 global accepts · Rating: 800 · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[puneet_1852's solution](#)

196.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,093 global accepts · Rating: 800 · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[puneet_1852's solution](#)

197.

1433A

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

Quality: 62,661 global accepts · Rating: 800 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[puneet_1852's solution](#)

198.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,492 global accepts · Rating: 800 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory

[puneet_1852's solution](#)

199.

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,956 global accepts · Rating: 800 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[puneet_1852's solution](#)

200.

1374A

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

Quality: 64,193 global accepts · Rating: 800 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[puneet_1852's solution](#)

201.

1283A

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

Quality: 61,306 global accepts · Rating: 800 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[puneet_1852's solution](#)

202.

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,155 global accepts · Rating: 800 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[puneet_1852's solution](#)

203.

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,945 global accepts · Rating: 800 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[puneet_1852's solution](#)

204.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,691 global accepts · Rating: 800 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, probabilities
[puneet_1852's solution](#)

205.

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,983 global accepts · Rating: 800 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[puneet_1852's solution](#)

206.

472A

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

Quality: 70,784 global accepts · Rating: 800 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[puneet_1852's solution](#)

207.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,556 global accepts · Rating: 800 · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, implementation
[puneet_1852's solution](#)

208.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,395 global accepts · Rating: 800 · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[puneet_1852's solution](#)

209.

231A

[Team](#) · [Tutorial](#)

Quality: 430,377 global accepts · Rating: 800 · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
[puneet_1852's solution](#)

210.

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,392 global accepts · Rating: 800 · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings
[puneet_1852's solution](#)

211.

1899A

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

Quality: 92,823 global accepts · Rating: 800 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math, number theory
[puneet_1852's solution](#)

212.

758A

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

Quality: 75,316 global accepts · Rating: 800 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[puneet_1852's solution](#)

213.

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,961 global accepts · Rating: 800 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[puneet_1852's solution](#)

214.

1409A

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

Quality: 80,440 global accepts · Rating: 800 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[puneet_1852's solution](#)

215.

581A

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

Quality: 84,972 global accepts · Rating: 800 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[puneet_1852's solution](#)

216.

1154A

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

Quality: 87,079 global accepts · Rating: 800 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[puneet_1852's solution](#)

217.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,849 global accepts · Rating: 800 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[puneet_1852's solution](#)

218.

750A

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

Quality: 92,567 global accepts · Rating: 800 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, math

[puneet_1852's solution](#)

219.

151A

[Soft Drinking](#) · [Tutorial](#)

Quality: 94,801 global accepts · Rating: 800 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[puneet_1852's solution](#)

220.

723A

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

Quality: 100,735 global accepts · Rating: 800 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, sortings

[puneet_1852's solution](#)

221.

1335A

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

Quality: 104,818 global accepts · Rating: 800 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[puneet_1852's solution](#)

222.

1352A

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

Quality: 104,155 global accepts · Rating: 800 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[puneet_1852's solution](#)

223.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,420 global accepts · Rating: 800 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[puneet_1852's solution](#)

224.

1328A

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

Quality: 131,933 global accepts · Rating: 800 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[puneet_1852's solution](#)

225.

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,454 global accepts · Rating: 800 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[puneet_1852's solution](#)

226.

486A

[Calculating Function](#) · [Tutorial](#)

Quality: 154,175 global accepts · Rating: 800 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[puneet_1852's solution](#)

227.

546A

[Soldier and Bananas](#) · [Tutorial](#)

Quality: 235,264 global accepts · Rating: 800 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math
[puneet_1852's solution](#)

228.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,206 global accepts · Rating: 800 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[puneet_1852's solution](#)

229.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,805 global accepts · Rating: 800 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[puneet_1852's solution](#)

230.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,053 global accepts · Rating: 800 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[puneet_1852's solution](#)

231.

2094C

[Brr Brr Patapim](#) · [Tutorial](#)

Quality: 30,495 global accepts · Rating: 900 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[puneet_1852's solution](#)

232.

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,835 global accepts · Rating: 900 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[puneet_1852's solution](#)

233.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,904 global accepts · Rating: 900 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[puneet_1852's solution](#)

234.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 900 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings
[puneet_1852's solution](#)

235.

2185C

[Shifted MEX](#) · [Tutorial](#)

Quality: 29,000 global accepts · Rating: 900 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[puneet_1852's solution](#)

236.

2140B

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

Quality: 22,141 global accepts · Rating: 900 · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[puneet_1852's solution](#)

237.

1668B

[Social Distance](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 900 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[puneet_1852's solution](#)

238.

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,348 global accepts · Rating: 900 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[puneet_1852's solution](#)

239.

96A

[Football](#) · [Tutorial](#)

Quality: 193,687 global accepts · Rating: 900 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[puneet_1852's solution](#)

240.

2132B

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

Quality: 33,559 global accepts · Rating: 900 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[puneet_1852's solution](#)

241.

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,438 global accepts · Rating: 1000 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[puneet_1852's solution](#)

242.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,299 global accepts · Rating: 1000 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[puneet_1852's solution](#)

243.

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,732 global accepts · Rating: 1000 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[puneet_1852's solution](#)

244.

2191B

[MEX Reordering](#) · [Tutorial](#)

Quality: 19,922 global accepts · Rating: 1000 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, sortings

[puneet_1852's solution](#)

245.

2167D

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

Quality: 30,221 global accepts · Rating: 1000 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory

[puneet_1852's solution](#)

246.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,818 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[puneet_1852's solution](#)

247.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,556 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[puneet_1852's solution](#)

248.

2147B

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

Quality: 16,977 global accepts · Rating: 1000 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[puneet_1852's solution](#)

249.

2144B

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

Quality: 18,475 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[puneet_1852's solution](#)

250.

2148D

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

Quality: 26,757 global accepts · Rating: 1000 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[puneet_1852's solution](#)

251.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,415 global accepts · Rating: 1000 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[puneet_1852's solution](#)

252.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,477 global accepts · Rating: 1000 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[puneet_1852's solution](#)

253.

2132C1

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

Quality: 27,741 global accepts · Rating: 1000 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[puneet_1852's solution](#)

254.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,307 global accepts · Rating: 1000 · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[puneet_1852's solution](#)

255.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,692 global accepts · Rating: 1100 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[puneet_1852's solution](#)

256.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,422 global accepts · Rating: 1100 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[puneet_1852's solution](#)

257.

2179C

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

Quality: 22,307 global accepts · Rating: 1100 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, number theory, sortings

[puneet_1852's solution](#)

258.

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,581 global accepts · Rating: 1100 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers

[puneet_1852's solution](#)

259.

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,695 global accepts · Rating: 1100 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, two pointers

[puneet_1852's solution](#)

260.

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,866 global accepts · Rating: 1100 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, math

[puneet_1852's solution](#)

261.

2184B

[Hourglass](#) · [Tutorial](#)

Quality: 24,116 global accepts · Rating: 1100 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[puneet_1852's solution](#)

262.

2183B

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

Quality: 16,180 global accepts · Rating: 1100 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[puneet_1852's solution](#)

263.

2160B

[Distinct Elements](#) · [Tutorial](#)

Quality: 17,763 global accepts · Rating: 1100 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[puneet_1852's solution](#)

264.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,337 global accepts · Rating: 1100 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[puneet_1852's solution](#)

265.

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,065 global accepts · Rating: 1100 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math

[puneet_1852's solution](#)

266.

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,915 global accepts · Rating: 1100 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[puneet_1852's solution](#)

267.

2202B

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

Quality: 11,156 global accepts · Rating: 1200 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[puneet_1852's solution](#)

268.

2196A

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

Quality: 15,840 global accepts · Rating: 1200 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[puneet_1852's solution](#)

269.

2121C

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

Quality: 21,751 global accepts · Rating: 1200 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[puneet_1852's solution](#)

270.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,952 global accepts · Rating: 1200 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[puneet_1852's solution](#)

271.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,597 global accepts · Rating: 1200 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[puneet_1852's solution](#)

272.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,705 global accepts · Rating: 1200 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[puneet_1852's solution](#)

273.

2189B

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

Quality: 15,322 global accepts · Rating: 1200 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[puneet_1852's solution](#)

274.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,140 global accepts · Rating: 1200 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[puneet_1852's solution](#)

275.

2182C

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

Quality: 15,524 global accepts · Rating: 1200 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[puneet_1852's solution](#)

276.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,562 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[puneet_1852's solution](#)

277.

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,359 global accepts · Rating: 1200 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[puneet_1852's solution](#)

278.

2050C

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

Quality: 25,011 global accepts · Rating: 1200 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[puneet_1852's solution](#)

279.

2148E

[Split](#) · [Tutorial](#)

Quality: 14,075 global accepts · Rating: 1200 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers

[puneet_1852's solution](#)

280.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,691 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[puneet_1852's solution](#)

281.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,881 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[puneet_1852's solution](#)

282.

2208C

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

Quality: 11,113 global accepts · Rating: 1300 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[puneet_1852's solution](#)

283.

2201A1

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

Quality: 11,064 global accepts · Rating: 1300 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[puneet_1852's solution](#)

284.

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,902 global accepts · Rating: 1300 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[puneet_1852's solution](#)

285.

2121D

[1709](#) · [Tutorial](#)

Quality: 18,214 global accepts · Rating: 1300 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[puneet_1852's solution](#)

286.

2129A

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

Quality: 16,654 global accepts · Rating: 1300 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[puneet_1852's solution](#)

287.

2187A

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

Quality: 15,876 global accepts · Rating: 1300 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[puneet_1852's solution](#)

288.

2127B

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

Quality: 13,499 global accepts · Rating: 1300 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[puneet_1852's solution](#)

289.

2179D

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

Quality: 13,517 global accepts · Rating: 1300 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[puneet_1852's solution](#)

290.

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,212 global accepts · Rating: 1300 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory, shortest paths

[puneet_1852's solution](#)

291.

2189C1

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

Quality: 13,904 global accepts · Rating: 1300 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[puneet_1852's solution](#)

292.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,727 global accepts · Rating: 1300 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[puneet_1852's solution](#)

293.

2175B

[XOR Array](#) · [Tutorial](#)

Quality: 12,228 global accepts · Rating: 1300 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[puneet_1852's solution](#)

294.

2160C

[Reverse XOR](#) · [Tutorial](#)

Quality: 15,163 global accepts · Rating: 1300 · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks

[puneet_1852's solution](#)

295.

2145C

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

Quality: 15,405 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings

[puneet_1852's solution](#)

296.

2152B

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

Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[puneet_1852's solution](#)

297.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,707 global accepts · Rating: 1300 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[puneet_1852's solution](#)

298.

1668C

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

Rating: 1300 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math

[puneet_1852's solution](#)

299.

2050D

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

Quality: 18,981 global accepts · Rating: 1300 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, strings

[puneet_1852's solution](#)

300.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[puneet_1852's solution](#)

301.

2144C

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

Quality: 14,996 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[puneet_1852's solution](#)

302.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[puneet_1852's solution](#)

303.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1400 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[puneet_1852's solution](#)

304.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,071 global accepts · Rating: 1400 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy

[puneet_1852's solution](#)

305.

479C

[Exams](#) · [Tutorial](#)

Quality: 33,075 global accepts · Rating: 1400 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[puneet_1852's solution](#)

306.

479B

[Towers](#) · [Tutorial](#)

Quality: 8,430 global accepts · Rating: 1400 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[puneet_1852's solution](#)

307.

2190B1

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

Quality: 10,684 global accepts · Rating: 1400 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[puneet_1852's solution](#)

308.

2156C

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

Quality: 12,290 global accepts · Rating: 1400 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[puneet_1852's solution](#)

309.

2162D

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

Quality: 12,368 global accepts · Rating: 1400 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[puneet_1852's solution](#)

310.

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,549 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory

[puneet_1852's solution](#)

311.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[puneet_1852's solution](#)

312.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,127 global accepts · Rating: 1400 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[puneet_1852's solution](#)

313.

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,743 global accepts · Rating: 1500 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[puneet_1852's solution](#)

314.

2121E

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

Quality: 14,686 global accepts · Rating: 1500 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[puneet_1852's solution](#)

315.

2185E

[The Robotic Rush](#) · [Tutorial](#)

Quality: 10,227 global accepts · Rating: 1500 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, two pointers

[puneet_1852's solution](#)

316.

2183D1

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

Quality: 8,857 global accepts · Rating: 1500 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[puneet_1852's solution](#)

317.

2183C

[War Strategy · Tutorial](#)

Quality: 10,673 global accepts · Rating: 1500 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[puneet_1852's solution](#)

318.

2163C

[Monopati · Tutorial](#)

Quality: 9,031 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[puneet_1852's solution](#)

319.

2149E

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

Quality: 9,280 global accepts · Rating: 1500 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, two pointers

[puneet_1852's solution](#)

320.

2155C

[The Ancient Wizards' Capes · Tutorial](#)

Quality: 10,259 global accepts · Rating: 1500 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[puneet_1852's solution](#)

321.

2147C

[Rabbits · Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[puneet_1852's solution](#)

322.

2137E

[Mexification · Tutorial](#)

Quality: 10,170 global accepts · Rating: 1500 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[puneet_1852's solution](#)

323.

2194D

[Table Cut · Tutorial](#)

Quality: 7,860 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[puneet_1852's solution](#)

324.

2129B

[Stay or Mirror · Tutorial](#)

Quality: 13,278 global accepts · Rating: 1600 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[puneet_1852's solution](#)

325.

2128D

[Sum of LDS · Tutorial](#)

Quality: 12,294 global accepts · Rating: 1600 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics,

dp, greedy, math

[puneet_1852's solution](#)

326.

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,466 global accepts · Rating: 1600 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[puneet_1852's solution](#)

327.

2184D

[Unfair Game](#) · [Tutorial](#)

Quality: 9,504 global accepts · Rating: 1600 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[puneet_1852's solution](#)

328.

2182D

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

Quality: 8,955 global accepts · Rating: 1600 · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[puneet_1852's solution](#)

329.

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,136 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, math, trees

[puneet_1852's solution](#)

330.

2167G

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

Quality: 11,023 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[puneet_1852's solution](#)

331.

2167E

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

Quality: 9,071 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation

[puneet_1852's solution](#)

332.

2162E

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

Quality: 9,340 global accepts · Rating: 1600 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, schedules

[puneet_1852's solution](#)

333.

2132D

[From 1 to Infinity](#) · [Tutorial](#)

Quality: 8,829 global accepts · Rating: 1600 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, implementation, math

[puneet_1852's solution](#)

334.

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,925 global accepts · Rating: 1700 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[puneet_1852's solution](#)

335.

479D

[Long Jumps](#) · [Tutorial](#)

Quality: 5,010 global accepts · Rating: 1700 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation

[puneet_1852's solution](#)

336.

2178D

[Xmas or Hysteria · Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[puneet_1852's solution](#)

337.

2185F

[BattleCows · Tutorial](#)

Quality: 5,015 global accepts · Rating: 1700 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, implementation

[puneet_1852's solution](#)

338.

2159A

[MAD Interactive Problem · Tutorial](#)

Quality: 8,138 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[puneet_1852's solution](#)

339.

2152D

[Division Versus Addition · Tutorial](#)

Quality: 6,760 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[puneet_1852's solution](#)

340.

2147D

[Game on Array · Tutorial](#)

Quality: 7,491 global accepts · Rating: 1700 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[puneet_1852's solution](#)

341.

2121F

[Yamakasi · Tutorial](#)

Quality: 8,127 global accepts · Rating: 1800 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

[puneet_1852's solution](#)

342.

2187B

[Shortest Statement Ever · Tutorial](#)

Quality: 5,289 global accepts · Rating: 1800 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[puneet_1852's solution](#)

343.

2127D

[Root was Built by Love, Broken by Destiny · Tutorial](#)

Quality: 6,201 global accepts · Rating: 1800 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[puneet_1852's solution](#)

344.

2179E

[Blackslex and Girls · Tutorial](#)

Quality: 5,784 global accepts · Rating: 1800 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, math

[puneet_1852's solution](#)

345.

2189C2

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

Quality: 6,212 global accepts · Rating: 1800 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[puneet_1852's solution](#)

346.

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,311 global accepts · Rating: 1800 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[puneet_1852's solution](#)

347.

2184E

[Exquisite Array](#) · [Tutorial](#)

Quality: 5,773 global accepts · Rating: 1800 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, sortings

[puneet_1852's solution](#)

348.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1800 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[puneet_1852's solution](#)

349.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,766 global accepts · Rating: 1800 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, sortings

[puneet_1852's solution](#)

350.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,663 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[puneet_1852's solution](#)

351.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,397 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[puneet_1852's solution](#)

352.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,001 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[puneet_1852's solution](#)

353.

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,596 global accepts · Rating: 1800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[puneet_1852's solution](#)

354.

2184F

[Cherry Tree](#) · [Tutorial](#)

Quality: 3,900 global accepts · Rating: 1900 · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs,

trees

[puneet_1852's solution](#)

355.

2156D

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

Quality: 5,375 global accepts · Rating: 1900 · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[puneet_1852's solution](#)

356.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 1900 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[puneet_1852's solution](#)

357.

2184G

[Nastiness of Segments](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 1900 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[puneet_1852's solution](#)

358.

2128E1

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

Quality: 6,545 global accepts · Rating: 1900 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math

[puneet_1852's solution](#)

359.

479E

[Riding in a Lift](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[puneet_1852's solution](#)

360.

2190B2

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

Quality: 3,182 global accepts · Rating: 1900 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[puneet_1852's solution](#)

361.

2189D1

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

Quality: 3,962 global accepts · Rating: 1900 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[puneet_1852's solution](#)

362.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,256 global accepts · Rating: 1900 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[puneet_1852's solution](#)

363.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,467 global accepts · Rating: 1900 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[puneet_1852's solution](#)

364.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[puneet_1852's solution](#)

365.

2148G

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

Quality: 4,196 global accepts · Rating: 1900 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, number theory

[puneet_1852's solution](#)

366.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,487 global accepts · Rating: 1900 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[puneet_1852's solution](#)

367.

2194E

[The Turtle Strikes Back](#) · [Tutorial](#)

Quality: 2,617 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, implementation

[puneet_1852's solution](#)

368.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[puneet_1852's solution](#)

369.

2158D

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

Quality: 3,285 global accepts · Rating: 2000 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings

[puneet_1852's solution](#)

370.

2179F

[Blackslex and Another RGB Walking](#) · [Tutorial](#)

Quality: 2,751 global accepts · Rating: 2000 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees

[puneet_1852's solution](#)

371.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[puneet_1852's solution](#)

372.

2126F

[1-1-1, Free Tree!](#) · [Tutorial](#)

Quality: 4,307 global accepts · Rating: 2000 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees

[puneet_1852's solution](#)

373.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[puneet_1852's solution](#)

374.

2193G

[Paths in a Tree](#) · [Tutorial](#)

Quality: 2,242 global accepts · Rating: 2100 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, interactive, sortings, trees

[puneet_1852's solution](#)

375.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,855 global accepts · Rating: 2100 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[puneet_1852's solution](#)

376.

2183D2

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

Quality: 2,499 global accepts · Rating: 2100 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[puneet_1852's solution](#)

377.

2163D1

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

Quality: 2,731 global accepts · Rating: 2100 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[puneet_1852's solution](#)

378.

2162F

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

Quality: 2,915 global accepts · Rating: 2100 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[puneet_1852's solution](#)

379.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[puneet_1852's solution](#)

380.

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,660 global accepts · Rating: 2100 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[puneet_1852's solution](#)

381.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[puneet_1852's solution](#)

382.

2152E

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

Quality: 2,779 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[puneet_1852's solution](#)

383.

2156F1

[Strange Operation \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[puneet_1852's solution](#)

384.

2179H

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

Quality: 1,303 global accepts · Rating: 2200 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, implementation, math

[puneet_1852's solution](#)

385.

2179G

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

Quality: 1,209 global accepts · Rating: 2200 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, interactive, math

[puneet_1852's solution](#)

386.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[puneet_1852's solution](#)

387.

2189D2

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

Quality: 1,945 global accepts · Rating: 2200 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[puneet_1852's solution](#)

388.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 2200 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[puneet_1852's solution](#)

389.

2194F1

[Again Trees... \(Easy Version\)](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2300 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, trees

[puneet_1852's solution](#)

390.

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2300 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[puneet_1852's solution](#)

391.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,372 global accepts · Rating: 2300 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[puneet_1852's solution](#)

392.

2190C

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

Quality: 1,293 global accepts · Rating: 2300 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[puneet_1852's solution](#)

393.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2300 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer,

dp, greedy, math

[puneet_1852's solution](#)

394.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2300 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[puneet_1852's solution](#)

395.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math

[puneet_1852's solution](#)

396.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[puneet_1852's solution](#)

397.

2193H

[Remove the Grail Tree](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2400 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees

[puneet_1852's solution](#)

398.

2156E

[Best Time to Buy and Sell Stock](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2500 · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy

[puneet_1852's solution](#)

399.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2500 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[puneet_1852's solution](#)

400.

2185H

[BattleCows 2](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2500 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[puneet_1852's solution](#)

401.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2500 · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[puneet_1852's solution](#)

402.

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[puneet_1852's solution](#)

403.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 2500 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[puneet_1852's solution](#)

404.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[puneet_1852's solution](#)

405.

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory

[puneet_1852's solution](#)

406.

2129D

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

Quality: 951 global accepts · Rating: 2600 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[puneet_1852's solution](#)

407.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[puneet_1852's solution](#)

408.

2158E

[Sink](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 2600 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[puneet_1852's solution](#)

409.

2128E2

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

Quality: 796 global accepts · Rating: 2600 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers

[puneet_1852's solution](#)

410.

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[puneet_1852's solution](#)

411.

2154F1

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

Quality: 565 global accepts · Rating: 2700 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math

[puneet_1852's solution](#)

412.

2182G

[Short Garland](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2800 · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures,

dfs and similar, dp, trees

[puneet_1852's solution](#)

413.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2800 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[puneet_1852's solution](#)

414.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[puneet_1852's solution](#)

415.

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities

[puneet_1852's solution](#)

416.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2800 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, greedy

[puneet_1852's solution](#)

417.

2162H

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

Quality: 314 global accepts · Rating: 2900 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[puneet_1852's solution](#)

418.

2156F2

[Strange Operation \(Hard Version\)](#) · [Tutorial](#)

Quality: 243 global accepts · Rating: 3000 · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, trees

[puneet_1852's solution](#)

419.

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, sortings

[puneet_1852's solution](#)

420.

2158F2

[Distinct GCDs \(Hard Version\)](#) · [Tutorial](#)

Quality: 250 global accepts · Rating: 3000 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math, number theory

[puneet_1852's solution](#)

421.

2187F1

[AI Fine \(Maximizing Version\)](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3100 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[puneet_1852's solution](#)

422.

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 3100 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp,

flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[puneet_1852's solution](#)

423.

2147G

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

Quality: 360 global accepts · Rating: 3100 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[puneet_1852's solution](#)

424.

2128F

[Strict Triangle](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, shortest paths

[puneet_1852's solution](#)

425.

2190E

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

Quality: 236 global accepts · Rating: 3200 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics

[puneet_1852's solution](#)

426.

2183G

[Snake Instructions](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 3200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive

[puneet_1852's solution](#)

427.

2180F2

[Control Car \(Hard Version\)](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 3200 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[puneet_1852's solution](#)

428.

2178I

[Numbers or Fireworks](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 3300 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, graphs

[puneet_1852's solution](#)

429.

2178H

[Create or Duplicate](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3300 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths

[puneet_1852's solution](#)

430.

2190G

[Maximize Determinant](#) · [Tutorial](#)

Quality: 96 global accepts · Rating: 3300 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs

[puneet_1852's solution](#)

431.

2190F

[Xor Product](#) · [Tutorial](#)

Quality: 92 global accepts · Rating: 3300 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[puneet_1852's solution](#)

432.

2127G1

[Inter Active \(Easy Version\)](#) · [Tutorial](#)

Quality: 101 global accepts · Rating: 3400 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive

algorithms, interactive, probabilities

[puneet_1852's solution](#)

433.

2183I2

[Pairs Flipping \(Hard Version\)](#) · [Tutorial](#)

Quality: 69 global accepts · Rating: 3500 · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[puneet_1852's solution](#)

434.

2129F2

[Top-K Tracker \(Hard Version\)](#) · [Tutorial](#)

Quality: 97 global accepts · Rating: 3500 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[puneet_1852's solution](#)

435.

2129F1

[Top-K Tracker \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[puneet_1852's solution](#)

436.

2183I1

[Pairs Flipping \(Easy Version\)](#) · [Tutorial](#)

Quality: 83 global accepts · Rating: 3500 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[puneet_1852's solution](#)

437.

2187F2

[AI Fine \(Counting Version\)](#) · [Tutorial](#)

Quality: 71 global accepts · Rating: 3500 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees

[puneet_1852's solution](#)

438.

2187E

[Doors and Keys](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 3500 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp

[puneet_1852's solution](#)

439.

2127G2

[Inter Active \(Hard Version\)](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 3500 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, graphs, implementation, interactive, math, probabilities

[puneet_1852's solution](#)

440.

2183H

[Minimise Cost](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 3500 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, sortings

[puneet_1852's solution](#)

441.

2180G

[Balance](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, implementation, math

[puneet_1852's solution](#)

442.

2161G

[Bitwise And Equals](#) · [Tutorial](#)

Quality: 91 global accepts · Rating: 3500 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy

[puneet_1852's solution](#)

443.

2159E

[Super-Short-Polynomial-San](#) · [Tutorial](#)

Quality: 201 global accepts · Rating: 3500 · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, meet-in-the-middle
[puneet_1852's solution](#)

444.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,028 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, interactive
[puneet_1852's solution](#)