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Unique solved — qwerasdfzxc!

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1.

2209A

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2.

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3.

2134A

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4.

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6.

2120A

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7.

2096A

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8.

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9.

2002A

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10.

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11.

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1836A

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1799A

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15.

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17.

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1738A

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1696A

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20.

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21.

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23.

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24.

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25.

1615A

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26.

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27.

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28.

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34.

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38.

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41.

1515A

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42.

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43.

1512B

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1512A

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45.

1499A

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46.

1497A

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47.

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48.

1491A

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49.

1492A

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50.

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51.

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52.

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53.

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54.

1466B

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1466A

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56.

1461A

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57.

1447A

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58.

1450A

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59.

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60.

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1457A

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62.

1452C

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65.

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66.

1451A

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67.

1440A

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68.

1438A

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69.

1445A

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70.

1437A

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72.

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75.

1422A

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77.

2209B

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79.

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80.

1779B

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81.

1696B

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82.

1609A

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83.

1610A

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84.

1588A

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85.

1543B

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86.

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87.

1494A

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88.

1537B

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89.

1535B

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90.

1486A

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91.

1467A

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92.

1475B

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93.

1475A

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94.

1326B

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95.

1451B

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96.

1440B

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97.

1445B

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98.

1436B

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99.

1433C

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100.

1426B

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101.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,269 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[qwerasdfzxc1's solution](#)

102.

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,738 global accepts · Rating: 1000 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry
[qwerasdfzxc1's solution](#)

103.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games
[qwerasdfzxc1's solution](#)

104.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,904 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[qwerasdfzxc1's solution](#)

105.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[qwerasdfzxc1's solution](#)

106.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[qwerasdfzxc1's solution](#)

107.

1770A

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

Quality: 25,243 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[qwerasdfzxc1's solution](#)

108.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[qwerasdfzxc1's solution](#)

109.

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[qwerasdfzxc1's solution](#)

110.

1515B

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

Quality: 27,063 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

[qwerasdfzxc1's solution](#)

111.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation

[qwerasdfzxc1's solution](#)

112.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,884 global accepts · Rating: 1000 · first AC: 2021-02-20 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math

[qwerasdfzxc1's solution](#)

113.

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: implementation, math

[qwerasdfzxc1's solution](#)

114.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,135 global accepts · Rating: 1000 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[qwerasdfzxc1's solution](#)

115.

1474B

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

Quality: 40,320 global accepts · Rating: 1000 · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[qwerasdfzxc1's solution](#)

116.

1469A

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

Quality: 30,032 global accepts · Rating: 1000 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[qwerasdfzxc1's solution](#)

117.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,054 global accepts · Rating: 1000 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: dp, greedy

[qwerasdfzxc1's solution](#)

118.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1000 · first AC: 2020-12-27 · last AC: 2020-12-27 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[qwerasdfzxc1's solution](#)

119.

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,442 global accepts · Rating: 1000 · first AC: 2020-12-10 · GNU C++11 (first AC) · Tags: greedy, math

[qwerasdfzxc1's solution](#)

120.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,037 global accepts · Rating: 1000 · first AC: 2020-12-06 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy

[qwerasdfzxc1's solution](#)

121.

1438B

[Valerii Against Everyone](#) · [Tutorial](#)

Quality: 29,063 global accepts · Rating: 1000 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[qwerasdfzxc1's solution](#)

122.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[qwerasdfzxc1's solution](#)

123.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,568 global accepts · Rating: 1100 · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[qwerasdfzxc1's solution](#)

124.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,592 global accepts · Rating: 1100 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[qwerasdfzxc1's solution](#)

125.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[qwerasdfzxc1's solution](#)

126.

1616B

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

Quality: 20,708 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[qwerasdfzxc1's solution](#)

127.

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[qwerasdfzxc1's solution](#)

128.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,383 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[qwerasdfzxc1's solution](#)

129.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[qwerasdfzxc1's solution](#)

130.

1534B

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

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[qwerasdfzxc1's solution](#)

131.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings
[qwerasdfzxc1's solution](#)

132.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,397 global accepts · Rating: 1100 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: data structures, greedy, math
[qwerasdfzxc1's solution](#)

133.

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,015 global accepts · Rating: 1100 · first AC: 2021-02-11 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[qwerasdfzxc1's solution](#)

134.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation
[qwerasdfzxc1's solution](#)

135.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,925 global accepts · Rating: 1100 · first AC: 2020-12-29 · GNU C++11 (first AC) · Tags: binary search, math
[qwerasdfzxc1's solution](#)

136.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,444 global accepts · Rating: 1100 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: constructive algorithms, games, math
[qwerasdfzxc1's solution](#)

137.

1457B

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

Rating: 1100 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: brute force, greedy
[qwerasdfzxc1's solution](#)

138.

1435B

[A New Technique](#) · [Tutorial](#)

Rating: 1100 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[qwerasdfzxc1's solution](#)

139.

1426C

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

Quality: 20,544 global accepts · Rating: 1100 · first AC: 2020-09-28 · GNU C11 (first AC) · Tags: binary search, constructive algorithms, math
[qwerasdfzxc1's solution](#)

140.

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,894 global accepts · Rating: 1200 · first AC: 2025-11-16 · last AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[qwerasdfzxc1's solution](#)

141.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2025-09-12 · last AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[qwerasdfzxc1's solution](#)

142.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1200 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math
[qwerasdfzxc1's solution](#)

143.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,678 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation
[qwerasdfzxc1's solution](#)

144.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,868 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory
[qwerasdfzxc1's solution](#)

145.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math
[qwerasdfzxc1's solution](#)

146.

1945C

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

Quality: 17,394 global accepts · Rating: 1200 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[qwerasdfzxc1's solution](#)

147.

1916C

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

Quality: 19,881 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
[qwerasdfzxc1's solution](#)

148.

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[qwerasdfzxc1's solution](#)

149.

1738B

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

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[qwerasdfzxc1's solution](#)

150.

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[qwerasdfzxc1's solution](#)

151.

1586B

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

Rating: 1200 · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, trees

[qwerasdfzxc1's solution](#)

152.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[qwerasdfzxc1's solution](#)

153.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[qwerasdfzxc1's solution](#)

154.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[qwerasdfzxc1's solution](#)

155.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[qwerasdfzxc1's solution](#)

156.

1537C

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

Quality: 30,281 global accepts · Rating: 1200 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[qwerasdfzxc1's solution](#)

157.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,026 global accepts · Rating: 1200 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, strings

[qwerasdfzxc1's solution](#)

158.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation

[qwerasdfzxc1's solution](#)

159.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[qwerasdfzxc1's solution](#)

160.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,532 global accepts · Rating: 1200 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[qwerasdfzxc1's solution](#)

161.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,708 global accepts · Rating: 1200 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings

[qwerasdfzxc1's solution](#)

162.

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,225 global accepts · Rating: 1200 · first AC: 2021-03-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[qwerasdfzxc1's solution](#)

163.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,351 global accepts · Rating: 1200 · first AC: 2021-03-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[qwerasdfzxc1's solution](#)

164.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-03-11 · GNU C++11 (first AC) · Tags: geometry, greedy, math, sortings

[qwerasdfzxc1's solution](#)

165.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: brute force, math

[qwerasdfzxc1's solution](#)

166.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,682 global accepts · Rating: 1200 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: math, number theory

[qwerasdfzxc1's solution](#)

167.

1485B

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

Quality: 17,921 global accepts · Rating: 1200 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: dp, implementation, math

[qwerasdfzxc1's solution](#)

168.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[qwerasdfzxc1's solution](#)

169.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-26 · GNU C++11 (first AC) · Tags: greedy, implementation

[qwerasdfzxc1's solution](#)

170.

1437B

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

Quality: 20,852 global accepts · Rating: 1200 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[qwerasdfzxc1's solution](#)

171.

1433D

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

Quality: 30,575 global accepts · Rating: 1200 · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar

[qwerasdfzxc1's solution](#)

172.

2206K

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

Quality: 1,420 global accepts · Rating: 1300 · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search

[qwerasdfzxc1's solution](#)

173.

2172M

[Maximum Distance To Port](#) · [Tutorial](#)

Quality: 5,816 global accepts · Rating: 1300 · first AC: 2025-11-16 · last AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[qwerasdfzxc1's solution](#)

174.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,689 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[qwerasdfzxc1's solution](#)

175.

2041A

[The Bento Box Adventure](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 1300 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[qwerasdfzxc1's solution](#)

176.

2124C

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

Quality: 14,591 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[qwerasdfzxc1's solution](#)

177.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,428 global accepts · Rating: 1300 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[qwerasdfzxc1's solution](#)

178.

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

179.

2023A

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

Quality: 16,567 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[qwerasdfzxc1's solution](#)

180.

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,164 global accepts · Rating: 1300 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[qwerasdfzxc1's solution](#)

181.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,476 global accepts · Rating: 1300 · first AC: 2024-03-16 · last AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[qwerasdfzxc1's solution](#)

182.

1889A

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

Quality: 15,321 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[qwerasdfzxc1's solution](#)

183.

1776H

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

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: two pointers

[qwerasdfzxc1's solution](#)

184.

1615B

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

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[qwerasdfzxc1's solution](#)

185.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[qwerasdfzxc1's solution](#)

186.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[qwerasdfzxc1's solution](#)

187.

1381A1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Quality: 21,721 global accepts · Rating: 1300 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, strings

[qwerasdfzxc1's solution](#)

188.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[qwerasdfzxc1's solution](#)

189.

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,384 global accepts · Rating: 1300 · first AC: 2021-05-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[qwerasdfzxc1's solution](#)

190.

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-06 · GNU C++11 (first AC) · Tags: brute force, implementation
[qwerasdfzxc1's solution](#)

191.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-02-20 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, math
[qwerasdfzxc1's solution](#)

192.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,773 global accepts · Rating: 1300 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: data structures, sortings, two pointers
[qwerasdfzxc1's solution](#)

193.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: dp, greedy, strings
[qwerasdfzxc1's solution](#)

194.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-12-27 · last AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[qwerasdfzxc1's solution](#)

195.

1447C

[Knapsack](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-12-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, sortings
[qwerasdfzxc1's solution](#)

196.

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 1300 · first AC: 2020-11-26 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[qwerasdfzxc1's solution](#)

197.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,836 global accepts · Rating: 1300 · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: combinatorics, math
[qwerasdfzxc1's solution](#)

198.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-04 · GNU C11 (first AC) · Tags: greedy, implementation, math
[qwerasdfzxc1's solution](#)

199.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,635 global accepts · Rating: 1400 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive
[qwerasdfzxc1's solution](#)

200.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1400 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[qwerasdfzxc1's solution](#)

201.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,214 global accepts · Rating: 1400 · first AC: 2024-12-01 · last AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[qwerasdfzxc1's solution](#)

202.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[qwerasdfzxc1's solution](#)

203.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[qwerasdfzxc1's solution](#)

204.

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[qwerasdfzxc1's solution](#)

205.

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[qwerasdfzxc1's solution](#)

206.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[qwerasdfzxc1's solution](#)

207.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[qwerasdfzxc1's solution](#)

208.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[qwerasdfzxc1's solution](#)

209.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy

[qwerasdfzxc1's solution](#)

210.

1494B

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

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy,

implementation

[qwerasdfzxc1's solution](#)

211.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,986 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[qwerasdfzxc1's solution](#)

212.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,724 global accepts · Rating: 1400 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[qwerasdfzxc1's solution](#)

213.

1515C

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

Quality: 18,750 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[qwerasdfzxc1's solution](#)

214.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[qwerasdfzxc1's solution](#)

215.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,139 global accepts · Rating: 1400 · first AC: 2021-02-11 · GNU C++11 (first AC) · Tags: games, math, number theory

[qwerasdfzxc1's solution](#)

216.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,202 global accepts · Rating: 1400 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: combinatorics, graphs, math

[qwerasdfzxc1's solution](#)

217.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,167 global accepts · Rating: 1400 · first AC: 2020-12-17 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[qwerasdfzxc1's solution](#)

218.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[qwerasdfzxc1's solution](#)

219.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[qwerasdfzxc1's solution](#)

220.

1457C

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: dp, implementation

[qwerasdfzxc1's solution](#)

221.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,492 global accepts · Rating: 1400 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings
[qwerasdfzxc's solution](#)

222.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1400 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: dp, greedy, hashing, implementation, strings
[qwerasdfzxc's solution](#)

223.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory
[qwerasdfzxc's solution](#)

224.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory
[qwerasdfzxc's solution](#)

225.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,552 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[qwerasdfzxc's solution](#)

226.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,773 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math
[qwerasdfzxc's solution](#)

227.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,151 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
[qwerasdfzxc's solution](#)

228.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
[qwerasdfzxc's solution](#)

229.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math
[qwerasdfzxc's solution](#)

230.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, two pointers
[qwerasdfzxc's solution](#)

231.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,881 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[qwerasdfzxc1's solution](#)

232.

1542B

[Plus and Multiply](#) · [Tutorial](#)

Quality: 26,536 global accepts · Rating: 1500 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[qwerasdfzxc1's solution](#)

233.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 1500 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, hashing, number theory

[qwerasdfzxc1's solution](#)

234.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[qwerasdfzxc1's solution](#)

235.

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[qwerasdfzxc1's solution](#)

236.

1515D

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

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[qwerasdfzxc1's solution](#)

237.

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,419 global accepts · Rating: 1500 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math

[qwerasdfzxc1's solution](#)

238.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[qwerasdfzxc1's solution](#)

239.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,479 global accepts · Rating: 1500 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, geometry, shortest paths, sortings

[qwerasdfzxc1's solution](#)

240.

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[qwerasdfzxc1's solution](#)

241.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[qwerasdfzxc1's solution](#)

242.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings, trees

[qwerasdfzxc1's solution](#)

243.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-12-27 · last AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[qwerasdfzxc1's solution](#)

244.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[qwerasdfzxc1's solution](#)

245.

1440C1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[qwerasdfzxc1's solution](#)

246.

1445C

[Division](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: math, number theory

[qwerasdfzxc1's solution](#)

247.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,668 global accepts · Rating: 1500 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: binary search, combinatorics

[qwerasdfzxc1's solution](#)

248.

2172F

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

Quality: 3,890 global accepts · Rating: 1600 · first AC: 2025-11-16 · last AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, math

[qwerasdfzxc1's solution](#)

249.

2018A

[Cards Partition](#) · [Tutorial](#)

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

[qwerasdfzxc1's solution](#)

250.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,388 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[qwerasdfzxc1's solution](#)

251.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,194 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, math
[qwerasdfzxc1's solution](#)

252.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees
[qwerasdfzxc1's solution](#)

253.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,620 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[qwerasdfzxc1's solution](#)

254.

1566D2

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

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
[qwerasdfzxc1's solution](#)

255.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math
[qwerasdfzxc1's solution](#)

256.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,181 global accepts · Rating: 1600 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[qwerasdfzxc1's solution](#)

257.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,311 global accepts · Rating: 1600 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers
[qwerasdfzxc1's solution](#)

258.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory
[qwerasdfzxc1's solution](#)

259.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,987 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees
[qwerasdfzxc1's solution](#)

260.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2021-05-20 · PyPy 3 (first AC) · Tags: hashing, implementation, math
[qwerasdfzxc1's solution](#)

261.

1512E

[Permutation by Sum](#) · [Tutorial](#)

Quality: 11,383 global accepts · Rating: 1600 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[qwerasdfzxc1's solution](#)

262.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,606 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[qwerasdfzxc1's solution](#)

263.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory, sortings
[qwerasdfzxc1's solution](#)

264.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[qwerasdfzxc1's solution](#)

265.

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[qwerasdfzxc1's solution](#)

266.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-02-20 · GNU C++11 (first AC) · Tags: dp, graphs, greedy
[qwerasdfzxc1's solution](#)

267.

856A

[Set Theory](#) · [Tutorial](#)

Quality: 1,622 global accepts · Rating: 1600 · first AC: 2021-02-19 · last AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[qwerasdfzxc1's solution](#)

268.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, interactive
[qwerasdfzxc1's solution](#)

269.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,400 global accepts · Rating: 1600 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy
[qwerasdfzxc1's solution](#)

270.

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,669 global accepts · Rating: 1600 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: combinatorics, math, sortings
[qwerasdfzxc1's solution](#)

271.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, two pointers
[qwerasdfzxc1's solution](#)

272.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: math, number theory
[qwerasdfzxc1's solution](#)

273.

1461D

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

Quality: 10,284 global accepts · Rating: 1600 · first AC: 2020-12-11 · last AC: 2020-12-12 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings
[qwerasdfzxc1's solution](#)

274.

1455D

[Sequence and Swaps](#) · [Tutorial](#)

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: dp, greedy, sortings
[qwerasdfzxc1's solution](#)

275.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[qwerasdfzxc1's solution](#)

276.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths, trees
[qwerasdfzxc1's solution](#)

277.

2206J

[Worldwide Playlist](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 1700 · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[qwerasdfzxc1's solution](#)

278.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,048 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math
[qwerasdfzxc1's solution](#)

279.

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,786 global accepts · Rating: 1700 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths
[qwerasdfzxc1's solution](#)

280.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings
[qwerasdfzxc1's solution](#)

281.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,093 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers
[qwerasdfzxc1's solution](#)

282.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation
[qwerasdfzxc!'s solution](#)

283.

2089A

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

Quality: 7,192 global accepts · Rating: 1700 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory
[qwerasdfzxc!'s solution](#)

284.

2045A

[Scrambled Scrabble](#) · [Tutorial](#)

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2024-12-01 · last AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[qwerasdfzxc!'s solution](#)

285.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths
[qwerasdfzxc!'s solution](#)

286.

2018C

[Tree Pruning](#) · [Tutorial](#)

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

287.

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-03-20 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy
[qwerasdfzxc!'s solution](#)

288.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math
[qwerasdfzxc!'s solution](#)

289.

1889B

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

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[qwerasdfzxc!'s solution](#)

290.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[qwerasdfzxc!'s solution](#)

291.

1799C

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

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[qwerasdfzxc!'s solution](#)

292.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[qwerasdfzxc1's solution](#)

293.

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[qwerasdfzxc1's solution](#)

294.

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[qwerasdfzxc1's solution](#)

295.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[qwerasdfzxc1's solution](#)

296.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[qwerasdfzxc1's solution](#)

297.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, math

[qwerasdfzxc1's solution](#)

298.

1586C

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

Rating: 1700 · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[qwerasdfzxc1's solution](#)

299.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[qwerasdfzxc1's solution](#)

300.

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[qwerasdfzxc1's solution](#)

301.

1550C

[Manhattan Subarrays](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy, implementation

[qwerasdfzxc1's solution](#)

302.

1543D1

[RPD and Rap Sheet \(Easy Version\) · Tutorial](#)

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[qwerasdfzxc1's solution](#)

303.

1381A2

[Prefix Flip \(Hard Version\) · Tutorial](#)

Quality: 14,324 global accepts · Rating: 1700 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[qwerasdfzxc1's solution](#)

304.

1383A

[String Transformation 1 · Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[qwerasdfzxc1's solution](#)

305.

1537D

[Deleting Divisors · Tutorial](#)

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

[qwerasdfzxc1's solution](#)

306.

1528B

[Kavi on Pairing Duty · Tutorial](#)

Quality: 10,664 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[qwerasdfzxc1's solution](#)

307.

1464A

[Peaceful Rooks · Tutorial](#)

Rating: 1700 · first AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[qwerasdfzxc1's solution](#)

308.

1512G

[Short Task · Tutorial](#)

Quality: 9,391 global accepts · Rating: 1700 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[qwerasdfzxc1's solution](#)

309.

1503B

[3-Coloring · Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive

[qwerasdfzxc1's solution](#)

310.

1497E1

[Square-Free Division \(easy version\) · Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-03-17 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[qwerasdfzxc1's solution](#)

311.

1491C

[Pekora and Trampoline · Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[qwerasdfzxc1's solution](#)

312.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2021-02-20 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, implementation
[qwerasdfzxc1's solution](#)

313.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,301 global accepts · Rating: 1700 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy
[qwerasdfzxc1's solution](#)

314.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory
[qwerasdfzxc1's solution](#)

315.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-08 · GNU C++11 (first AC) · Tags: binary search, interactive, ternary search
[qwerasdfzxc1's solution](#)

316.

1474C

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

Quality: 14,158 global accepts · Rating: 1700 · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings
[qwerasdfzxc1's solution](#)

317.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,543 global accepts · Rating: 1700 · first AC: 2021-01-30 · GNU C++11 (first AC) · Tags: brute force, implementation
[qwerasdfzxc1's solution](#)

318.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory
[qwerasdfzxc1's solution](#)

319.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: greedy, implementation
[qwerasdfzxc1's solution](#)

320.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: games, geometry, math
[qwerasdfzxc1's solution](#)

321.

1435D

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: data structures, greedy, schedules
[qwerasdfzxc1's solution](#)

322.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-04 · GNU C11 (first AC) · Tags: combinatorics, dp, math

[qwerasdfzxc1's solution](#)

323.

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 1800 · first AC: 2026-04-05 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[qwerasdfzxc1's solution](#)

324.

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,317 global accepts · Rating: 1800 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[qwerasdfzxc1's solution](#)

325.

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,136 global accepts · Rating: 1800 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[qwerasdfzxc1's solution](#)

326.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[qwerasdfzxc1's solution](#)

327.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[qwerasdfzxc1's solution](#)

328.

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2024-12-01 · last AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[qwerasdfzxc1's solution](#)

329.

2035D

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

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

[qwerasdfzxc1's solution](#)

330.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[qwerasdfzxc1's solution](#)

331.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,485 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[qwerasdfzxc1's solution](#)

332.

1586D

[Omkar and the Meaning of Life](#) · Tutorial

Rating: 1800 · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math
[qwerasdfzxc1's solution](#)

333.

1556C

[Compressed Bracket Sequence](#) · Tutorial

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · last AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[qwerasdfzxc1's solution](#)

334.

1556D

[Take a Guess](#) · Tutorial

Quality: 8,589 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[qwerasdfzxc1's solution](#)

335.

1548B

[Integers Have Friends](#) · Tutorial

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers
[qwerasdfzxc1's solution](#)

336.

1381B

[Unmerge](#) · Tutorial

Quality: 9,564 global accepts · Rating: 1800 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: dp
[qwerasdfzxc1's solution](#)

337.

1394A

[Boboniu Chats with Du](#) · Tutorial

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers
[qwerasdfzxc1's solution](#)

338.

1396B

[Stoned Game](#) · Tutorial

Quality: 12,931 global accepts · Rating: 1800 · first AC: 2021-06-16 · last AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy
[qwerasdfzxc1's solution](#)

339.

1534D

[Lost Tree](#) · Tutorial

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, trees
[qwerasdfzxc1's solution](#)

340.

1535D

[Playoff Tournament](#) · Tutorial

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees
[qwerasdfzxc1's solution](#)

341.

1517D

[Explorer Space](#) · Tutorial

Quality: 9,241 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths
[qwerasdfzxc1's solution](#)

342.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,305 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[qwerasdfzxc!'s solution](#)

343.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[qwerasdfzxc!'s solution](#)

344.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1800 · first AC: 2021-04-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[qwerasdfzxc!'s solution](#)

345.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-04-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, implementation, math

[qwerasdfzxc!'s solution](#)

346.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[qwerasdfzxc!'s solution](#)

347.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: binary search, dp, sortings, two pointers

[qwerasdfzxc!'s solution](#)

348.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, math

[qwerasdfzxc!'s solution](#)

349.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,754 global accepts · Rating: 1800 · first AC: 2020-12-27 · last AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[qwerasdfzxc!'s solution](#)

350.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-17 · GNU C++11 (first AC) · Tags: implementation

[qwerasdfzxc!'s solution](#)

351.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-12-14 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[qwerasdfzxc!'s solution](#)

352.

1442A

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

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2020-12-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy
[qwerasdfzxc1's solution](#)

353.

1447D

[Catching Cheaters](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-12-10 · GNU C++11 (first AC) · Tags: dp, greedy, strings
[qwerasdfzxc1's solution](#)

354.

1450D

[Rating Compression](#) · [Tutorial](#)

Quality: 5,805 global accepts · Rating: 1800 · first AC: 2020-12-06 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers
[qwerasdfzxc1's solution](#)

355.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings
[qwerasdfzxc1's solution](#)

356.

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers
[qwerasdfzxc1's solution](#)

357.

2073A

[Control Towers](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwerasdfzxc1's solution](#)

358.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers
[qwerasdfzxc1's solution](#)

359.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees
[qwerasdfzxc1's solution](#)

360.

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[qwerasdfzxc1's solution](#)

361.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-10-24 · last AC: 2023-03-09 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees
[qwerasdfzxc1's solution](#)

362.

1799D1

[Hot Start Up \(easy version\) · Tutorial](#)

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[qwerasdfzxc!'s solution](#)

363.

1773K

[King's Puzzle · Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[qwerasdfzxc!'s solution](#)

364.

1773A

[Amazing Trick · Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[qwerasdfzxc!'s solution](#)

365.

1738D

[Permutation Addicts · Tutorial](#)

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[qwerasdfzxc!'s solution](#)

366.

1718A2

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

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[qwerasdfzxc!'s solution](#)

367.

1696D

[Permutation Graph · Tutorial](#)

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[qwerasdfzxc!'s solution](#)

368.

1197D

[Yet Another Subarray Problem · Tutorial](#)

Quality: 5,779 global accepts · Rating: 1900 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[qwerasdfzxc!'s solution](#)

369.

1545B

[AquaMoon and Chess · Tutorial](#)

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[qwerasdfzxc!'s solution](#)

370.

1543C

[Need for Pink Slips · Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[qwerasdfzxc!'s solution](#)

371.

1494C

[1D Sokoban · Tutorial](#)

Quality: 5,728 global accepts · Rating: 1900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[qwerasdfzxc!'s solution](#)

372.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,441 global accepts · Rating: 1900 · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[qwerasdfzxc!'s solution](#)

373.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[qwerasdfzxc!'s solution](#)

374.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,185 global accepts · Rating: 1900 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, trees

[qwerasdfzxc!'s solution](#)

375.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-05-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[qwerasdfzxc!'s solution](#)

376.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[qwerasdfzxc!'s solution](#)

377.

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-04-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[qwerasdfzxc!'s solution](#)

378.

1512F

[Education](#) · [Tutorial](#)

Quality: 6,815 global accepts · Rating: 1900 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[qwerasdfzxc!'s solution](#)

379.

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation

[qwerasdfzxc!'s solution](#)

380.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-03-11 · GNU C++11 (first AC) · Tags: games, greedy

[qwerasdfzxc!'s solution](#)

381.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[qwerasdfzxc!'s solution](#)

382.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, interactive
[qwerasdfzxc1's solution](#)

383.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings
[qwerasdfzxc1's solution](#)

384.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[qwerasdfzxc1's solution](#)

385.

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1900 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: dp, math, number theory, sortings
[qwerasdfzxc1's solution](#)

386.

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: 2-sat, brute force, constructive algorithms
[qwerasdfzxc1's solution](#)

387.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 1900 · first AC: 2020-12-17 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers
[qwerasdfzxc1's solution](#)

388.

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities
[qwerasdfzxc1's solution](#)

389.

1445D

[Divide and Sum](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: combinatorics, math, sortings
[qwerasdfzxc1's solution](#)

390.

1435C

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, sortings, two pointers
[qwerasdfzxc1's solution](#)

391.

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,079 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry
[qwerasdfzxc1's solution](#)

392.

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2025-09-12 · last AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, two pointers

[qwerasdfzxc1's solution](#)

393.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp

[qwerasdfzxc1's solution](#)

394.

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,600 global accepts · Rating: 2000 · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[qwerasdfzxc1's solution](#)

395.

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-03-01 · last AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

396.

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2024-12-01 · last AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[qwerasdfzxc1's solution](#)

397.

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[qwerasdfzxc1's solution](#)

398.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[qwerasdfzxc1's solution](#)

399.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[qwerasdfzxc1's solution](#)

400.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[qwerasdfzxc1's solution](#)

401.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[qwerasdfzxc1's solution](#)

402.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[qwerasdfzxc1's solution](#)

403.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[qwerasdfzxc1's solution](#)

404.

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2022-02-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[qwerasdfzxc1's solution](#)

405.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[qwerasdfzxc1's solution](#)

406.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[qwerasdfzxc1's solution](#)

407.

1588B

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

Rating: 2000 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[qwerasdfzxc1's solution](#)

408.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[qwerasdfzxc1's solution](#)

409.

1536D

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

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[qwerasdfzxc1's solution](#)

410.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2021-05-27 · last AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[qwerasdfzxc1's solution](#)

411.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,055 global accepts · Rating: 2000 · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[qwerasdfzxc1's solution](#)

412.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[qwerasdfzxc1's solution](#)

413.

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,947 global accepts · Rating: 2000 · first AC: 2021-03-06 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[qwerasdfzxc1's solution](#)

414.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[qwerasdfzxc1's solution](#)

415.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[qwerasdfzxc1's solution](#)

416.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[qwerasdfzxc1's solution](#)

417.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,616 global accepts · Rating: 2000 · first AC: 2020-11-26 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[qwerasdfzxc1's solution](#)

418.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,919 global accepts · Rating: 2000 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[qwerasdfzxc1's solution](#)

419.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,628 global accepts · Rating: 2000 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[qwerasdfzxc1's solution](#)

420.

2172K

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

Quality: 843 global accepts · Rating: 2100 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[qwerasdfzxc1's solution](#)

421.

2150C

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

Quality: 2,654 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[qwerasdfzxc1's solution](#)

422.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[qwerasdfzxc's solution](#)

423.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[qwerasdfzxc's solution](#)

424.

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2024-12-01 · last AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[qwerasdfzxc's solution](#)

425.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[qwerasdfzxc's solution](#)

426.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[qwerasdfzxc's solution](#)

427.

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2022-02-03 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math

[qwerasdfzxc's solution](#)

428.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[qwerasdfzxc's solution](#)

429.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 2100 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[qwerasdfzxc's solution](#)

430.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[qwerasdfzxc's solution](#)

431.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[qwerasdfzxc's solution](#)

432.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[qwerasdfzxc1's solution](#)

433.

1483C

[Skyline Photo](#) · [Tutorial](#)

Quality: 2100 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[qwerasdfzxc1's solution](#)

434.

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[qwerasdfzxc1's solution](#)

435.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2021-03-06 · last AC: 2021-03-06 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[qwerasdfzxc1's solution](#)

436.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[qwerasdfzxc1's solution](#)

437.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[qwerasdfzxc1's solution](#)

438.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-06 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[qwerasdfzxc1's solution](#)

439.

2206C

[Upside Down Dijkstra](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2200 · first AC: 2026-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar

[qwerasdfzxc1's solution](#)

440.

2209E

[A Trivial String Problem](#) · [Tutorial](#)

Quality: 1,767 global accepts · Rating: 2200 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

[qwerasdfzxc1's solution](#)

441.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[qwerasdfzxc1's solution](#)

442.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, math, probabilities

[qwerasdfzxc1's solution](#)

443.

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2200 · first AC: 2025-03-01 · last AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwerasdfzxc1's solution](#)

444.

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2024-12-01 · last AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, string suffix structures, strings
[qwerasdfzxc1's solution](#)

445.

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2024-12-01 · last AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, shortest paths
[qwerasdfzxc1's solution](#)

446.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings
[qwerasdfzxc1's solution](#)

447.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp
[qwerasdfzxc1's solution](#)

448.

1967B2

[Reverse Card \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[qwerasdfzxc1's solution](#)

449.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry
[qwerasdfzxc1's solution](#)

450.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees
[qwerasdfzxc1's solution](#)

451.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive
[qwerasdfzxc1's solution](#)

452.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, two pointers
[qwerasdfzxc1's solution](#)

453.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[qwerasdfzxc!'s solution](#)

454.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[qwerasdfzxc!'s solution](#)

455.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[qwerasdfzxc!'s solution](#)

456.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[qwerasdfzxc!'s solution](#)

457.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[qwerasdfzxc!'s solution](#)

458.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[qwerasdfzxc!'s solution](#)

459.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[qwerasdfzxc!'s solution](#)

460.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[qwerasdfzxc!'s solution](#)

461.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[qwerasdfzxc!'s solution](#)

462.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy,

math, sortings

[qwerasdfzxc1's solution](#)

463.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-05-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[qwerasdfzxc1's solution](#)

464.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[qwerasdfzxc1's solution](#)

465.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[qwerasdfzxc1's solution](#)

466.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-04-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[qwerasdfzxc1's solution](#)

467.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-04-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[qwerasdfzxc1's solution](#)

468.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-03 · last AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[qwerasdfzxc1's solution](#)

469.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math

[qwerasdfzxc1's solution](#)

470.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-01-30 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[qwerasdfzxc1's solution](#)

471.

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy, implementation, math

[qwerasdfzxc1's solution](#)

472.

1437E

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

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2020-10-31 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[qwerasdfzxc's solution](#)

473.

2172L

[Maximum Color Segment](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2300 · first AC: 2025-11-16 · last AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[qwerasdfzxc's solution](#)

474.

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: 2300 · first AC: 2025-11-16 · last AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu

[qwerasdfzxc's solution](#)

475.

2041I

[Auto Complete](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2025-09-12 · last AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees

[qwerasdfzxc's solution](#)

476.

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2025-09-12 · last AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[qwerasdfzxc's solution](#)

477.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,398 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[qwerasdfzxc's solution](#)

478.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,642 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[qwerasdfzxc's solution](#)

479.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[qwerasdfzxc's solution](#)

480.

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, ternary search

[qwerasdfzxc's solution](#)

481.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[qwerasdfzxc's solution](#)

482.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-28 · last AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[qwerasdfzxc's solution](#)

483.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[qwerasdfzxc's solution](#)

484.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[qwerasdfzxc's solution](#)

485.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[qwerasdfzxc's solution](#)

486.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[qwerasdfzxc's solution](#)

487.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · last AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[qwerasdfzxc's solution](#)

488.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[qwerasdfzxc's solution](#)

489.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[qwerasdfzxc's solution](#)

490.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[qwerasdfzxc's solution](#)

491.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[qwerasdfzxc1's solution](#)

492.

1588C

[Game with Stones](#) · [Tutorial](#)

Quality: 2300 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy
[qwerasdfzxc1's solution](#)

493.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees
[qwerasdfzxc1's solution](#)

494.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, geometry, math, number theory
[qwerasdfzxc1's solution](#)

495.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math
[qwerasdfzxc1's solution](#)

496.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees
[qwerasdfzxc1's solution](#)

497.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, hashing
[qwerasdfzxc1's solution](#)

498.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees
[qwerasdfzxc1's solution](#)

499.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation
[qwerasdfzxc1's solution](#)

500.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths
[qwerasdfzxc1's solution](#)

501.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math, shortest

paths

[qwerasdfzxc1's solution](#)

502.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[qwerasdfzxc1's solution](#)

503.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[qwerasdfzxc1's solution](#)

504.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[qwerasdfzxc1's solution](#)

505.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2021-03-15 · GNU C++11 (first AC) · Tags: dp, sortings

[qwerasdfzxc1's solution](#)

506.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-03-11 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[qwerasdfzxc1's solution](#)

507.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-02-20 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[qwerasdfzxc1's solution](#)

508.

856B

[Similar Words](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2300 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, strings, trees

[qwerasdfzxc1's solution](#)

509.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,225 global accepts · Rating: 2300 · first AC: 2020-12-04 · last AC: 2020-12-04 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[qwerasdfzxc1's solution](#)

510.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2300 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[qwerasdfzxc1's solution](#)

511.

2206F

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

Quality: 422 global accepts · Rating: 2400 · first AC: 2026-04-05 · C++20 (GCC 13-64) (first AC) · Tags: fft, number theory

[qwerasdfzxc1's solution](#)

512.

2041F

[Segmentation Folds](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2400 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, number theory

[qwerasdfzxc1's solution](#)

513.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[qwerasdfzxc1's solution](#)

514.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[qwerasdfzxc1's solution](#)

515.

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2025-03-01 · last AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

516.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[qwerasdfzxc1's solution](#)

517.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[qwerasdfzxc1's solution](#)

518.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[qwerasdfzxc1's solution](#)

519.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[qwerasdfzxc1's solution](#)

520.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[qwerasdfzxc1's solution](#)

521.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[qwerasdfzxc1's solution](#)

522.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

[qwerasdfzxc1's solution](#)

523.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[qwerasdfzxc1's solution](#)

524.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-24 · last AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[qwerasdfzxc1's solution](#)

525.

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2021-12-18 · last AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[qwerasdfzxc1's solution](#)

526.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[qwerasdfzxc1's solution](#)

527.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-03 · last AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, two pointers

[qwerasdfzxc1's solution](#)

528.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, greedy

[qwerasdfzxc1's solution](#)

529.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[qwerasdfzxc1's solution](#)

530.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[qwerasdfzxc1's solution](#)

531.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2021-06-03 · last AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[qwerasdfzxc1's solution](#)

532.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[qwerasdfzxc1's solution](#)

533.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, strings

[qwerasdfzxc1's solution](#)

534.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[qwerasdfzxc1's solution](#)

535.

856D

[Masha and Cactus](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[qwerasdfzxc1's solution](#)

536.

856C

[Eleventh Birthday](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2400 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[qwerasdfzxc1's solution](#)

537.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[qwerasdfzxc1's solution](#)

538.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2020-12-28 · last AC: 2020-12-28 · GNU C++11 (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[qwerasdfzxc1's solution](#)

539.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-12-14 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[qwerasdfzxc1's solution](#)

540.

2206B

[Subtree Removal Game](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2500 · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, games, trees

[qwerasdfzxc1's solution](#)

541.

2206E

[Parallel Sums](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2500 · first AC: 2026-04-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry

[qwerasdfzxc1's solution](#)

542.

2172H

[Shuffling Cards with Problem Solver 68! · Tutorial](#)

Quality: 302 global accepts · Rating: 2500 · first AC: 2025-11-16 · last AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, string suffix structures, strings

[qwerasdfzxc1's solution](#)

543.

2101D

[Mani and Segments · Tutorial](#)

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[qwerasdfzxc1's solution](#)

544.

2035F

[Tree Operations · Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[qwerasdfzxc1's solution](#)

545.

348D

[Turtles · Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[qwerasdfzxc1's solution](#)

546.

1854C

[Expected Destruction · Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[qwerasdfzxc1's solution](#)

547.

1835B

[Lottery · Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[qwerasdfzxc1's solution](#)

548.

1776C

[Library game · Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, interactive, sortings

[qwerasdfzxc1's solution](#)

549.

1776I

[Spinach Pizza · Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: games, geometry, greedy, interactive

[qwerasdfzxc1's solution](#)

550.

1776J

[Italian Data Centers · Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[qwerasdfzxc1's solution](#)

551.

1779F

[Xorcerer's Stones · Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[qwerasdfzxc1's solution](#)

552.

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, implementation, interactive

[qwerasdfzxc!'s solution](#)

553.

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2021-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[qwerasdfzxc!'s solution](#)

554.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[qwerasdfzxc!'s solution](#)

555.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[qwerasdfzxc!'s solution](#)

556.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[qwerasdfzxc!'s solution](#)

557.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[qwerasdfzxc!'s solution](#)

558.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[qwerasdfzxc!'s solution](#)

559.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[qwerasdfzxc!'s solution](#)

560.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-05-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[qwerasdfzxc!'s solution](#)

561.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[qwerasdfzxc1's solution](#)

562.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs, number theory

[qwerasdfzxc1's solution](#)

563.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2021-02-26 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[qwerasdfzxc1's solution](#)

564.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-02-24 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[qwerasdfzxc1's solution](#)

565.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[qwerasdfzxc1's solution](#)

566.

2206D

[Christmas Tree Un-decoration](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2600 · first AC: 2026-04-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[qwerasdfzxc1's solution](#)

567.

2150E1

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

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-24 · last AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[qwerasdfzxc1's solution](#)

568.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[qwerasdfzxc1's solution](#)

569.

2120F

[Superb Graphs](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2600 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, graphs

[qwerasdfzxc1's solution](#)

570.

2045J

[Xorderable Array](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 2600 · first AC: 2024-12-01 · last AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[qwerasdfzxc1's solution](#)

571.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · last AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[qwerasdfzxc1's solution](#)

572.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[qwerasdfzxc1's solution](#)

573.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[qwerasdfzxc1's solution](#)

574.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[qwerasdfzxc1's solution](#)

575.

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[qwerasdfzxc1's solution](#)

576.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[qwerasdfzxc1's solution](#)

577.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[qwerasdfzxc1's solution](#)

578.

1599J

[Bob's Beautiful Array](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 2600 · first AC: 2022-02-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[qwerasdfzxc1's solution](#)

579.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2022-02-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[qwerasdfzxc1's solution](#)

580.

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, ternary search

[qwerasdfzxc1's solution](#)

581.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[qwerasdfzxc1's solution](#)

582.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[qwerasdfzxc1's solution](#)

583.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, math

[qwerasdfzxc1's solution](#)

584.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[qwerasdfzxc1's solution](#)

585.

2209F

[Dynamic Values And Maximum Sum](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2700 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, trees

[qwerasdfzxc1's solution](#)

586.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[qwerasdfzxc1's solution](#)

587.

2041J

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

Quality: 265 global accepts · Rating: 2700 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, dsu, greedy

[qwerasdfzxc1's solution](#)

588.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, math, number theory

[qwerasdfzxc1's solution](#)

589.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[qwerasdfzxc1's solution](#)

590.

2073H

[Secret Lilies and Roses](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2700 · first AC: 2025-03-01 · last AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[qwerasdfzxc1's solution](#)

591.

2073C

[Cactus Connectivity](#) · [Tutorial](#)

Quality: 336 global accepts · Rating: 2700 · first AC: 2025-03-01 · last AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

592.

2045E

[Narrower Passageway](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2700 · first AC: 2024-12-01 · last AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[qwerasdfzxc1's solution](#)

593.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[qwerasdfzxc1's solution](#)

594.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[qwerasdfzxc1's solution](#)

595.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-14 · last AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[qwerasdfzxc1's solution](#)

596.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[qwerasdfzxc1's solution](#)

597.

1795G

[Removal Sequences](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[qwerasdfzxc1's solution](#)

598.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[qwerasdfzxc1's solution](#)

599.

1599G

[Shortest path](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2700 · first AC: 2022-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, shortest paths

[qwerasdfzxc1's solution](#)

600.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, trees

[qwerasdfzxc1's solution](#)

601.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-23 · last AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[qwerasdfzxc1's solution](#)

602.

1543E

[The Final Pursuit](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2700 · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[qwerasdfzxc1's solution](#)

603.

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-07-05 · last AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[qwerasdfzxc1's solution](#)

604.

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[qwerasdfzxc1's solution](#)

605.

2172N

[New Kingdom](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 2800 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, implementation

[qwerasdfzxc1's solution](#)

606.

2150E2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-24 · last AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[qwerasdfzxc1's solution](#)

607.

2124F2

[Appending Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[qwerasdfzxc1's solution](#)

608.

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[qwerasdfzxc1's solution](#)

609.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[qwerasdfzxc1's solution](#)

610.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[qwerasdfzxc1's solution](#)

611.

1776D

[Teamwork](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[qwerasdfzxc1's solution](#)

612.

1773G

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

Quality: 549 global accepts · Rating: 2800 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[qwerasdfzxc1's solution](#)

613.

1615F

[LEGOndary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[qwerasdfzxc1's solution](#)

614.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2021-11-28 · last AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[qwerasdfzxc1's solution](#)

615.

2206I

[Growth Factor](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 2900 · first AC: 2026-04-05 · last AC: 2026-04-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[qwerasdfzxc1's solution](#)

616.

2041L

[Building Castle](#) · [Tutorial](#)

Quality: 70 global accepts · Rating: 2900 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

617.

2134F

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

Quality: 647 global accepts · Rating: 2900 · first AC: 2025-08-27 · last AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[qwerasdfzxc1's solution](#)

618.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, greedy, math

[qwerasdfzxc1's solution](#)

619.

2073K

[Book Sorting](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 2900 · first AC: 2025-03-01 · last AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

620.

2045K

[GCDDCG](#) · [Tutorial](#)

Quality: 131 global accepts · Rating: 2900 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

621.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-10-20 · last AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[qwerasdfzxc1's solution](#)

622.

1943E1

[MEX Game 2 \(Easy Version\) · Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
[qwerasdfzxc1's solution](#)

623.

1916F

[Group Division · Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[qwerasdfzxc1's solution](#)

624.

1835D

[Doctor's Brown Hypothesis · Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory
[qwerasdfzxc1's solution](#)

625.

1540C2

[Converging Array \(Hard Version\) · Tutorial](#)

Quality: 559 global accepts · Rating: 2900 · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
[qwerasdfzxc1's solution](#)

626.

2120G

[Eulerian Line Graph · Tutorial](#)

Quality: 109 global accepts · Rating: 3000 · first AC: 2025-06-22 · last AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, math
[qwerasdfzxc1's solution](#)

627.

2045L

[Buggy DFS · Tutorial](#)

Quality: 160 global accepts · Rating: 3000 · first AC: 2024-12-01 · last AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[qwerasdfzxc1's solution](#)

628.

2045F

[Grid Game 3-angle · Tutorial](#)

Quality: 154 global accepts · Rating: 3000 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: games, math
[qwerasdfzxc1's solution](#)

629.

2029G

[Balanced Problem · Tutorial](#)

Quality: 258 global accepts · Rating: 3000 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[qwerasdfzxc1's solution](#)

630.

1854D

[Michael and Hotel · Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, trees
[qwerasdfzxc1's solution](#)

631.

1854E

[Game Bundles · Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math
[qwerasdfzxc1's solution](#)

632.

2206G

[Extra Transition](#) · [Tutorial](#)

Quality: 77 global accepts · Rating: 3100 · first AC: 2026-04-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[qwerasdfzxc1's solution](#)

633.

2172C

[Circles Are Far from Each Other](#) · [Tutorial](#)

Quality: 95 global accepts · Rating: 3100 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[qwerasdfzxc1's solution](#)

634.

2172D

[Divisor Card Game](#) · [Tutorial](#)

Quality: 103 global accepts · Rating: 3100 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[qwerasdfzxc1's solution](#)

635.

2041G

[Grid Game](#) · [Tutorial](#)

Quality: 67 global accepts · Rating: 3100 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

636.

2041K

[Trophic Balance Species](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3100 · first AC: 2025-09-12 · last AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, graphs

[qwerasdfzxc1's solution](#)

637.

2101E

[Kia Bakes a Cake](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 3100 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, trees

[qwerasdfzxc1's solution](#)

638.

2096F

[Wonderful Impostors](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 3100 · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, two pointers

[qwerasdfzxc1's solution](#)

639.

2089C2

[Key of Like \(Hard Version\)](#) · [Tutorial](#)

Quality: 260 global accepts · Rating: 3100 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[qwerasdfzxc1's solution](#)

640.

2073I

[Squares on Grid Lines](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3100 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

641.

2096H

[Wonderful XOR Problem](#) · [Tutorial](#)

Quality: 224 global accepts · Rating: 3200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math

[qwerasdfzxc1's solution](#)

642.

2124G

[Maximise Sum](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3200 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures
[qwerasdfzxc1's solution](#)

643.

2096G

[Wonderful Guessing Game](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3200 · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive
[qwerasdfzxc1's solution](#)

644.

2089D

[Conditional Operators](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3200 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[qwerasdfzxc1's solution](#)

645.

2041N

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

Quality: 67 global accepts · Rating: 3300 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwerasdfzxc1's solution](#)

646.

2073M

[Can You Reach There?](#) · [Tutorial](#)

Quality: 81 global accepts · Rating: 3300 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwerasdfzxc1's solution](#)

647.

2073E

[Minus Operator](#) · [Tutorial](#)

Quality: 77 global accepts · Rating: 3300 · first AC: 2025-03-01 · last AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive
[qwerasdfzxc1's solution](#)

648.

2035G1

[Go Learn! \(Easy Version\)](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees
[qwerasdfzxc1's solution](#)

649.

1284G

[Seollal](#) · [Tutorial](#)

Quality: 228 global accepts · Rating: 3300 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: graphs
[qwerasdfzxc1's solution](#)

650.

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graph matchings, greedy, math, trees
[qwerasdfzxc1's solution](#)

651.

2124H

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

Quality: 188 global accepts · Rating: 3400 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, trees
[qwerasdfzxc1's solution](#)

652.

1515I

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

Quality: 427 global accepts · Rating: 3400 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures,

sortings

[qwerasdfzxc1's solution](#)

653.

2206L

[Onion](#) · [Tutorial](#)

Quality: 40 global accepts · Rating: 3500 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

654.

2124I

[Lexicographic Partition](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3500 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, trees

[qwerasdfzxc1's solution](#)

655.

1515H

[Phoenix and Bits](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 3500 · first AC: 2025-06-30 · last AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, sortings

[qwerasdfzxc1's solution](#)

656.

2115F2

[Gellyfish and Lycoris Radiata \(Hard Version\)](#) · [Tutorial](#)

Quality: 109 global accepts · Rating: 3500 · first AC: 2025-06-18 · last AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[qwerasdfzxc1's solution](#)

657.

2115F1

[Gellyfish and Lycoris Radiata \(Easy Version\)](#) · [Tutorial](#)

Quality: 119 global accepts · Rating: 3500 · first AC: 2025-06-18 · last AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[qwerasdfzxc1's solution](#)

658.

2115E

[Gellyfish and Mayflower](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3500 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs

[qwerasdfzxc1's solution](#)

659.

2089E

[Black Cat Collapse](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: 3500 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

660.

2073B

[Three-Dimensional Embedding](#) · [Tutorial](#)

Quality: 42 global accepts · Rating: 3500 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

661.

2073F

[Hold the Star](#) · [Tutorial](#)

Quality: 67 global accepts · Rating: 3500 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

662.

2045D

[Aquatic Dragon](#) · [Tutorial](#)

Quality: 63 global accepts · Rating: 3500 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

663.

1835F

[Good Graph](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 3500 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graph matchings, graphs, implementation

[qwerasdfzxc1's solution](#)

664.

1835E

[Old Mobile](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3500 · first AC: 2023-06-19 · last AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[qwerasdfzxc1's solution](#)

665.

1804G

[Flow Control](#) · [Tutorial](#)

Quality: 237 global accepts · Rating: 3500 · first AC: 2023-03-17 · last AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, implementation

[qwerasdfzxc1's solution](#)

666.

106170F

[Random Maze](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

667.

106170I

[Mancala Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

668.

106170H

[Möbius Band Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

669.

106170B

[Daily Reorganisation](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

670.

106170A

[Rainbow](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

671.

106170G

[Nearest Strings](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

672.

106170K

[Hyperscale AI Data Center](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

673.

106170C

[The Forgetful Magician](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwerasdfzxc1's solution](#)

674.

106170J

[Good Pairs in Graph and Tree](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwerasdfzxc1's solution](#)

675.

106170D

[Building A Smooth Playlist](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwerasdfzxc1's solution](#)

676.

106170E

[Counting VIP Guests](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwerasdfzxc1's solution](#)

677.

106189C

[And again the maze](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwerasdfzxc1's solution](#)

678.

106189I

[Agronomist](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwerasdfzxc1's solution](#)

679.

106189J

[Dunno and the cubes](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwerasdfzxc1's solution](#)

680.

106189K

[Factorials](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · PyPy 3-64 (first AC) · Tags: —
[qwerasdfzxc1's solution](#)

681.

106189D

[An oscillating subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwerasdfzxc1's solution](#)

682.

106189E

[Pluses and minuses](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwerasdfzxc1's solution](#)

683.

106189B

[Old Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · PyPy 3-64 (first AC) · Tags: —
[qwerasdfzxc1's solution](#)

684.

106189H

[IP v6](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

685.

106189M

[Memory Manager](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwerasdfzxc1's solution](#)

686.

106189L

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

Rating: — · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwerasdfzxc1's solution](#)

687.

106189G

[Card deck](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwerasdfzxc1's solution](#)

688.

106189A

[Wallpaper](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwerasdfzxc1's solution](#)

689.

106189F

[Classic Tetris: Scoring](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwerasdfzxc1's solution](#)

690.

105677A

[Titanomachy](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · last AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwerasdfzxc1's solution](#)

691.

105677F

[Yaxchilán Maze](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · last AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwerasdfzxc1's solution](#)

692.

105677K

[Disk Covering](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · last AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwerasdfzxc1's solution](#)

693.

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · last AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwerasdfzxc1's solution](#)

694.

105677H

[The king of SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · last AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwerasdfzxc1's solution](#)

695.

105677G

[Guess How the Ballet Will End](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · last AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

696.

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · last AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

697.

105677L

[The Charioteer](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

698.

105677C

[Phryctoria](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

699.

105677E

[Building the Fort](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

700.

105677J

[Recovering the Tablet](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

701.

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

702.

105677D

[Temple Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

703.

105112B

[Brickwork](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

704.

105112E

[Exponentiation](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · last AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

705.

105112G

[Galaxy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · last AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

706.

105112F

[Fixing Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · last AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

707.

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · last AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

708.

105112K

[Klompensans](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · last AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

709.

105112J

[Jogging Tour](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · last AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

710.

105112I

[Isolated Island](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

711.

105112H

[Higher Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

712.

105112C

[Chair Dance](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

713.

105112A

[Arranging Adapters](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

714.

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

715.

105679A

[Kowloon Walled City](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

716.

104832C

[Ferris Wheel](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

717.

104832I

[Liquid Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

718.

104832H

[Task Assignment to Two Employees](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

719.

104832J

[Do It Yourself?](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

720.

104832G

[Fortune Telling](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

721.

104832K

[Probing the Disk](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

722.

104832E

[Chayas](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

723.

104832D

[Nested Repetition Compression](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

724.

104832F

[Color Inversion on a Huge Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

725.

104832B

[Rank Promotion](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

726.

104832A

[Yokohama Phenomena](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

727.

100299E

[Escape](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-26 · last AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

728.

102798B

[Labyrinth](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · last AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

729.

102452J

[Junior Mathematician](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

730.

102452B

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-06 · GNU C++11 (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

731.

102452G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-06 · GNU C++11 (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

732.

102452D

[Defining Labels](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

733.

102082E

[Eulerian Flight Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

734.

102082J

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

735.

102082K

[Sixth Sense](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

736.

102082D

[Shortest Common Non-Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

737.

102082G

[What Goes Up Must Come Down](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

738.

102082C

[Emergency Evacuation](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[qwerasdfzxc1's solution](#)

739.

102082A

[Digits Are Not Just Characters](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[qwerasdfzxc!'s solution](#)

740.

102082B

[Arithmetic Progressions](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[qwerasdfzxc!'s solution](#)