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Unique solved — qwsxza

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

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

Filters: none

Count: 1,591

- 1.**

2183A

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

Quality: 23,675 global accepts · Rating: 800 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[qwsxza's solution](#)
- 2.**

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,448 global accepts · Rating: 800 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[qwsxza's solution](#)
- 3.**

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,342 global accepts · Rating: 800 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[qwsxza's solution](#)
- 4.**

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,744 global accepts · Rating: 800 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[qwsxza's solution](#)
- 5.**

2179B

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

Quality: 28,345 global accepts · Rating: 800 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[qwsxza's solution](#)
- 6.**

2179A

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

Quality: 34,432 global accepts · Rating: 800 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, strings

[qwsxza's solution](#)
- 7.**

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,580 global accepts · Rating: 800 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[qwsxza's solution](#)
- 8.**

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 800 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory

[qwsxza's solution](#)
- 9.**

2193B

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

Quality: 30,126 global accepts · Rating: 800 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[qwsxza's solution](#)

10.

2193A

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

Quality: 42,669 global accepts · Rating: 800 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[qwszza's solution](#)

11.

2189A

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

Quality: 24,373 global accepts · Rating: 800 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[qwszza's solution](#)

12.

2185B

[Prefix Max](#) · [Tutorial](#)

Quality: 40,724 global accepts · Rating: 800 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[qwszza's solution](#)

13.

2185A

[Perfect Root](#) · [Tutorial](#)

Quality: 43,110 global accepts · Rating: 800 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[qwszza's solution](#)

14.

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,627 global accepts · Rating: 800 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, strings
[qwszza's solution](#)

15.

2176A

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

Quality: 29,083 global accepts · Rating: 800 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math
[qwszza's solution](#)

16.

2145A

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

Quality: 30,768 global accepts · Rating: 800 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[qwszza's solution](#)

17.

2175A

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

Quality: 18,736 global accepts · Rating: 800 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[qwszza's solution](#)

18.

2173A

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

Quality: 23,787 global accepts · Rating: 800 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[qwszza's solution](#)

19.

2158A

[Suspension](#) · [Tutorial](#)

Quality: 23,399 global accepts · Rating: 800 · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[qwszza's solution](#)

20.

2170A

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

Quality: 19,952 global accepts · Rating: 800 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math

[qwsxza's solution](#)

21.

2157A

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

Quality: 16,508 global accepts · Rating: 800 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[qwsxza's solution](#)

22.

2171A

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

Quality: 37,255 global accepts · Rating: 800 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[qwsxza's solution](#)

23.

2166A

[Same Difference](#) · [Tutorial](#)

Quality: 22,905 global accepts · Rating: 800 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, strings

[qwsxza's solution](#)

24.

2163A

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

Quality: 19,597 global accepts · Rating: 800 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, sortings

[qwsxza's solution](#)

25.

2160A

[MEX Partition](#) · [Tutorial](#)

Quality: 22,459 global accepts · Rating: 800 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[qwsxza's solution](#)

26.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,841 global accepts · Rating: 800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings

[qwsxza's solution](#)

27.

2156A

[Pizza Time](#) · [Tutorial](#)

Quality: 26,874 global accepts · Rating: 800 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[qwsxza's solution](#)

28.

2154A

[Notelock](#) · [Tutorial](#)

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

[qwsxza's solution](#)

29.

2162A

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

Quality: 41,601 global accepts · Rating: 800 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[qwsxza's solution](#)

30.

2153B

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

Quality: 22,592 global accepts · Rating: 800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy

[qwsxza's solution](#)

31.

2153A

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

Quality: 26,371 global accepts · Rating: 800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[qwsxza's solution](#)

32.

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,177 global accepts · Rating: 800 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[qwsxza's solution](#)

33.

2152A

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

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

34.

1820A

[Yura's New Name](#) · [Tutorial](#)

Quality: 17,632 global accepts · Rating: 800 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings
[qwsxza's solution](#)

35.

2149B

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

Quality: 33,064 global accepts · Rating: 800 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[qwsxza's solution](#)

36.

2149A

[Be Positive](#) · [Tutorial](#)

Quality: 40,937 global accepts · Rating: 800 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[qwsxza's solution](#)

37.

2151A

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

Quality: 17,962 global accepts · Rating: 800 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, strings
[qwsxza's solution](#)

38.

2146A

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

Quality: 21,841 global accepts · Rating: 800 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation
[qwsxza's solution](#)

39.

2147A

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

Quality: 18,639 global accepts · Rating: 800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[qwsxza's solution](#)

40.

2143A

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

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

41.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[qwszza's solution](#)

42.

2144A

[Cut the Array](#) · [Tutorial](#)

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

[qwszza's solution](#)

43.

2137A

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

Quality: 35,323 global accepts · Rating: 800 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[qwszza's solution](#)

44.

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,264 global accepts · Rating: 800 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[qwszza's solution](#)

45.

2139B

[Cake Collection](#) · [Tutorial](#)

Quality: 20,831 global accepts · Rating: 800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[qwszza's solution](#)

46.

2139A

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

Quality: 25,828 global accepts · Rating: 800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[qwszza's solution](#)

47.

2130A

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

Quality: 28,531 global accepts · Rating: 800 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[qwszza's solution](#)

48.

2136A

[In the Dream](#) · [Tutorial](#)

Quality: 26,123 global accepts · Rating: 800 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[qwszza's solution](#)

49.

2134A

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

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

[qwszza's solution](#)

50.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,652 global accepts · Rating: 800 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[qwszza's solution](#)

51.

2133B

[Villagers](#) · [Tutorial](#)

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

[qwszza's solution](#)

52.

2133A

[Redstone?](#) · [Tutorial](#)

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

[qwsxza's solution](#)

53.

2131B

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

Quality: 30,963 global accepts · Rating: 800 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[qwsxza's solution](#)

54.

2131A

[Lever](#) · [Tutorial](#)

Quality: 38,874 global accepts · Rating: 800 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[qwsxza's solution](#)

55.

2132A

[Homework](#) · [Tutorial](#)

Quality: 43,351 global accepts · Rating: 800 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, strings

[qwsxza's solution](#)

56.

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,491 global accepts · Rating: 800 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[qwsxza's solution](#)

57.

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[qwsxza's solution](#)

58.

2125A

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

Quality: 27,986 global accepts · Rating: 800 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

[qwsxza's solution](#)

59.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,217 global accepts · Rating: 800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[qwsxza's solution](#)

60.

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[qwsxza's solution](#)

61.

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,607 global accepts · Rating: 800 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[qwsxza's solution](#)

62.

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,776 global accepts · Rating: 800 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[qwsxza's solution](#)

63.

1840A

[Cipher Shifer](#) · [Tutorial](#)

Quality: 38,054 global accepts · Rating: 800 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings, two pointers

[qwsxza's solution](#)

64.

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,085 global accepts · Rating: 800 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[qwsxza's solution](#)

65.

1833C

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

Quality: 27,898 global accepts · Rating: 800 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[qwsxza's solution](#)

66.

1843A

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

Quality: 37,313 global accepts · Rating: 800 · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[qwsxza's solution](#)

67.

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,104 global accepts · Rating: 800 · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, two pointers

[qwsxza's solution](#)

68.

1843C

[Sum in Binary Tree](#) · [Tutorial](#)

Quality: 39,501 global accepts · Rating: 800 · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, trees

[qwsxza's solution](#)

69.

1846B

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

Quality: 28,918 global accepts · Rating: 800 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, strings

[qwsxza's solution](#)

70.

1846A

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

Quality: 34,783 global accepts · Rating: 800 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[qwsxza's solution](#)

71.

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,456 global accepts · Rating: 800 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[qwsxza's solution](#)

72.

1851A

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

Quality: 31,506 global accepts · Rating: 800 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[qwsxza's solution](#)

73.

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,945 global accepts · Rating: 800 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[qwsxza's solution](#)

74.

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 55,034 global accepts · Rating: 800 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[qwsxza's solution](#)

75.

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,268 global accepts · Rating: 800 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[qwsxza's solution](#)

76.

1818A

[Politics](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 800 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[qwsxza's solution](#)

77.

2124A

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

Quality: 19,220 global accepts · Rating: 800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[qwsxza's solution](#)

78.

2110A

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

Quality: 29,831 global accepts · Rating: 800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[qwsxza's solution](#)

79.

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,207 global accepts · Rating: 800 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[qwsxza's solution](#)

80.

2116A

[Gellyfish and Tricolor Pansy](#) · [Tutorial](#)

Quality: 26,977 global accepts · Rating: 800 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[qwsxza's solution](#)

81.

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[qwsxza's solution](#)

82.

2118A

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

Quality: 29,119 global accepts · Rating: 800 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[qwsxza's solution](#)

83.

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,511 global accepts · Rating: 800 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[qwsxza's solution](#)

84.

2120A

[Square of Rectangles](#) · [Tutorial](#)

Quality: 20,331 global accepts · Rating: 800 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math
[qwsxza's solution](#)

85.

2123B

[Tournament](#) · [Tutorial](#)

Quality: 34,929 global accepts · Rating: 800 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[qwsxza's solution](#)

86.

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,699 global accepts · Rating: 800 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[qwsxza's solution](#)

87.

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,216 global accepts · Rating: 800 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math
[qwsxza's solution](#)

88.

2117B

[Shrink](#) · [Tutorial](#)

Quality: 32,172 global accepts · Rating: 800 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[qwsxza's solution](#)

89.

2117A

[False Alarm](#) · [Tutorial](#)

Quality: 38,056 global accepts · Rating: 800 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[qwsxza's solution](#)

90.

2121B

[Above the Clouds](#) · [Tutorial](#)

Quality: 32,497 global accepts · Rating: 800 · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings
[qwsxza's solution](#)

91.

2121A

[Letter Home](#) · [Tutorial](#)

Quality: 39,289 global accepts · Rating: 800 · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[qwsxza's solution](#)

92.

2112A

[Race](#) · [Tutorial](#)

Quality: 29,270 global accepts · Rating: 800 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[qwsxza's solution](#)

93.

1825A

[LuoTianyi and the Palindrome String](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 800 · first AC: 2025-05-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[qwsxza's solution](#)

94.

1828A

[Divisible Array](#) · [Tutorial](#)

Quality: 25,343 global accepts · Rating: 800 · first AC: 2025-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[qwsxza's solution](#)

95.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,976 global accepts · Rating: 800 · first AC: 2025-05-19 · C++17 (GCC 7-32) (first AC) · Tags: strings

[qwsxza's solution](#)

96.

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,991 global accepts · Rating: 800 · first AC: 2025-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[qwsxza's solution](#)

97.

2109A

[It's Time To Duel](#) · [Tutorial](#)

Quality: 26,950 global accepts · Rating: 800 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[qwsxza's solution](#)

98.

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,184 global accepts · Rating: 800 · first AC: 2025-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[qwsxza's solution](#)

99.

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2025-05-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[qwsxza's solution](#)

100.

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,690 global accepts · Rating: 800 · first AC: 2025-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[qwsxza's solution](#)

101.

1837A

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

Quality: 54,859 global accepts · Rating: 800 · first AC: 2025-05-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[qwsxza's solution](#)

102.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,676 global accepts · Rating: 800 · first AC: 2025-05-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[qwsxza's solution](#)

103.

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,206 global accepts · Rating: 800 · first AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[qwsxza's solution](#)

104.

2108A

[Permutation Warm-Up](#) · [Tutorial](#)

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

[qwsxza's solution](#)

105.

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,308 global accepts · Rating: 800 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[qwsxza's solution](#)

106.

2098A

[Vadim's Collection](#) · [Tutorial](#)

Quality: 14,755 global accepts · Rating: 800 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[qwsxza's solution](#)

107.

2106A

[Dr. TC](#) · [Tutorial](#)

Quality: 36,362 global accepts · Rating: 800 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[qwsxza's solution](#)

108.

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,219 global accepts · Rating: 800 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[qwsxza's solution](#)

109.

1878A

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

Quality: 78,713 global accepts · Rating: 800 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[qwsxza's solution](#)

110.

1881A

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

Quality: 59,381 global accepts · Rating: 800 · first AC: 2025-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[qwsxza's solution](#)

111.

1836A

[Destroyer](#) · [Tutorial](#)

Quality: 21,435 global accepts · Rating: 800 · first AC: 2025-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[qwsxza's solution](#)

112.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,951 global accepts · Rating: 800 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[qwsxza's solution](#)

113.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,578 global accepts · Rating: 800 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[qwsxza's solution](#)

114.

1899A

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

Quality: 92,822 global accepts · Rating: 800 · first AC: 2025-04-17 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[qwsxza's solution](#)

115.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,764 global accepts · Rating: 800 · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[qwsxza's solution](#)

116.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,442 global accepts · Rating: 800 · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[qwsxza's solution](#)

117.

2093A

[Ideal Generator](#) · [Tutorial](#)

Quality: 40,845 global accepts · Rating: 800 · first AC: 2025-04-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[qwsxza's solution](#)

118.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,434 global accepts · Rating: 800 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[qwsxza's solution](#)

119.

1831A

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

Quality: 46,322 global accepts · Rating: 800 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[qwsxza's solution](#)

120.

1842A

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

Quality: 20,797 global accepts · Rating: 800 · first AC: 2025-04-04 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[qwsxza's solution](#)

121.

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,545 global accepts · Rating: 800 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[qwsxza's solution](#)

122.

1845A

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

Quality: 47,386 global accepts · Rating: 800 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[qwsxza's solution](#)

123.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[qwsxza's solution](#)

124.

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,077 global accepts · Rating: 800 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[qwsxza's solution](#)

125.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,961 global accepts · Rating: 800 · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[qwsxza's solution](#)

126.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,116 global accepts · Rating: 800 · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[qwsxza's solution](#)

127.

1864A

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

Quality: 21,420 global accepts · Rating: 800 · first AC: 2025-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[qwsxza's solution](#)

128.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2025-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[qwsxza's solution](#)

129.

1877A

[Goals of Victory](#) · [Tutorial](#)

Quality: 52,361 global accepts · Rating: 800 · first AC: 2025-03-31 · C++17 (GCC 7-32) (first AC) · Tags: math

[qwsxza's solution](#)

130.

1847A

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

Quality: 22,905 global accepts · Rating: 800 · first AC: 2025-03-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[qwsxza's solution](#)

131.

2092A

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

Quality: 28,320 global accepts · Rating: 800 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory, sortings

[qwsxza's solution](#)

132.

1855A

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

Quality: 29,930 global accepts · Rating: 800 · first AC: 2025-03-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[qwsxza's solution](#)

133.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,376 global accepts · Rating: 800 · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[qwsxza's solution](#)

134.

2091B

[Team Training](#) · [Tutorial](#)

Quality: 32,707 global accepts · Rating: 800 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[qwsxza's solution](#)

135.

2091A

[Olympiad Date](#) · [Tutorial](#)

Quality: 39,028 global accepts · Rating: 800 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[qwsxza's solution](#)

136.

1914B

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

Quality: 33,226 global accepts · Rating: 800 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[qwsxza's solution](#)

137.

1914A

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

Quality: 35,158 global accepts · Rating: 800 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[qwsxza's solution](#)

138.

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,577 global accepts · Rating: 800 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[qwsxza's solution](#)

139.

1921A

[Square](#) · [Tutorial](#)

Quality: 49,598 global accepts · Rating: 800 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[qwsxza's solution](#)

140.

2090A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 21,377 global accepts · Rating: 800 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[qwsxza's solution](#)

141.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,445 global accepts · Rating: 800 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[qwsxza's solution](#)

142.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[qwsxza's solution](#)

143.

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,369 global accepts · Rating: 800 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[qwsxza's solution](#)

144.

1931A

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

Quality: 39,964 global accepts · Rating: 800 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[qwsxza's solution](#)

145.

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,911 global accepts · Rating: 800 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[qwsxza's solution](#)

146.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[qwsxza's solution](#)

147.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[qwsxza's solution](#)

148.

1890B

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

Quality: 18,766 global accepts · Rating: 800 · first AC: 2025-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[qwsxza's solution](#)

149.

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,164 global accepts · Rating: 800 · first AC: 2025-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[qwsxza's solution](#)

150.

1930A

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

Quality: 20,288 global accepts · Rating: 800 · first AC: 2025-03-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[qwsxza's solution](#)

151.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,315 global accepts · Rating: 800 · first AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[qwsxza's solution](#)

152.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,522 global accepts · Rating: 800 · first AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[qwsxza's solution](#)

153.

2074B

[The Third Side](#) · [Tutorial](#)

Quality: 34,762 global accepts · Rating: 800 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[qwsxza's solution](#)

154.

2074A

[Draw a Square](#) · [Tutorial](#)

Quality: 44,324 global accepts · Rating: 800 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[qwsxza's solution](#)

155.

2078A

[Final Verdict](#) · [Tutorial](#)

Quality: 23,300 global accepts · Rating: 800 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: math

[qwsxza's solution](#)

156.

1867A

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

Quality: 21,144 global accepts · Rating: 800 · first AC: 2025-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[qwsxza's solution](#)

157.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2025-03-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[qwsxza's solution](#)

158.

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,156 global accepts · Rating: 800 · first AC: 2025-03-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[qwsxza's solution](#)

159.

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,901 global accepts · Rating: 800 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[qwsxza's solution](#)

160.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,930 global accepts · Rating: 800 · first AC: 2025-03-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[qwsxza's solution](#)

161.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2025-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[qwsxza's solution](#)

162.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2025-03-07 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[qwsxza's solution](#)

163.

1891A

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

Quality: 20,543 global accepts · Rating: 800 · first AC: 2025-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[qwsxza's solution](#)

164.

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2025-03-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[qwsxza's solution](#)

165.

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,706 global accepts · Rating: 800 · first AC: 2025-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[qwsxza's solution](#)

166.

1944A

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

Quality: 28,737 global accepts · Rating: 800 · first AC: 2025-03-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math
[qwsxza's solution](#)

167.

2071A

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

Quality: 27,841 global accepts · Rating: 800 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[qwsxza's solution](#)

168.

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,493 global accepts · Rating: 800 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[qwsxza's solution](#)

169.

1895B

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

Quality: 21,589 global accepts · Rating: 800 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[qwsxza's solution](#)

170.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,922 global accepts · Rating: 800 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[qwsxza's solution](#)

171.

1942A

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

Quality: 18,506 global accepts · Rating: 800 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[qwsxza's solution](#)

172.

2072A

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

Quality: 40,667 global accepts · Rating: 800 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[qwsxza's solution](#)

173.

1933B

[Turtle Math: Fast Three Task](#) · [Tutorial](#)

Quality: 36,276 global accepts · Rating: 800 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[qwsxza's solution](#)

174.

1933A

[Turtle Puzzle: Rearrange and Negate](#) · [Tutorial](#)

Quality: 42,111 global accepts · Rating: 800 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[qwsxza's solution](#)

175.

1898A

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

Quality: 17,426 global accepts · Rating: 800 · first AC: 2025-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[qwsxza's solution](#)

176.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,389 global accepts · Rating: 800 · first AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[qwsxza's solution](#)

177.

1941A

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

Quality: 47,702 global accepts · Rating: 800 · first AC: 2025-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[qwsxza's solution](#)

178.

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,320 global accepts · Rating: 800 · first AC: 2025-02-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[qwsxza's solution](#)

179.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,378 global accepts · Rating: 800 · first AC: 2025-02-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[qwsxza's solution](#)

180.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2025-02-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[qwsxza's solution](#)

181.

2069A

[Was there an Array? · Tutorial](#)

Quality: 26,551 global accepts · Rating: 800 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, greedy
[qwszxa's solution](#)

182.

1913A

[Rating Increase · Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[qwszxa's solution](#)

183.

2064A

[Brogramming Contest · Tutorial](#)

Quality: 27,101 global accepts · Rating: 800 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[qwszxa's solution](#)

184.

1900A

[Cover in Water · Tutorial](#)

Quality: 64,153 global accepts · Rating: 800 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[qwszxa's solution](#)

185.

1922A

[Tricky Template · Tutorial](#)

Quality: 28,853 global accepts · Rating: 800 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, strings
[qwszxa's solution](#)

186.

1923A

[Moving Chips · Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[qwszxa's solution](#)

187.

1948A

[Special Characters · Tutorial](#)

Quality: 30,996 global accepts · Rating: 800 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms
[qwszxa's solution](#)

188.

2067A

[Adjacent Digit Sums · Tutorial](#)

Quality: 25,695 global accepts · Rating: 800 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math
[qwszxa's solution](#)

189.

1905A

[Constructive Problems · Tutorial](#)

Quality: 24,431 global accepts · Rating: 800 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[qwszxa's solution](#)

190.

2065B

[Skibidus and Ohio · Tutorial](#)

Quality: 42,084 global accepts · Rating: 800 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: strings
[qwszxa's solution](#)

191.

2065A

[Skibidus and Amog'u · Tutorial](#)

Quality: 55,644 global accepts · Rating: 800 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[qwsxza's solution](#)

192.

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,722 global accepts · Rating: 800 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[qwsxza's solution](#)

193.

1971A

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

Quality: 59,512 global accepts · Rating: 800 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[qwsxza's solution](#)

194.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,246 global accepts · Rating: 800 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[qwsxza's solution](#)

195.

1925A

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

Quality: 31,150 global accepts · Rating: 800 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[qwsxza's solution](#)

196.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,374 global accepts · Rating: 800 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[qwsxza's solution](#)

197.

1920A

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

Quality: 29,560 global accepts · Rating: 800 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[qwsxza's solution](#)

198.

1928A

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

Quality: 24,424 global accepts · Rating: 800 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[qwsxza's solution](#)

199.

1929B

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

Quality: 26,731 global accepts · Rating: 800 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[qwsxza's solution](#)

200.

1929A

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

Quality: 34,945 global accepts · Rating: 800 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[qwsxza's solution](#)

201.

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,658 global accepts · Rating: 800 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[qwsxza's solution](#)

202.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[qwsxza's solution](#)

203.

2059A

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

Quality: 29,192 global accepts · Rating: 800 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[qwsxza's solution](#)

204.

1935A

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

Quality: 30,327 global accepts · Rating: 800 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings

[qwsxza's solution](#)

205.

1946A

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

Quality: 28,573 global accepts · Rating: 800 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[qwsxza's solution](#)

206.

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,738 global accepts · Rating: 800 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[qwsxza's solution](#)

207.

1968B

[Prefiquence](#) · [Tutorial](#)

Quality: 31,443 global accepts · Rating: 800 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[qwsxza's solution](#)

208.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,459 global accepts · Rating: 800 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[qwsxza's solution](#)

209.

1974B

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

Quality: 34,490 global accepts · Rating: 800 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[qwsxza's solution](#)

210.

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,928 global accepts · Rating: 800 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[qwsxza's solution](#)

211.

2060A

[Fibonacciness](#) · [Tutorial](#)

Quality: 41,103 global accepts · Rating: 800 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[qwsxza's solution](#)

212.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,676 global accepts · Rating: 800 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[qwsxza's solution](#)

213.

2062A

[String](#) · [Tutorial](#)

Quality: 28,281 global accepts · Rating: 800 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[qwsxza's solution](#)

214.

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,503 global accepts · Rating: 800 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: sortings

[qwsxza's solution](#)

215.

1980A

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

Quality: 47,602 global accepts · Rating: 800 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: math

[qwsxza's solution](#)

216.

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,905 global accepts · Rating: 800 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers

[qwsxza's solution](#)

217.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,762 global accepts · Rating: 800 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[qwsxza's solution](#)

218.

2061A

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

Quality: 22,356 global accepts · Rating: 800 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: math

[qwsxza's solution](#)

219.

1975A

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

Quality: 20,715 global accepts · Rating: 800 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[qwsxza's solution](#)

220.

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,915 global accepts · Rating: 800 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[qwsxza's solution](#)

221.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,391 global accepts · Rating: 800 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[qwsxza's solution](#)

222.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[qwsxza's solution](#)

223.

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[qwsxza's solution](#)

224.

1956B

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

Quality: 22,932 global accepts · Rating: 800 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[qwsxza's solution](#)

225.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, games, greedy

[qwsxza's solution](#)

226.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,180 global accepts · Rating: 800 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[qwsxza's solution](#)

227.

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,642 global accepts · Rating: 800 · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy, math

[qwsxza's solution](#)

228.

1966A

[Card Exchange](#) · [Tutorial](#)

Quality: 19,570 global accepts · Rating: 800 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[qwsxza's solution](#)

229.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,205 global accepts · Rating: 800 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: math

[qwsxza's solution](#)

230.

1981A

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

Quality: 24,251 global accepts · Rating: 800 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[qwsxza's solution](#)

231.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math

[qwsxza's solution](#)

232.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[qwsxza's solution](#)

233.

1979A

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

Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[qwsxza's solution](#)

234.

2043A

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

Quality: 26,989 global accepts · Rating: 800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[qwsxza's solution](#)

235.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,646 global accepts · Rating: 800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings
[qwsxza's solution](#)

236.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search
[qwsxza's solution](#)

237.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[qwsxza's solution](#)

238.

2051B

[Journey](#) · [Tutorial](#)

Quality: 39,770 global accepts · Rating: 800 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math
[qwsxza's solution](#)

239.

2051A

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

Quality: 35,181 global accepts · Rating: 800 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[qwsxza's solution](#)

240.

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,960 global accepts · Rating: 800 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[qwsxza's solution](#)

241.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,260 global accepts · Rating: 800 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings
[qwsxza's solution](#)

242.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings
[qwsxza's solution](#)

243.

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,131 global accepts · Rating: 800 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[qwsxza's solution](#)

244.

2048A

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

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, number theory

[qwsxza's solution](#)

245.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,993 global accepts · Rating: 800 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[qwsxza's solution](#)

246.

1983A

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

Quality: 28,118 global accepts · Rating: 800 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[qwsxza's solution](#)

247.

1991A

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

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[qwsxza's solution](#)

248.

2044C

[Hard Problem](#) · [Tutorial](#)

Quality: 45,279 global accepts · Rating: 800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[qwsxza's solution](#)

249.

2044B

[Normal Problem](#) · [Tutorial](#)

Quality: 51,989 global accepts · Rating: 800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[qwsxza's solution](#)

250.

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,233 global accepts · Rating: 800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[qwsxza's solution](#)

251.

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,230 global accepts · Rating: 800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[qwsxza's solution](#)

252.

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,983 global accepts · Rating: 800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[qwsxza's solution](#)

253.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,359 global accepts · Rating: 800 · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[qwsxza's solution](#)

254.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[qwsxza's solution](#)

255.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,286 global accepts · Rating: 800 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[qwsxza's solution](#)

256.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,426 global accepts · Rating: 800 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[qwsxza's solution](#)

257.

2040A

[Game of Division](#) · [Tutorial](#)

Quality: 24,434 global accepts · Rating: 800 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[qwsxza's solution](#)

258.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,173 global accepts · Rating: 800 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[qwsxza's solution](#)

259.

2050A

[Line Breaks](#) · [Tutorial](#)

Quality: 36,464 global accepts · Rating: 800 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[qwsxza's solution](#)

260.

2047A

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

Quality: 17,839 global accepts · Rating: 800 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[qwsxza's solution](#)

261.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,434 global accepts · Rating: 800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[qwsxza's solution](#)

262.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,856 global accepts · Rating: 800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[qwsxza's solution](#)

263.

2014B

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

Quality: 33,195 global accepts · Rating: 800 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: math

[qwsxza's solution](#)

264.

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,715 global accepts · Rating: 800 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[qwsxza's solution](#)

265.

2034A

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

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

[qwsxza's solution](#)

266.

1998A

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

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[qwsxza's solution](#)

267.

2001B

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

Quality: 26,106 global accepts · Rating: 800 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[qwsxza's solution](#)

268.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,879 global accepts · Rating: 800 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[qwsxza's solution](#)

269.

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,238 global accepts · Rating: 800 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[qwsxza's solution](#)

270.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,700 global accepts · Rating: 800 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[qwsxza's solution](#)

271.

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,989 global accepts · Rating: 800 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math, sortings

[qwsxza's solution](#)

272.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[qwsxza's solution](#)

273.

2036B

[Startup](#) · [Tutorial](#)

Quality: 29,744 global accepts · Rating: 800 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[qwsxza's solution](#)

274.

2036A

[Quintomania](#) · [Tutorial](#)

Quality: 40,695 global accepts · Rating: 800 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[qwsxza's solution](#)

275.

2031A

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

Quality: 20,949 global accepts · Rating: 800 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy,

math

[qwsxza's solution](#)

276.

2037B

[Intercepted Inputs](#) · [Tutorial](#)

Quality: 25,540 global accepts · Rating: 800 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[qwsxza's solution](#)

277.

2037A

[Twice](#) · [Tutorial](#)

Quality: 35,701 global accepts · Rating: 800 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[qwsxza's solution](#)

278.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,164 global accepts · Rating: 800 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[qwsxza's solution](#)

279.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[qwsxza's solution](#)

280.

2027A

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

Quality: 22,026 global accepts · Rating: 800 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation, math

[qwsxza's solution](#)

281.

2033A

[Sakurako and Kosuke](#) · [Tutorial](#)

Quality: 41,165 global accepts · Rating: 800 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[qwsxza's solution](#)

282.

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,616 global accepts · Rating: 800 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: two pointers

[qwsxza's solution](#)

283.

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,110 global accepts · Rating: 800 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, strings

[qwsxza's solution](#)

284.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,711 global accepts · Rating: 800 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[qwsxza's solution](#)

285.

2024A

[Profitable Interest Rate](#) · [Tutorial](#)

Quality: 23,017 global accepts · Rating: 800 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[qwsxza's solution](#)

286.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,688 global accepts · Rating: 800 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, games, math

[qwsxza's solution](#)

287.

2030A

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

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

[qwsxza's solution](#)

288.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,575 global accepts · Rating: 800 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings, two pointers

[qwsxza's solution](#)

289.

2003B

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

Quality: 27,529 global accepts · Rating: 800 · first AC: 2024-10-11 · last AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[qwsxza's solution](#)

290.

2003A

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

Quality: 32,666 global accepts · Rating: 800 · first AC: 2024-10-11 · last AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[qwsxza's solution](#)

291.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,502 global accepts · Rating: 800 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[qwsxza's solution](#)

292.

2020A

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

Quality: 25,944 global accepts · Rating: 800 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[qwsxza's solution](#)

293.

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,136 global accepts · Rating: 800 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[qwsxza's solution](#)

294.

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,272 global accepts · Rating: 800 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[qwsxza's solution](#)

295.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,232 global accepts · Rating: 800 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[qwsxza's solution](#)

296.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 900 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation,

strings

[qwsxza's solution](#)

297.

2185C

[Shifted MEX](#) · [Tutorial](#)

Quality: 29,000 global accepts · Rating: 900 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[qwsxza's solution](#)

298.

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,060 global accepts · Rating: 900 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[qwsxza's solution](#)

299.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,904 global accepts · Rating: 900 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

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300.

2171B

[Yuu Koito and Minimum Absolute Sum](#) · [Tutorial](#)

Quality: 27,111 global accepts · Rating: 900 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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301.

2166B

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Quality: 18,126 global accepts · Rating: 900 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[qwsxza's solution](#)

302.

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,150 global accepts · Rating: 900 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[qwsxza's solution](#)

303.

2137B

[Fun Permutation](#) · [Tutorial](#)

Quality: 26,477 global accepts · Rating: 900 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[qwsxza's solution](#)

304.

2140B

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

Quality: 22,141 global accepts · Rating: 900 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[qwsxza's solution](#)

305.

2136B

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Quality: 20,938 global accepts · Rating: 900 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, two pointers

[qwsxza's solution](#)

306.

2132B

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

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307.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 900 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, sortings
[qwszza's solution](#)

308.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,370 global accepts · Rating: 900 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[qwszza's solution](#)

309.

1833B

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

Quality: 29,623 global accepts · Rating: 900 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[qwszza's solution](#)

310.

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,052 global accepts · Rating: 900 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[qwszza's solution](#)

311.

2110B

[Down with Brackets](#) · [Tutorial](#)

Quality: 27,345 global accepts · Rating: 900 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings
[qwszza's solution](#)

312.

2114B

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

Quality: 30,505 global accepts · Rating: 900 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[qwszza's solution](#)

313.

1828B

[Permutation Swap](#) · [Tutorial](#)

Quality: 39,326 global accepts · Rating: 900 · first AC: 2025-05-20 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[qwszza's solution](#)

314.

1872B

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

Quality: 30,503 global accepts · Rating: 900 · first AC: 2025-05-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[qwszza's solution](#)

315.

1837B

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

Quality: 50,123 global accepts · Rating: 900 · first AC: 2025-05-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[qwszza's solution](#)

316.

2102B

[The Picky Cat](#) · [Tutorial](#)

Quality: 19,838 global accepts · Rating: 900 · first AC: 2025-05-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[qwszza's solution](#)

317.

2102A

[Dinner Time](#) · [Tutorial](#)

Quality: 21,470 global accepts · Rating: 900 · first AC: 2025-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[qwszza's solution](#)

318.

2106B

[St. Chroma](#) · [Tutorial](#)

Quality: 28,386 global accepts · Rating: 900 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[qwsxza's solution](#)

319.

1878C

[Vasilije in Cacak](#) · [Tutorial](#)

Quality: 57,671 global accepts · Rating: 900 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: math
[qwsxza's solution](#)

320.

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,714 global accepts · Rating: 900 · first AC: 2025-04-23 · C++17 (GCC 7-32) (first AC) · Tags: math
[qwsxza's solution](#)

321.

1927B

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

Quality: 38,140 global accepts · Rating: 900 · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[qwsxza's solution](#)

322.

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,835 global accepts · Rating: 900 · first AC: 2025-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[qwsxza's solution](#)

323.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,707 global accepts · Rating: 900 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math
[qwsxza's solution](#)

324.

1848A

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

Quality: 18,405 global accepts · Rating: 900 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[qwsxza's solution](#)

325.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[qwsxza's solution](#)

326.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,576 global accepts · Rating: 900 · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[qwsxza's solution](#)

327.

1855B

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

Quality: 44,948 global accepts · Rating: 900 · first AC: 2025-03-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory
[qwsxza's solution](#)

328.

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2025-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[qwsxza's solution](#)

329.

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,605 global accepts · Rating: 900 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[qwsxza's solution](#)

330.

2085A

[Serval and String Theory](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 900 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[qwsxza's solution](#)

331.

1875A

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

Quality: 47,029 global accepts · Rating: 900 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[qwsxza's solution](#)

332.

1879B

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Quality: 25,079 global accepts · Rating: 900 · first AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[qwsxza's solution](#)

333.

1888A

[Chemistry](#) · [Tutorial](#)

Rating: 900 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: strings

[qwsxza's solution](#)

334.

2072B

[Having Been a Treasurer in the Past, I Help Goblins Deceive](#) · [Tutorial](#)

Quality: 30,937 global accepts · Rating: 900 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, strings

[qwsxza's solution](#)

335.

1896B

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Quality: 18,424 global accepts · Rating: 900 · first AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers

[qwsxza's solution](#)

336.

1941C

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

Quality: 39,197 global accepts · Rating: 900 · first AC: 2025-02-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[qwsxza's solution](#)

337.

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,209 global accepts · Rating: 900 · first AC: 2025-02-20 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[qwsxza's solution](#)

338.

1900B

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Quality: 20,475 global accepts · Rating: 900 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[qwsxza's solution](#)

339.

1954A

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

Quality: 27,630 global accepts · Rating: 900 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[qwsxza's solution](#)

340.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 900 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[qwsxza's solution](#)

341.

1971C

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

Quality: 41,582 global accepts · Rating: 900 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[qwsxza's solution](#)

342.

1918B

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

Quality: 27,026 global accepts · Rating: 900 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[qwsxza's solution](#)

343.

2060C

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

Quality: 32,078 global accepts · Rating: 900 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings, two pointers

[qwsxza's solution](#)

344.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[qwsxza's solution](#)

345.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[qwsxza's solution](#)

346.

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,385 global accepts · Rating: 900 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: games

[qwsxza's solution](#)

347.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,546 global accepts · Rating: 900 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[qwsxza's solution](#)

348.

1992C

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

Quality: 33,273 global accepts · Rating: 900 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[qwsxza's solution](#)

349.

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[qwsxza's solution](#)

350.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,453 global accepts · Rating: 900 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[qwsxza's solution](#)

351.

1988A

[Split the Multiset](#) · [Tutorial](#)

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[qwsxza's solution](#)

352.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,870 global accepts · Rating: 900 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings

[qwsxza's solution](#)

353.

2047B

[Replace Character](#) · [Tutorial](#)

Quality: 19,250 global accepts · Rating: 900 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, greedy, strings

[qwsxza's solution](#)

354.

2042B

[Game with Colored Marbles](#) · [Tutorial](#)

Quality: 19,487 global accepts · Rating: 900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[qwsxza's solution](#)

355.

2005A

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

Quality: 26,248 global accepts · Rating: 900 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[qwsxza's solution](#)

356.

2028A

[Alice's Adventures in "Chess"](#) · [Tutorial](#)

Quality: 20,309 global accepts · Rating: 900 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[qwsxza's solution](#)

357.

2031B

[Penchick and Satay Sticks](#) · [Tutorial](#)

Quality: 20,787 global accepts · Rating: 900 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[qwsxza's solution](#)

358.

2026A

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

Quality: 20,265 global accepts · Rating: 900 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[qwsxza's solution](#)

359.

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[qwsxza's solution](#)

360.

2033B

[Sakurako and Water](#) · [Tutorial](#)

Quality: 28,847 global accepts · Rating: 900 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[qwsxza's solution](#)

361.

2007B

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Quality: 25,609 global accepts · Rating: 900 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[qwsxza's solution](#)

362.

2013B

[Battle for Survive](#) · [Tutorial](#)

Quality: 28,252 global accepts · Rating: 900 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[qwsxza's solution](#)

363.

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,732 global accepts · Rating: 1000 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[qwsxza's solution](#)

364.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[qwsxza's solution](#)

365.

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,912 global accepts · Rating: 1000 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, strings

[qwsxza's solution](#)

366.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,556 global accepts · Rating: 1000 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[qwsxza's solution](#)

367.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,269 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[qwsxza's solution](#)

368.

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1000 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation

[qwsxza's solution](#)

369.

2154B

[Make it Zigzag](#) · [Tutorial](#)

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

[qwsxza's solution](#)

370.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,916 global accepts · Rating: 1000 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[qwsxza's solution](#)

371.

2147B

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

Quality: 16,977 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[qwsxza's solution](#)

372.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,920 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers
[qwsxza's solution](#)

373.

2144B

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

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

374.

2132C1

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

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

375.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,590 global accepts · Rating: 1000 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, two pointers
[qwsxza's solution](#)

376.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[qwsxza's solution](#)

377.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,295 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[qwsxza's solution](#)

378.

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,743 global accepts · Rating: 1000 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry
[qwsxza's solution](#)

379.

2123C

[Prefix Min and Suffix Max](#) · [Tutorial](#)

Quality: 30,891 global accepts · Rating: 1000 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures
[qwsxza's solution](#)

380.

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,896 global accepts · Rating: 1000 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[qwsxza's solution](#)

381.

1825B

[LuoTianyi and the Table](#) · [Tutorial](#)

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2025-05-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[qwsxza's solution](#)

382.

1841B

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

Quality: 24,093 global accepts · Rating: 1000 · first AC: 2025-05-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[qwsxza's solution](#)

383.

1837C

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

Quality: 24,578 global accepts · Rating: 1000 · first AC: 2025-05-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[qwsxza's solution](#)

384.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2025-05-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[qwsxza's solution](#)

385.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[qwsxza's solution](#)

386.

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,613 global accepts · Rating: 1000 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[qwsxza's solution](#)

387.

1907B

[YetnotherrokenKeoard](#) · [Tutorial](#)

Quality: 30,385 global accepts · Rating: 1000 · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, strings

[qwsxza's solution](#)

388.

1927C

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

Quality: 31,570 global accepts · Rating: 1000 · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[qwsxza's solution](#)

389.

2093C

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

Quality: 30,851 global accepts · Rating: 1000 · first AC: 2025-04-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[qwsxza's solution](#)

390.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,069 global accepts · Rating: 1000 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[qwsxza's solution](#)

391.

1844B

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

Quality: 20,249 global accepts · Rating: 1000 · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[qwsxza's solution](#)

392.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,390 global accepts · Rating: 1000 · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[qwsxza's solution](#)

393.

1877B

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

Rating: 1000 · first AC: 2025-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[qwsxza's solution](#)

394.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,289 global accepts · Rating: 1000 · first AC: 2025-03-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, two pointers
[qwsxza's solution](#)

395.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,823 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math
[qwsxza's solution](#)

396.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[qwsxza's solution](#)

397.

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,845 global accepts · Rating: 1000 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[qwsxza's solution](#)

398.

2090B

[Pushing Balls](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1000 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation
[qwsxza's solution](#)

399.

1859B

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

Quality: 43,922 global accepts · Rating: 1000 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[qwsxza's solution](#)

400.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,890 global accepts · Rating: 1000 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[qwsxza's solution](#)

401.

1861B

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

Quality: 24,007 global accepts · Rating: 1000 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[qwsxza's solution](#)

402.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2025-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
[qwsxza's solution](#)

403.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,915 global accepts · Rating: 1000 · first AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[qwsxza's solution](#)

404.

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[qwsxza's solution](#)

405.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2025-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[qwsxza's solution](#)

406.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,756 global accepts · Rating: 1000 · first AC: 2025-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[qwsxza's solution](#)

407.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,281 global accepts · Rating: 1000 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: strings

[qwsxza's solution](#)

408.

1955B

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

Quality: 32,266 global accepts · Rating: 1000 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[qwsxza's solution](#)

409.

1968C

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

Quality: 29,265 global accepts · Rating: 1000 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[qwsxza's solution](#)

410.

2060B

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

Quality: 28,595 global accepts · Rating: 1000 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[qwsxza's solution](#)

411.

1975B

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

Quality: 21,075 global accepts · Rating: 1000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[qwsxza's solution](#)

412.

2057B

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

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[qwsxza's solution](#)

413.

1969B

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

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[qwsxza's solution](#)

414.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[qwsxza's solution](#)

415.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,436 global accepts · Rating: 1000 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[qwsxza's solution](#)

416.

2051C

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

Quality: 28,015 global accepts · Rating: 1000 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[qwsxza's solution](#)

417.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[qwsxza's solution](#)

418.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[qwsxza's solution](#)

419.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,107 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[qwsxza's solution](#)

420.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,765 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, two pointers

[qwsxza's solution](#)

421.

1998B

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

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[qwsxza's solution](#)

422.

2005B1

[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)

Quality: 24,751 global accepts · Rating: 1000 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[qwsxza's solution](#)

423.

1986B

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

Quality: 30,134 global accepts · Rating: 1000 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy,

sortings

[qwsxza's solution](#)

424.

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[qwsxza's solution](#)

425.

2037C

[Superultra's Favorite Permutation](#) · [Tutorial](#)

Quality: 25,533 global accepts · Rating: 1000 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[qwsxza's solution](#)

426.

2000C

[Numeric String Template](#) · [Tutorial](#)

Quality: 31,429 global accepts · Rating: 1000 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[qwsxza's solution](#)

427.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,526 global accepts · Rating: 1000 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[qwsxza's solution](#)

428.

2183B

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

Quality: 16,180 global accepts · Rating: 1100 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[qwsxza's solution](#)

429.

2179C

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

Quality: 22,307 global accepts · Rating: 1100 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, number theory, sortings

[qwsxza's solution](#)

430.

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,580 global accepts · Rating: 1100 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers

[qwsxza's solution](#)

431.

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,694 global accepts · Rating: 1100 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, two pointers

[qwsxza's solution](#)

432.

1811C

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

Quality: 22,231 global accepts · Rating: 1100 · first AC: 2025-12-30 · last AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[qwsxza's solution](#)

433.

2173B

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

Quality: 18,136 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math
[qwsxza's solution](#)

434.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,110 global accepts · Rating: 1100 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[qwsxza's solution](#)

435.

2171C1

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

Quality: 19,246 global accepts · Rating: 1100 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy
[qwsxza's solution](#)

436.

2160B

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

Quality: 17,763 global accepts · Rating: 1100 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[qwsxza's solution](#)

437.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,337 global accepts · Rating: 1100 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[qwsxza's solution](#)

438.

2155B

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

Quality: 16,993 global accepts · Rating: 1100 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs
[qwsxza's solution](#)

439.

1820B

[JoJo's Incredible Adventures](#) · [Tutorial](#)

Quality: 23,018 global accepts · Rating: 1100 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, strings, two pointers
[qwsxza's solution](#)

440.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,925 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[qwsxza's solution](#)

441.

1821B

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

Quality: 28,343 global accepts · Rating: 1100 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
[qwsxza's solution](#)

442.

2137C

[Maximum Even Sum](#) · [Tutorial](#)

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

443.

2139C

[Cake Assignment](#) · [Tutorial](#)

Rating: 1100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[qwsxza's solution](#)

444.

2130B

[Pathless](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[qwszxa's solution](#)

445.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,630 global accepts · Rating: 1100 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[qwszxa's solution](#)

446.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,422 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
[qwszxa's solution](#)

447.

2125C

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

Quality: 22,754 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, number theory
[qwszxa's solution](#)

448.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,234 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[qwszxa's solution](#)

449.

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,726 global accepts · Rating: 1100 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math
[qwszxa's solution](#)

450.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math
[qwszxa's solution](#)

451.

1862C

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

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation, sortings
[qwszxa's solution](#)

452.

1826B

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

Quality: 28,177 global accepts · Rating: 1100 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[qwszxa's solution](#)

453.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,441 global accepts · Rating: 1100 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, two pointers
[qwszxa's solution](#)

454.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,885 global accepts · Rating: 1100 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math

[qwsxza's solution](#)

455.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[qwsxza's solution](#)

456.

1828C

[Counting Orders](#) · [Tutorial](#)

Rating: 1100 · first AC: 2025-05-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, sortings

[qwsxza's solution](#)

457.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,507 global accepts · Rating: 1100 · first AC: 2025-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings, two pointers

[qwsxza's solution](#)

458.

1872C

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

Quality: 26,391 global accepts · Rating: 1100 · first AC: 2025-05-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[qwsxza's solution](#)

459.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,550 global accepts · Rating: 1100 · first AC: 2025-05-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[qwsxza's solution](#)

460.

1838B

[Minimize Permutation Subarrays](#) · [Tutorial](#)

Quality: 17,808 global accepts · Rating: 1100 · first AC: 2025-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[qwsxza's solution](#)

461.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1100 · first AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[qwsxza's solution](#)

462.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,389 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[qwsxza's solution](#)

463.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,593 global accepts · Rating: 1100 · first AC: 2025-04-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[qwsxza's solution](#)

464.

2103B

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

Quality: 17,709 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[qwsxza's solution](#)

465.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[qwsxza's solution](#)

466.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,883 global accepts · Rating: 1100 · first AC: 2025-04-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[qwsxza's solution](#)

467.

1899B

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

Quality: 33,371 global accepts · Rating: 1100 · first AC: 2025-04-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory

[qwsxza's solution](#)

468.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[qwsxza's solution](#)

469.

1842B

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

Quality: 25,549 global accepts · Rating: 1100 · first AC: 2025-04-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[qwsxza's solution](#)

470.

2086B

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

Quality: 18,995 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[qwsxza's solution](#)

471.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2025-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[qwsxza's solution](#)

472.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2025-03-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[qwsxza's solution](#)

473.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2025-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[qwsxza's solution](#)

474.

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,734 global accepts · Rating: 1100 · first AC: 2025-03-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, shortest paths, sortings

[qwsxza's solution](#)

475.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,545 global accepts · Rating: 1100 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[qwsxza's solution](#)

476.

1921D

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

Quality: 24,280 global accepts · Rating: 1100 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

[qwsxza's solution](#)

477.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,973 global accepts · Rating: 1100 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[qwsxza's solution](#)

478.

2078B

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

Quality: 18,319 global accepts · Rating: 1100 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, math

[qwsxza's solution](#)

479.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,636 global accepts · Rating: 1100 · first AC: 2025-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, strings

[qwsxza's solution](#)

480.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,704 global accepts · Rating: 1100 · first AC: 2025-03-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[qwsxza's solution](#)

481.

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 1100 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[qwsxza's solution](#)

482.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,030 global accepts · Rating: 1100 · first AC: 2025-03-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[qwsxza's solution](#)

483.

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1100 · first AC: 2025-03-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[qwsxza's solution](#)

484.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[qwsxza's solution](#)

485.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,691 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[qwsxza's solution](#)

486.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[qwsxza's solution](#)

487.

1933C

[Turtle Fingers: Count the Values of k](#) · [Tutorial](#)

Quality: 25,373 global accepts · Rating: 1100 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[qwsxza's solution](#)

488.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2025-02-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[qwsxza's solution](#)

489.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2025-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[qwsxza's solution](#)

490.

2064B

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

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

[qwsxza's solution](#)

491.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,882 global accepts · Rating: 1100 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[qwsxza's solution](#)

492.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation

[qwsxza's solution](#)

493.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,929 global accepts · Rating: 1100 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[qwsxza's solution](#)

494.

1905B

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

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, trees

[qwsxza's solution](#)

495.

2065C1

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

Quality: 27,763 global accepts · Rating: 1100 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy
[qwsxza's solution](#)

496.

1971D

[Binary Cut · Tutorial](#)

Quality: 30,563 global accepts · Rating: 1100 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, sortings, strings
[qwsxza's solution](#)

497.

1917B

[Erase First or Second Letter · Tutorial](#)

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings
[qwsxza's solution](#)

498.

1920B

[Summation Game · Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings
[qwsxza's solution](#)

499.

1946B

[Maximum Sum · Tutorial](#)

Quality: 23,528 global accepts · Rating: 1100 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[qwsxza's solution](#)

500.

2060D

[Subtract Min Sort · Tutorial](#)

Quality: 26,204 global accepts · Rating: 1100 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[qwsxza's solution](#)

501.

1957B

[A BIT of a Construction · Tutorial](#)

Quality: 20,421 global accepts · Rating: 1100 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation
[qwsxza's solution](#)

502.

2063B

[Subsequence Update · Tutorial](#)

Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[qwsxza's solution](#)

503.

2061B

[Kevin and Geometry · Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry
[qwsxza's solution](#)

504.

1966B

[Rectangle Filling · Tutorial](#)

Quality: 17,213 global accepts · Rating: 1100 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[qwsxza's solution](#)

505.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1100 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[qwsxza's solution](#)

506.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,956 global accepts · Rating: 1100 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[qwsxza's solution](#)

507.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[qwsxza's solution](#)

508.

1976B

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

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[qwsxza's solution](#)

509.

1991B

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

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[qwsxza's solution](#)

510.

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[qwsxza's solution](#)

511.

2009C

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

Quality: 33,015 global accepts · Rating: 1100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[qwsxza's solution](#)

512.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[qwsxza's solution](#)

513.

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[qwsxza's solution](#)

514.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[qwsxza's solution](#)

515.

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,065 global accepts · Rating: 1100 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
[qwsxza's solution](#)

516.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,434 global accepts · Rating: 1100 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[qwsxza's solution](#)

517.

1997B

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

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers
[qwsxza's solution](#)

518.

2014C

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

Quality: 27,461 global accepts · Rating: 1100 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[qwsxza's solution](#)

519.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[qwsxza's solution](#)

520.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,026 global accepts · Rating: 1100 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings
[qwsxza's solution](#)

521.

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 1100 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[qwsxza's solution](#)

522.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings
[qwsxza's solution](#)

523.

2027B

[Stalin Sort](#) · [Tutorial](#)

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

524.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,130 global accepts · Rating: 1100 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
[qwsxza's solution](#)

525.

2024B

[Buying Lemonade](#) · [Tutorial](#)

Quality: 17,044 global accepts · Rating: 1100 · first AC: 2024-10-20 · last AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, sortings

[qwsxza's solution](#)

526.

2030C

[A TRUE Battle](#) · [Tutorial](#)

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

[qwsxza's solution](#)

527.

2025B

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

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[qwsxza's solution](#)

528.

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,447 global accepts · Rating: 1100 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, dsu, graphs, math

[qwsxza's solution](#)

529.

2182C

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

Quality: 15,524 global accepts · Rating: 1200 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[qwsxza's solution](#)

530.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,705 global accepts · Rating: 1200 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[qwsxza's solution](#)

531.

2189B

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

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

[qwsxza's solution](#)

532.

1006B

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

Quality: 14,656 global accepts · Rating: 1200 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[qwsxza's solution](#)

533.

2175C

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

Rating: 1200 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[qwsxza's solution](#)

534.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,952 global accepts · Rating: 1200 · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[qwsxza's solution](#)

535.

2170B

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

Quality: 14,296 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[qwsxza's solution](#)

536.

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,359 global accepts · Rating: 1200 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[qwsxza's solution](#)

537.

2137D

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

Quality: 19,550 global accepts · Rating: 1200 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[qwsxza's solution](#)

538.

2136C

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

Rating: 1200 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[qwsxza's solution](#)

539.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,690 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[qwsxza's solution](#)

540.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,880 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[qwsxza's solution](#)

541.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,597 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[qwsxza's solution](#)

542.

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,022 global accepts · Rating: 1200 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[qwsxza's solution](#)

543.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[qwsxza's solution](#)

544.

1846D

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

Quality: 22,450 global accepts · Rating: 1200 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, math

[qwsxza's solution](#)

545.

1846C

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

Quality: 21,479 global accepts · Rating: 1200 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[qwsxza's solution](#)

546.

1857C

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

Quality: 41,774 global accepts · Rating: 1200 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[qwsxza's solution](#)

547.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, sortings

[qwsxza's solution](#)

548.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,310 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math

[qwsxza's solution](#)

549.

2118B

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

Quality: 20,037 global accepts · Rating: 1200 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[qwsxza's solution](#)

550.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,625 global accepts · Rating: 1200 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[qwsxza's solution](#)

551.

2123D

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

Quality: 21,892 global accepts · Rating: 1200 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[qwsxza's solution](#)

552.

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,125 global accepts · Rating: 1200 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, number theory

[qwsxza's solution](#)

553.

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,069 global accepts · Rating: 1200 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[qwsxza's solution](#)

554.

2121C

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

Quality: 21,751 global accepts · Rating: 1200 · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[qwsxza's solution](#)

555.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,406 global accepts · Rating: 1200 · first AC: 2025-05-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[qwsxza's solution](#)

556.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,338 global accepts · Rating: 1200 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[qwsxza's solution](#)

557.

1872D

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

Quality: 38,850 global accepts · Rating: 1200 · first AC: 2025-05-16 · C++17 (GCC 7-32) (first AC) · Tags: math
[qwsxza's solution](#)

558.

1834C

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

Quality: 15,045 global accepts · Rating: 1200 · first AC: 2025-05-10 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, strings
[qwsxza's solution](#)

559.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,257 global accepts · Rating: 1200 · first AC: 2025-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[qwsxza's solution](#)

560.

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,139 global accepts · Rating: 1200 · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings
[qwsxza's solution](#)

561.

1848B

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

Quality: 24,417 global accepts · Rating: 1200 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings
[qwsxza's solution](#)

562.

1853B

[Fibonaccharris](#) · [Tutorial](#)

Quality: 19,729 global accepts · Rating: 1200 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math
[qwsxza's solution](#)

563.

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,839 global accepts · Rating: 1200 · first AC: 2025-03-31 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[qwsxza's solution](#)

564.

2092C

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

Quality: 22,585 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[qwsxza's solution](#)

565.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 1200 · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math
[qwsxza's solution](#)

566.

2091D

[Place of the Olympiad](#) · [Tutorial](#)

Quality: 23,500 global accepts · Rating: 1200 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[qwsxza's solution](#)

567.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,107 global accepts · Rating: 1200 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[qwsxza's solution](#)

568.

2085B

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

Quality: 17,102 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[qwsxza's solution](#)

569.

1875B

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

Rating: 1200 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[qwsxza's solution](#)

570.

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[qwsxza's solution](#)

571.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[qwsxza's solution](#)

572.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,018 global accepts · Rating: 1200 · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math

[qwsxza's solution](#)

573.

1916C

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

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[qwsxza's solution](#)

574.

1909B

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

Quality: 30,975 global accepts · Rating: 1200 · first AC: 2025-03-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[qwsxza's solution](#)

575.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,837 global accepts · Rating: 1200 · first AC: 2025-03-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[qwsxza's solution](#)

576.

2072C

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

Quality: 19,577 global accepts · Rating: 1200 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms,

greedy

[qwsxza's solution](#)

577.

1933D

[Turtle Tenacity: Continual Mods](#) · [Tutorial](#)

Quality: 23,529 global accepts · Rating: 1200 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[qwsxza's solution](#)

578.

1941D

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

Quality: 20,939 global accepts · Rating: 1200 · first AC: 2025-02-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation

[qwsxza's solution](#)

579.

1945C

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

Quality: 17,399 global accepts · Rating: 1200 · first AC: 2025-02-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[qwsxza's solution](#)

580.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,816 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, matrices

[qwsxza's solution](#)

581.

1922B

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

Quality: 23,377 global accepts · Rating: 1200 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[qwsxza's solution](#)

582.

1954C

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

Quality: 22,750 global accepts · Rating: 1200 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[qwsxza's solution](#)

583.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[qwsxza's solution](#)

584.

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,999 global accepts · Rating: 1200 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, sortings

[qwsxza's solution](#)

585.

2065D

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

Quality: 20,631 global accepts · Rating: 1200 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[qwsxza's solution](#)

586.

1925B

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

Quality: 23,130 global accepts · Rating: 1200 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[qwsxza's solution](#)

587.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,755 global accepts · Rating: 1200 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[qwsxza's solution](#)

588.

1934B

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

Quality: 22,017 global accepts · Rating: 1200 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math

[qwsxza's solution](#)

589.

1935B

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

Quality: 20,897 global accepts · Rating: 1200 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[qwsxza's solution](#)

590.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[qwsxza's solution](#)

591.

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[qwsxza's solution](#)

592.

1975C

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

Quality: 17,167 global accepts · Rating: 1200 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[qwsxza's solution](#)

593.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,029 global accepts · Rating: 1200 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings

[qwsxza's solution](#)

594.

2056C

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

Quality: 19,439 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[qwsxza's solution](#)

595.

2053B

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

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[qwsxza's solution](#)

596.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,190 global accepts · Rating: 1200 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[qwsxza's solution](#)

597.

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,926 global accepts · Rating: 1200 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers
[qwsxza's solution](#)

598.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,014 global accepts · Rating: 1200 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[qwsxza's solution](#)

599.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,903 global accepts · Rating: 1200 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[qwsxza's solution](#)

600.

1982B

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

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory
[qwsxza's solution](#)

601.

2048C

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

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings
[qwsxza's solution](#)

602.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,769 global accepts · Rating: 1200 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[qwsxza's solution](#)

603.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,415 global accepts · Rating: 1200 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[qwsxza's solution](#)

604.

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings
[qwsxza's solution](#)

605.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math
[qwsxza's solution](#)

606.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,870 global accepts · Rating: 1200 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[qwsxza's solution](#)

607.

2050C

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

Quality: 25,011 global accepts · Rating: 1200 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math
[qwsxza's solution](#)

608.

2047C

[Swap Columns and Find a Path](#) · [Tutorial](#)

Rating: 1200 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings
[qwsxza's solution](#)

609.

2005B2

[The Strict Teacher \(Hard Version\)](#) · [Tutorial](#)

Quality: 21,693 global accepts · Rating: 1200 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings
[qwsxza's solution](#)

610.

2039C1

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

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory
[qwsxza's solution](#)

611.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,843 global accepts · Rating: 1200 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers
[qwsxza's solution](#)

612.

2003C

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

Quality: 21,672 global accepts · Rating: 1200 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[qwsxza's solution](#)

613.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,822 global accepts · Rating: 1200 · first AC: 2024-10-06 · last AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
[qwsxza's solution](#)

614.

2020B

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

Quality: 21,669 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[qwsxza's solution](#)

615.

2019B

[All Pairs Segments](#) · [Tutorial](#)

Quality: 17,282 global accepts · Rating: 1200 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[qwsxza's solution](#)

616.

2179D

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

Quality: 13,517 global accepts · Rating: 1300 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[qwsxza's solution](#)

617.

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,212 global accepts · Rating: 1300 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory, shortest paths

[qwsxza's solution](#)

618.

2189C1

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

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

[qwsxza's solution](#)

619.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,727 global accepts · Rating: 1300 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[qwsxza's solution](#)

620.

2145C

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

Quality: 15,405 global accepts · Rating: 1300 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings

[qwsxza's solution](#)

621.

2175B

[XOR Array](#) · [Tutorial](#)

Quality: 12,228 global accepts · Rating: 1300 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[qwsxza's solution](#)

622.

2170C

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

Quality: 11,250 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[qwsxza's solution](#)

623.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,681 global accepts · Rating: 1300 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, two pointers

[qwsxza's solution](#)

624.

2166C

[Cyclic Merging](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy

[qwsxza's solution](#)

625.

2160C

[Reverse XOR](#) · [Tutorial](#)

Quality: 15,163 global accepts · Rating: 1300 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks

[qwsxza's solution](#)

626.

2152B

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

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

[qwsxza's solution](#)

627.

1820C

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

Rating: 1300 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[qwsxza's solution](#)

628.

2151B

[Incremental Path](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[qwsxza's solution](#)

629.

2146C

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

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms

[qwsxza's solution](#)

630.

2143C

[Max Tree](#) · [Tutorial](#)

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

[qwsxza's solution](#)

631.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, strings

[qwsxza's solution](#)

632.

2144C

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

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

[qwsxza's solution](#)

633.

2130C

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

Rating: 1300 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[qwsxza's solution](#)

634.

2127B

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

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[qwsxza's solution](#)

635.

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[qwsxza's solution](#)

636.

1846E1

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

Quality: 25,212 global accepts · Rating: 1300 · first AC: 2025-07-11 · last AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[qwsxza's solution](#)

637.

1851D

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

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[qwsxza's solution](#)

638.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,330 global accepts · Rating: 1300 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings, trees
[qwsxza's solution](#)

639.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,844 global accepts · Rating: 1300 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math
[qwsxza's solution](#)

640.

2124C

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

Quality: 14,614 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[qwsxza's solution](#)

641.

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory
[qwsxza's solution](#)

642.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math
[qwsxza's solution](#)

643.

2116B

[Gellyfish and Baby's Breath](#) · [Tutorial](#)

Quality: 17,556 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings
[qwsxza's solution](#)

644.

2118C

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

Quality: 18,481 global accepts · Rating: 1300 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, greedy, math
[qwsxza's solution](#)

645.

2121D

[1709](#) · [Tutorial](#)

Quality: 18,214 global accepts · Rating: 1300 · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings
[qwsxza's solution](#)

646.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,741 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers
[qwsxza's solution](#)

647.

1839C

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

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2025-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[qwsxza's solution](#)

648.

2102C

[Mex in the Grid](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[qwsxza's solution](#)

649.

2108B

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

Quality: 14,546 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math
[qwsxza's solution](#)

650.

1881D

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

Quality: 28,447 global accepts · Rating: 1300 · first AC: 2025-04-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[qwsxza's solution](#)

651.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,281 global accepts · Rating: 1300 · first AC: 2025-04-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[qwsxza's solution](#)

652.

1899D

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

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2025-04-17 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory
[qwsxza's solution](#)

653.

1927D

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

Quality: 33,186 global accepts · Rating: 1300 · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers
[qwsxza's solution](#)

654.

2086C

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

Quality: 16,129 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation
[qwsxza's solution](#)

655.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math
[qwsxza's solution](#)

656.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2025-03-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[qwsxza's solution](#)

657.

1869C

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

Rating: 1300 · first AC: 2025-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[qwsxza's solution](#)

658.

2091E

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

Quality: 19,631 global accepts · Rating: 1300 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, two pointers

[qwsxza's solution](#)

659.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[qwsxza's solution](#)

660.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,643 global accepts · Rating: 1300 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[qwsxza's solution](#)

661.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[qwsxza's solution](#)

662.

1890C

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

Rating: 1300 · first AC: 2025-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, two pointers

[qwsxza's solution](#)

663.

1879C

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

Quality: 27,119 global accepts · Rating: 1300 · first AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy

[qwsxza's solution](#)

664.

1867C

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

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2025-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[qwsxza's solution](#)

665.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2025-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[qwsxza's solution](#)

666.

1944C

[MEX Game 1](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

[qwsxza's solution](#)

667.

1942C1

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

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[qwsxza's solution](#)

668.

2072D

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

Quality: 17,643 global accepts · Rating: 1300 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[qwsxza's solution](#)

669.

1945D

[Seraphim the Owl · Tutorial](#)

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2025-02-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[qwsxza's solution](#)

670.

1902C

[Insert and Equalize · Tutorial](#)

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2025-02-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
[qwsxza's solution](#)

671.

1913C

[Game with Multiset · Tutorial](#)

Quality: 17,492 global accepts · Rating: 1300 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy
[qwsxza's solution](#)

672.

2064C

[Remove the Ends · Tutorial](#)

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy
[qwsxza's solution](#)

673.

1900C

[Anji's Binary Tree · Tutorial](#)

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees
[qwsxza's solution](#)

674.

1922C

[Closest Cities · Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[qwsxza's solution](#)

675.

1948C

[Arrow Path · Tutorial](#)

Quality: 21,097 global accepts · Rating: 1300 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths
[qwsxza's solution](#)

676.

2065C2

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

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy
[qwsxza's solution](#)

677.

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,332 global accepts · Rating: 1300 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[qwsxza's solution](#)

678.

2059B

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

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[qwsxza's solution](#)

679.

1955C

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

Quality: 24,506 global accepts · Rating: 1300 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math
[qwsxza's solution](#)

680.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,428 global accepts · Rating: 1300 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math
[qwsxza's solution](#)

681.

1980C

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

Quality: 21,705 global accepts · Rating: 1300 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[qwsxza's solution](#)

682.

2056B

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

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings
[qwsxza's solution](#)

683.

1973B

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

Quality: 16,831 global accepts · Rating: 1300 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers
[qwsxza's solution](#)

684.

1981B

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

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math
[qwsxza's solution](#)

685.

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[qwsxza's solution](#)

686.

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
[qwsxza's solution](#)

687.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[qwsxza's solution](#)

688.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,709 global accepts · Rating: 1300 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[qwsxza's solution](#)

689.

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,071 global accepts · Rating: 1300 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory

[qwsxza's solution](#)

690.

1988C

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

Quality: 20,296 global accepts · Rating: 1300 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[qwsxza's solution](#)

691.

2050D

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

Quality: 18,981 global accepts · Rating: 1300 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, strings

[qwsxza's solution](#)

692.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,528 global accepts · Rating: 1300 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[qwsxza's solution](#)

693.

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,992 global accepts · Rating: 1300 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, matrices

[qwsxza's solution](#)

694.

2031C

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

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[qwsxza's solution](#)

695.

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,755 global accepts · Rating: 1300 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[qwsxza's solution](#)

696.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[qwsxza's solution](#)

697.

2033D

[Kousuke's Assignment](#) · [Tutorial](#)

Quality: 18,198 global accepts · Rating: 1300 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, math

[qwsxza's solution](#)

698.

2024C

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

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

[qwsxza's solution](#)

699.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,039 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[qwsxza's solution](#)

700.

2021C1

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

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-06 · last AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[qwsxza's solution](#)

701.

2173C

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

Quality: 12,399 global accepts · Rating: 1400 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[qwsxza's solution](#)

702.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,071 global accepts · Rating: 1400 · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy

[qwsxza's solution](#)

703.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1400 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[qwsxza's solution](#)

704.

2171D

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

Quality: 11,585 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees

[qwsxza's solution](#)

705.

2171C2

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

Quality: 11,847 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy

[qwsxza's solution](#)

706.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[qwsxza's solution](#)

707.

2156C

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

Quality: 12,290 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory
[qwsxza's solution](#)

708.

2154C1

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

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

709.

2162D

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

Quality: 12,368 global accepts · Rating: 1400 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive
[qwsxza's solution](#)

710.

2152C

[Triple Removal](#) · [Tutorial](#)

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

711.

2151C

[Incremental Stay](#) · [Tutorial](#)

Quality: 10,272 global accepts · Rating: 1400 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math
[qwsxza's solution](#)

712.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings
[qwsxza's solution](#)

713.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1400 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, interactive
[qwsxza's solution](#)

714.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,127 global accepts · Rating: 1400 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
[qwsxza's solution](#)

715.

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,327 global accepts · Rating: 1400 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, trees
[qwsxza's solution](#)

716.

2132C2

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

Quality: 13,339 global accepts · Rating: 1400 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math
[qwsxza's solution](#)

717.

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,311 global accepts · Rating: 1400 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings

[qwszxa's solution](#)

718.

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1400 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[qwszxa's solution](#)

719.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,834 global accepts · Rating: 1400 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[qwszxa's solution](#)

720.

2111D

[Creating a Schedule](#) · [Tutorial](#)

Quality: 11,992 global accepts · Rating: 1400 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[qwszxa's solution](#)

721.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,598 global accepts · Rating: 1400 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[qwszxa's solution](#)

722.

2114E

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

Quality: 14,009 global accepts · Rating: 1400 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[qwszxa's solution](#)

723.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,907 global accepts · Rating: 1400 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[qwszxa's solution](#)

724.

2114D

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

Quality: 14,644 global accepts · Rating: 1400 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[qwszxa's solution](#)

725.

1825C

[LuoTianyi and the Show](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-05-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[qwszxa's solution](#)

726.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2025-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[qwszxa's solution](#)

727.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,979 global accepts · Rating: 1400 · first AC: 2025-05-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[qwszza's solution](#)

728.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, number theory
[qwszza's solution](#)

729.

2098C

[Sports Betting](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[qwszza's solution](#)

730.

2098B

[Sasha and the Apartment Purchase](#) · [Tutorial](#)

Quality: 7,887 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
[qwszza's solution](#)

731.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,969 global accepts · Rating: 1400 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy
[qwszza's solution](#)

732.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,583 global accepts · Rating: 1400 · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms
[qwszza's solution](#)

733.

1927E

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

Quality: 17,058 global accepts · Rating: 1400 · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, two pointers
[qwszza's solution](#)

734.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[qwszza's solution](#)

735.

1831C

[Copil Copac Draws Trees](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[qwszza's solution](#)

736.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings
[qwszza's solution](#)

737.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[qwsxza's solution](#)

738.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2025-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[qwsxza's solution](#)

739.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2025-03-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[qwsxza's solution](#)

740.

1860C

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

Quality: 15,570 global accepts · Rating: 1400 · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, greedy

[qwsxza's solution](#)

741.

1855C1

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

Rating: 1400 · first AC: 2025-03-27 · last AC: 2025-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[qwsxza's solution](#)

742.

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,245 global accepts · Rating: 1400 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, sortings

[qwsxza's solution](#)

743.

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,752 global accepts · Rating: 1400 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[qwsxza's solution](#)

744.

1875C

[Jellyfish and Green Apple](#) · [Tutorial](#)

Quality: 13,881 global accepts · Rating: 1400 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[qwsxza's solution](#)

745.

1931E

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

Quality: 25,743 global accepts · Rating: 1400 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[qwsxza's solution](#)

746.

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,066 global accepts · Rating: 1400 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers

[qwsxza's solution](#)

747.

1888D1

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

Rating: 1400 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[qwsxza's solution](#)

748.

1888C

[You Are So Beautiful](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[qwsxza's solution](#)

749.

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[qwsxza's solution](#)

750.

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,931 global accepts · Rating: 1400 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, two pointers

[qwsxza's solution](#)

751.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2025-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[qwsxza's solution](#)

752.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,593 global accepts · Rating: 1400 · first AC: 2025-03-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[qwsxza's solution](#)

753.

1894C

[Anonymous Informant](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[qwsxza's solution](#)

754.

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,481 global accepts · Rating: 1400 · first AC: 2025-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[qwsxza's solution](#)

755.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, math

[qwsxza's solution](#)

756.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[qwsxza's solution](#)

757.

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,240 global accepts · Rating: 1400 · first AC: 2025-02-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[qwsxza's solution](#)

758.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[qwsxza's solution](#)

759.

2067D

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

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

760.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,557 global accepts · Rating: 1400 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers
[qwsxza's solution](#)

761.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[qwsxza's solution](#)

762.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, implementation, math
[qwsxza's solution](#)

763.

1929C

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

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math
[qwsxza's solution](#)

764.

1955D

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

Quality: 18,580 global accepts · Rating: 1400 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, two pointers
[qwsxza's solution](#)

765.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,799 global accepts · Rating: 1400 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[qwsxza's solution](#)

766.

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,043 global accepts · Rating: 1400 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures
[qwsxza's solution](#)

767.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[qwsxza's solution](#)

768.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,380 global accepts · Rating: 1400 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[qwsxza's solution](#)

769.

1972D1

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

Rating: 1400 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[qwsxza's solution](#)

770.

1972C

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

Rating: 1400 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings

[qwsxza's solution](#)

771.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,248 global accepts · Rating: 1400 · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[qwsxza's solution](#)

772.

1966C

[Everything Nim](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[qwsxza's solution](#)

773.

1983C

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

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[qwsxza's solution](#)

774.

2009E

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

Quality: 17,670 global accepts · Rating: 1400 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[qwsxza's solution](#)

775.

2009D

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

Quality: 18,778 global accepts · Rating: 1400 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[qwsxza's solution](#)

776.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1400 · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[qwsxza's solution](#)

777.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[qwsxza's solution](#)

778.

2014D

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

Quality: 15,976 global accepts · Rating: 1400 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[qwsxza's solution](#)

779.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · last AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[qwsxza's solution](#)

780.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,177 global accepts · Rating: 1400 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers

[qwsxza's solution](#)

781.

1986D

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

Quality: 17,964 global accepts · Rating: 1400 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[qwsxza's solution](#)

782.

2028B

[Alice's Adventures in Permuting](#) · [Tutorial](#)

Quality: 13,291 global accepts · Rating: 1400 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[qwsxza's solution](#)

783.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,669 global accepts · Rating: 1400 · first AC: 2024-10-30 · last AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[qwsxza's solution](#)

784.

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[qwsxza's solution](#)

785.

2033E

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

Quality: 14,142 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[qwsxza's solution](#)

786.

2033C

[Sakurako's Field Trip](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[qwsxza's solution](#)

787.

2000E

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

Quality: 16,224 global accepts · Rating: 1400 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, greedy, math

[qwsxza's solution](#)

788.

2020C

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

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[qwsxza's solution](#)

789.

2183D1

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

Quality: 8,857 global accepts · Rating: 1500 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[qwsxza's solution](#)

790.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1500 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[qwsxza's solution](#)

791.

2185E

[The Robotic Rush](#) · [Tutorial](#)

Quality: 10,227 global accepts · Rating: 1500 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, two pointers

[qwsxza's solution](#)

792.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, math, number theory

[qwsxza's solution](#)

793.

2169D1

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

Quality: 8,551 global accepts · Rating: 1500 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, number theory

[qwsxza's solution](#)

794.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,031 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[qwsxza's solution](#)

795.

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,778 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[qwsxza's solution](#)

796.

2155C

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

Quality: 10,259 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[qwsxza's solution](#)

797.

2149E

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

Quality: 9,280 global accepts · Rating: 1500 · first AC: 2025-09-25 · last AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, two pointers

[qwsxza's solution](#)

798.

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,464 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[qwsxza's solution](#)

799.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[qwsxza's solution](#)

800.

2137E

[Mexification](#) · [Tutorial](#)

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

[qwsxza's solution](#)

801.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,378 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy

[qwsxza's solution](#)

802.

1851E

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

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[qwsxza's solution](#)

803.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,844 global accepts · Rating: 1500 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings

[qwsxza's solution](#)

804.

1818C

[Almost Increasing Subsequence](#) · [Tutorial](#)

Rating: 1500 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy

[qwsxza's solution](#)

805.

2116C

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

Rating: 1500 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory, shortest paths

[qwsxza's solution](#)

806.

2121E

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

Quality: 14,686 global accepts · Rating: 1500 · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[qwsxza's solution](#)

807.

2109C1

[Hacking Numbers \(Easy Version\) · Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[qwsxza's solution](#)

808.

1872E

[Data Structures Fan · Tutorial](#)

Quality: 21,384 global accepts · Rating: 1500 · first AC: 2025-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dp

[qwsxza's solution](#)

809.

2107C

[Maximum Subarray Sum · Tutorial](#)

Quality: 12,096 global accepts · Rating: 1500 · first AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[qwsxza's solution](#)

810.

2108C

[Neo's Escape · Tutorial](#)

Quality: 14,687 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[qwsxza's solution](#)

811.

1881E

[Block Sequence · Tutorial](#)

Quality: 23,697 global accepts · Rating: 1500 · first AC: 2025-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dp

[qwsxza's solution](#)

812.

1842C

[Tenzing and Balls · Tutorial](#)

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2025-04-04 · C++17 (GCC 7-32) (first AC) · Tags: dp

[qwsxza's solution](#)

813.

1877D

[Effects of Anti Pimples · Tutorial](#)

Rating: 1500 · first AC: 2025-03-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, number theory, sortings

[qwsxza's solution](#)

814.

1858B

[The Walkway · Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[qwsxza's solution](#)

815.

2075C

[Two Colors · Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math

[qwsxza's solution](#)

816.

2078C

[Breach of Faith · Tutorial](#)

Rating: 1500 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, probabilities, sortings

[qwsxza's solution](#)

817.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2025-03-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[qwsxza's solution](#)

818.

1891C

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

Quality: 20,363 global accepts · Rating: 1500 · first AC: 2025-03-07 · last AC: 2025-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers
[qwsxza's solution](#)

819.

2070C

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

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[qwsxza's solution](#)

820.

2072E

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

Quality: 12,272 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math
[qwsxza's solution](#)

821.

1933E

[Turtle vs. Rabbit Race: Optimal Trainings](#) · [Tutorial](#)

Quality: 13,626 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, ternary search
[qwsxza's solution](#)

822.

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,613 global accepts · Rating: 1500 · first AC: 2025-02-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[qwsxza's solution](#)

823.

2069C

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

Quality: 14,829 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, two pointers
[qwsxza's solution](#)

824.

2067C

[Devyatkino](#) · [Tutorial](#)

Quality: 12,735 global accepts · Rating: 1500 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, math
[qwsxza's solution](#)

825.

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,342 global accepts · Rating: 1500 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings
[qwsxza's solution](#)

826.

1925C

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

Rating: 1500 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, strings
[qwsxza's solution](#)

827.

2060E

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

Quality: 12,255 global accepts · Rating: 1500 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy
[qwsxza's solution](#)

828.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,606 global accepts · Rating: 1500 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory
[qwsxza's solution](#)

829.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[qwsxza's solution](#)

830.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math
[qwsxza's solution](#)

831.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,643 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[qwsxza's solution](#)

832.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,574 global accepts · Rating: 1500 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
[qwsxza's solution](#)

833.

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1500 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings
[qwsxza's solution](#)

834.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,798 global accepts · Rating: 1500 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees
[qwsxza's solution](#)

835.

350B

[Resort](#) · [Tutorial](#)

Quality: 3,398 global accepts · Rating: 1500 · first AC: 2024-11-14 · last AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: graphs
[qwsxza's solution](#)

836.

2008E

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

Quality: 13,229 global accepts · Rating: 1500 · first AC: 2024-11-11 · last AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings
[qwsxza's solution](#)

837.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,633 global accepts · Rating: 1500 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[qwsxza's solution](#)

838.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,679 global accepts · Rating: 1500 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[qwsxza's solution](#)

839.

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-10-11 · last AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[qwsxza's solution](#)

840.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[qwsxza's solution](#)

841.

2182D

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

Quality: 8,954 global accepts · Rating: 1600 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[qwsxza's solution](#)

842.

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,466 global accepts · Rating: 1600 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[qwsxza's solution](#)

843.

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,640 global accepts · Rating: 1600 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[qwsxza's solution](#)

844.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,019 global accepts · Rating: 1600 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[qwsxza's solution](#)

845.

2171F

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

Quality: 7,131 global accepts · Rating: 1600 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees

[qwsxza's solution](#)

846.

2162E

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

Quality: 9,340 global accepts · Rating: 1600 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, schedules

[qwsxza's solution](#)

847.

2130D

[Stay or Mirror](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[qwsxza's solution](#)

848.

2132D

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

Quality: 8,829 global accepts · Rating: 1600 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, implementation, math

[qwsxza's solution](#)

849.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[qwsxza's solution](#)

850.

2125D

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

Quality: 9,277 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[qwsxza's solution](#)

851.

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,360 global accepts · Rating: 1600 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, strings

[qwsxza's solution](#)

852.

1840E

[Character Blocking](#) · [Tutorial](#)

Quality: 9,309 global accepts · Rating: 1600 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[qwsxza's solution](#)

853.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,414 global accepts · Rating: 1600 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[qwsxza's solution](#)

854.

1843E

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

Quality: 17,811 global accepts · Rating: 1600 · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, two pointers

[qwsxza's solution](#)

855.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,328 global accepts · Rating: 1600 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math

[qwsxza's solution](#)

856.

1862E

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

Quality: 12,787 global accepts · Rating: 1600 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[qwsxza's solution](#)

857.

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,859 global accepts · Rating: 1600 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
[qwsxza's solution](#)

858.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,111 global accepts · Rating: 1600 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[qwsxza's solution](#)

859.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1600 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings
[qwsxza's solution](#)

860.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,526 global accepts · Rating: 1600 · first AC: 2025-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees
[qwsxza's solution](#)

861.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1600 · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, number theory
[qwsxza's solution](#)

862.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,844 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math
[qwsxza's solution](#)

863.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,338 global accepts · Rating: 1600 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp
[qwsxza's solution](#)

864.

1849C

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

Quality: 12,534 global accepts · Rating: 1600 · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, hashing, strings
[qwsxza's solution](#)

865.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,417 global accepts · Rating: 1600 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, math
[qwsxza's solution](#)

866.

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,564 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[qwsxza's solution](#)

867.

1875D

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

Quality: 11,408 global accepts · Rating: 1600 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[qwsxza's solution](#)

868.

1886C

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

Quality: 16,610 global accepts · Rating: 1600 · first AC: 2025-03-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[qwsxza's solution](#)

869.

1861C

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

Quality: 12,316 global accepts · Rating: 1600 · first AC: 2025-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[qwsxza's solution](#)

870.

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,657 global accepts · Rating: 1600 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry, interactive, probabilities

[qwsxza's solution](#)

871.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1600 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[qwsxza's solution](#)

872.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[qwsxza's solution](#)

873.

1941E

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

Quality: 11,934 global accepts · Rating: 1600 · first AC: 2025-02-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[qwsxza's solution](#)

874.

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,625 global accepts · Rating: 1600 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[qwsxza's solution](#)

875.

2065E

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

Quality: 11,974 global accepts · Rating: 1600 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[qwsxza's solution](#)

876.

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,473 global accepts · Rating: 1600 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[qwsxza's solution](#)

877.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,390 global accepts · Rating: 1600 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[qwsxza's solution](#)

878.

1920C

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

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[qwsxza's solution](#)

879.

1928C

[Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,359 global accepts · Rating: 1600 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[qwsxza's solution](#)

880.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-02 · last AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[qwsxza's solution](#)

881.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[qwsxza's solution](#)

882.

1968E

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

Quality: 12,640 global accepts · Rating: 1600 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[qwsxza's solution](#)

883.

1957C

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

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[qwsxza's solution](#)

884.

1980E

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

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[qwsxza's solution](#)

885.

2063C

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

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[qwsxza's solution](#)

886.

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[qwsxza's solution](#)

887.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,965 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[qwsxza's solution](#)

888.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,539 global accepts · Rating: 1600 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[qwsxza's solution](#)

889.

1956C

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

Quality: 15,150 global accepts · Rating: 1600 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[qwsxza's solution](#)

890.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,200 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[qwsxza's solution](#)

891.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,424 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[qwsxza's solution](#)

892.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[qwsxza's solution](#)

893.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,959 global accepts · Rating: 1600 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[qwsxza's solution](#)

894.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,312 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[qwsxza's solution](#)

895.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[qwsxza's solution](#)

896.

2040C

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

Quality: 10,783 global accepts · Rating: 1600 · first AC: 2024-12-08 · last AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[qwsxza's solution](#)

897.

2047D

[Move Back at a Cost](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[qwsxza's solution](#)

898.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[qwsxza's solution](#)

899.

2036E

[Reverse the Rivers](#) · [Tutorial](#)

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[qwsxza's solution](#)

900.

2028C

[Alice's Adventures in Cutting Cake](#) · [Tutorial](#)

Quality: 9,984 global accepts · Rating: 1600 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[qwsxza's solution](#)

901.

2037E

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Quality: 7,374 global accepts · Rating: 1600 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, interactive, two pointers

[qwsxza's solution](#)

902.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[qwsxza's solution](#)

903.

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[qwsxza's solution](#)

904.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[qwsxza's solution](#)

905.

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,015 global accepts · Rating: 1700 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, implementation

[qwsxza's solution](#)

906.

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

greedy, implementation, math

[qwsxza's solution](#)

907.

2160D

[MAD Interactive Problem](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[qwsxza's solution](#)

908.

2152D

[Division Versus Addition](#) · [Tutorial](#)

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

[qwsxza's solution](#)

909.

2151D

[Grid Counting](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics

[qwsxza's solution](#)

910.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,491 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[qwsxza's solution](#)

911.

2136D

[For the Champion](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[qwsxza's solution](#)

912.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,409 global accepts · Rating: 1700 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[qwsxza's solution](#)

913.

1822F

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

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[qwsxza's solution](#)

914.

1822G1

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

Quality: 9,479 global accepts · Rating: 1700 · first AC: 2025-07-16 · last AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, math, number theory

[qwsxza's solution](#)

915.

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,146 global accepts · Rating: 1700 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[qwsxza's solution](#)

916.

2124D

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

Quality: 8,105 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[qwsxza's solution](#)

917.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,951 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy
[qwsxza's solution](#)

918.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,608 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing
[qwsxza's solution](#)

919.

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,456 global accepts · Rating: 1700 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory
[qwsxza's solution](#)

920.

2113C

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

Quality: 7,976 global accepts · Rating: 1700 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy
[qwsxza's solution](#)

921.

2123F

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

Quality: 9,762 global accepts · Rating: 1700 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory
[qwsxza's solution](#)

922.

2112D

[Reachability and Tree](#) · [Tutorial](#)

Quality: 9,444 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
[qwsxza's solution](#)

923.

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, number theory
[qwsxza's solution](#)

924.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings
[qwsxza's solution](#)

925.

1881F

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

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2025-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees
[qwsxza's solution](#)

926.

1836C

[k-th equality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[qwsxza's solution](#)

927.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[qwsxza's solution](#)

928.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[qwsxza's solution](#)

929.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[qwsxza's solution](#)

930.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2025-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[qwsxza's solution](#)

931.

1869D1

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

Rating: 1700 · first AC: 2025-03-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[qwsxza's solution](#)

932.

2090D

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

Rating: 1700 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[qwsxza's solution](#)

933.

2090C

[Dining Hall](#) · [Tutorial](#)

Quality: 6,309 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[qwsxza's solution](#)

934.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,012 global accepts · Rating: 1700 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs

[qwsxza's solution](#)

935.

1890D

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

Rating: 1700 · first AC: 2025-03-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math, sortings

[qwsxza's solution](#)

936.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2025-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[qwsxza's solution](#)

937.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2025-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[qwsxza's solution](#)

938.

1879D

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

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[qwsxza's solution](#)

939.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2025-03-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[qwsxza's solution](#)

940.

1894D

[Neutral Tonality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers

[qwsxza's solution](#)

941.

1903D1

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

Quality: 7,155 global accepts · Rating: 1700 · first AC: 2025-03-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[qwsxza's solution](#)

942.

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,698 global accepts · Rating: 1700 · first AC: 2025-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[qwsxza's solution](#)

943.

1942C2

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

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[qwsxza's solution](#)

944.

2072F

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

Quality: 8,450 global accepts · Rating: 1700 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[qwsxza's solution](#)

945.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,513 global accepts · Rating: 1700 · first AC: 2025-02-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[qwsxza's solution](#)

946.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[qwsxza's solution](#)

947.

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2025-02-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy

[qwsxza's solution](#)

948.

1901D

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

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2025-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, math

[qwsxza's solution](#)

949.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings, two pointers

[qwsxza's solution](#)

950.

2065G

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

Quality: 6,286 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[qwsxza's solution](#)

951.

2065F

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

Quality: 7,094 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[qwsxza's solution](#)

952.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,491 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings

[qwsxza's solution](#)

953.

1937C

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

Rating: 1700 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[qwsxza's solution](#)

954.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,075 global accepts · Rating: 1700 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[qwsxza's solution](#)

955.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1700 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, sortings

[qwsxza's solution](#)

956.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[qwsxza's solution](#)

957.

1969C

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

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[qwsxza's solution](#)

958.

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[qwsxza's solution](#)

959.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[qwsxza's solution](#)

960.

1984C2

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

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[qwsxza's solution](#)

961.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,760 global accepts · Rating: 1700 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[qwsxza's solution](#)

962.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[qwsxza's solution](#)

963.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,053 global accepts · Rating: 1700 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[qwsxza's solution](#)

964.

2044G1

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

Quality: 7,333 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees

[qwsxza's solution](#)

965.

2009F

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

Quality: 8,490 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, flows, math

[qwsxza's solution](#)

966.

1995B2

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

Quality: 10,151 global accepts · Rating: 1700 · first AC: 2024-12-09 · last AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[qwsxza's solution](#)

967.

2050F

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

Quality: 10,603 global accepts · Rating: 1700 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory

[qwsxza's solution](#)

968.

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1700 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[qwsxza's solution](#)

969.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[qwsxza's solution](#)

970.

2031D

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

Quality: 9,679 global accepts · Rating: 1700 · first AC: 2024-11-20 · last AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[qwsxza's solution](#)

971.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[qwsxza's solution](#)

972.

2027D1

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

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

[qwsxza's solution](#)

973.

2024D

[Skipping](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, dp, flows, graphs, greedy, implementation, shortest paths

[qwsxza's solution](#)

974.

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[qwsxza's solution](#)

975.

2007D

[Iris and Game on the Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: games, graphs, greedy, trees

[qwsxza's solution](#)

976.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2026-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data

structures, dfs and similar, dp, greedy, trees

[qwsxza's solution](#)

977.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1800 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[qwsxza's solution](#)

978.

2179E

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

Quality: 5,784 global accepts · Rating: 1800 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, math

[qwsxza's solution](#)

979.

2189C2

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

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

[qwsxza's solution](#)

980.

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,311 global accepts · Rating: 1800 · first AC: 2026-01-21 · last AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[qwsxza's solution](#)

981.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,766 global accepts · Rating: 1800 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, sortings

[qwsxza's solution](#)

982.

2145D

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

Quality: 6,663 global accepts · Rating: 1800 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[qwsxza's solution](#)

983.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[qwsxza's solution](#)

984.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,295 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[qwsxza's solution](#)

985.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1800 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[qwsxza's solution](#)

986.

2143D1

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

Quality: 6,396 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[qwsxza's solution](#)

987.

2144D

[Price Tags · Tutorial](#)

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

[qwsxza's solution](#)

988.

2139E1

[Maple and Tree Beauty \(Easy Version\) · Tutorial](#)

Rating: 1800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, math, trees

[qwsxza's solution](#)

989.

2127D

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

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[qwsxza's solution](#)

990.

1833G

[Ksyusha and Chinchilla · Tutorial](#)

Quality: 6,392 global accepts · Rating: 1800 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

[qwsxza's solution](#)

991.

1843F1

[Omsk Metro \(simple version\) · Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[qwsxza's solution](#)

992.

1846F

[Rudolph and Mimic · Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[qwsxza's solution](#)

993.

1846E2

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

Quality: 8,510 global accepts · Rating: 1800 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, math

[qwsxza's solution](#)

994.

1851F

[Lisa and the Martians · Tutorial](#)

Quality: 7,429 global accepts · Rating: 1800 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[qwsxza's solution](#)

995.

1862F

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

Quality: 7,620 global accepts · Rating: 1800 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, dp

[qwsxza's solution](#)

996.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[qwsxza's solution](#)

997.

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,930 global accepts · Rating: 1800 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, trees

[qwsxza's solution](#)

998.

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,127 global accepts · Rating: 1800 · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

[qwsxza's solution](#)

999.

1825D1

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

Rating: 1800 · first AC: 2025-05-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[qwsxza's solution](#)

1000.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2025-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, strings

[qwsxza's solution](#)

1001.

1872F

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

Quality: 7,537 global accepts · Rating: 1800 · first AC: 2025-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[qwsxza's solution](#)

1002.

2102D

[Quartet Swapping](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[qwsxza's solution](#)

1003.

2106E

[Wolf](#) · [Tutorial](#)

Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[qwsxza's solution](#)

1004.

1907F

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

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[qwsxza's solution](#)

1005.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[qwsxza's solution](#)

1006.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[qwsxza's solution](#)

1007.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[qwsxza's solution](#)

1008.

1853D

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

Rating: 1800 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[qwsxza's solution](#)

1009.

1853C

[Ntarsis' Set](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[qwsxza's solution](#)

1010.

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[qwsxza's solution](#)

1011.

2091F

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

Quality: 6,160 global accepts · Rating: 1800 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp

[qwsxza's solution](#)

1012.

1859D

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

Quality: 7,997 global accepts · Rating: 1800 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[qwsxza's solution](#)

1013.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[qwsxza's solution](#)

1014.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2025-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[qwsxza's solution](#)

1015.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2025-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings

[qwsxza's solution](#)

1016.

2078D

[Scammy Game Ad](#) · [Tutorial](#)

Quality: 6,538 global accepts · Rating: 1800 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[qwsxza's solution](#)

1017.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[qwsxza's solution](#)

1018.

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-03-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[qwsxza's solution](#)

1019.

1941F

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

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2025-02-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[qwsxza's solution](#)

1020.

2069D

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

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[qwsxza's solution](#)

1021.

1922E

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

Quality: 9,090 global accepts · Rating: 1800 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[qwsxza's solution](#)

1022.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[qwsxza's solution](#)

1023.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,083 global accepts · Rating: 1800 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[qwsxza's solution](#)

1024.

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1800 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[qwsxza's solution](#)

1025.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1800 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[qwsxza's solution](#)

1026.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1800 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[qwsxza's solution](#)

1027.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,714 global accepts · Rating: 1800 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy, math, schedules

[qwsxza's solution](#)

1028.

1974E

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

Quality: 11,323 global accepts · Rating: 1800 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[qwsxza's solution](#)

1029.

1966D

[Missing Subsequence Sum](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[qwsxza's solution](#)

1030.

1981C

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

Quality: 6,342 global accepts · Rating: 1800 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[qwsxza's solution](#)

1031.

1979D

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

Quality: 7,854 global accepts · Rating: 1800 · first AC: 2024-12-25 · last AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[qwsxza's solution](#)

1032.

2043D

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

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

[qwsxza's solution](#)

1033.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,701 global accepts · Rating: 1800 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[qwsxza's solution](#)

1034.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[qwsxza's solution](#)

1035.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,722 global accepts · Rating: 1800 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[qwsxza's solution](#)

1036.

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[qwsxza's solution](#)

1037.

2014E

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

Quality: 8,728 global accepts · Rating: 1800 · first AC: 2024-12-01 · last AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[qwsxza's solution](#)

1038.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-11-28 · last AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[qwsxza's solution](#)

1039.

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1800 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[qwsxza's solution](#)

1040.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[qwsxza's solution](#)

1041.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[qwsxza's solution](#)

1042.

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · last AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[qwsxza's solution](#)

1043.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[qwsxza's solution](#)

1044.

2180C

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

Quality: 6,467 global accepts · Rating: 1900 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[qwsxza's solution](#)

1045.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,256 global accepts · Rating: 1900 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[qwsxza's solution](#)

1046.

2189D1

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

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

[qwsxza's solution](#)

1047.

2175D

[Wishing Cards · Tutorial](#)

Rating: 1900 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[qwsxza's solution](#)

1048.

2173D

[Taiga's Carry Chains · Tutorial](#)

Quality: 3,642 global accepts · Rating: 1900 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[qwsxza's solution](#)

1049.

2157E

[Adjusting Drones · Tutorial](#)

Quality: 3,573 global accepts · Rating: 1900 · first AC: 2025-11-26 · last AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[qwsxza's solution](#)

1050.

2166D

[Marble Council · Tutorial](#)

Rating: 1900 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[qwsxza's solution](#)

1051.

2156D

[Find the Last Number · Tutorial](#)

Quality: 5,375 global accepts · Rating: 1900 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[qwsxza's solution](#)

1052.

2154D

[Catshock · Tutorial](#)

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

[qwsxza's solution](#)

1053.

1820D

[The Butcher · Tutorial](#)

Rating: 1900 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, sortings, two pointers

[qwsxza's solution](#)

1054.

2149F

[Nezuko in the Clearing · Tutorial](#)

Quality: 4,813 global accepts · Rating: 1900 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, ternary search

[qwsxza's solution](#)

1055.

1821D

[Black Cells · Tutorial](#)

Quality: 5,538 global accepts · Rating: 1900 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math

[qwsxza's solution](#)

1056.

2137F

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

Quality: 4,062 global accepts · Rating: 1900 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, sortings

[qwsxza's solution](#)

1057.

2139D

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[qwsxza's solution](#)

1058.

2130E1

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

Rating: 1900 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive, strings

[qwsxza's solution](#)

1059.

2133D

[Chicken Jockey](#) · [Tutorial](#)

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

[qwsxza's solution](#)

1060.

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,725 global accepts · Rating: 1900 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[qwsxza's solution](#)

1061.

2128E1

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

Quality: 6,545 global accepts · Rating: 1900 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math

[qwsxza's solution](#)

1062.

1823D

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

Quality: 4,314 global accepts · Rating: 1900 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, strings

[qwsxza's solution](#)

1063.

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,667 global accepts · Rating: 1900 · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[qwsxza's solution](#)

1064.

1818D

[Fish Graph](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[qwsxza's solution](#)

1065.

2111E

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

Quality: 5,408 global accepts · Rating: 1900 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[qwsxza's solution](#)

1066.

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings

[qwsxza's solution](#)

1067.

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,366 global accepts · Rating: 1900 · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, sortings

[qwsxza's solution](#)

1068.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,623 global accepts · Rating: 1900 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[qwsxza's solution](#)

1069.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2025-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[qwsxza's solution](#)

1070.

2106F

[Goblin](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, greedy, math

[qwsxza's solution](#)

1071.

1878F

[Vasillije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,934 global accepts · Rating: 1900 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[qwsxza's solution](#)

1072.

1899G

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

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2025-04-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[qwsxza's solution](#)

1073.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,391 global accepts · Rating: 1900 · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[qwsxza's solution](#)

1074.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[qwsxza's solution](#)

1075.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2025-03-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy,

implementation, strings

[qwsxza's solution](#)

1076.

1855C2

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

Rating: 1900 · first AC: 2025-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[qwsxza's solution](#)

1077.

1921F

[Sum of Progression](#) · [Tutorial](#)

Quality: 5,016 global accepts · Rating: 1900 · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, math

[qwsxza's solution](#)

1078.

1914F

[Programming Competition](#) · [Tutorial](#)

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[qwsxza's solution](#)

1079.

2090E1

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

Rating: 1900 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, two pointers

[qwsxza's solution](#)

1080.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[qwsxza's solution](#)

1081.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2025-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[qwsxza's solution](#)

1082.

1888E

[Time Travel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, implementation, shortest paths

[qwsxza's solution](#)

1083.

1888D2

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

Rating: 1900 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[qwsxza's solution](#)

1084.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,639 global accepts · Rating: 1900 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings

[qwsxza's solution](#)

1085.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2025-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[qwsxza's solution](#)

1086.

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,559 global accepts · Rating: 1900 · first AC: 2025-03-07 · last AC: 2025-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[qwsxza's solution](#)

1087.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2025-03-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[qwsxza's solution](#)

1088.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 1900 · first AC: 2025-02-07 · last AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[qwsxza's solution](#)

1089.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,634 global accepts · Rating: 1900 · first AC: 2025-02-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[qwsxza's solution](#)

1090.

1945F

[Kirill and Mushrooms](#) · [Tutorial](#)

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2025-02-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[qwsxza's solution](#)

1091.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2025-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation

[qwsxza's solution](#)

1092.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[qwsxza's solution](#)

1093.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[qwsxza's solution](#)

1094.

1918D

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

Quality: 6,195 global accepts · Rating: 1900 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[qwsxza's solution](#)

1095.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[qwsxza's solution](#)

1096.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,166 global accepts · Rating: 1900 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[qwsxza's solution](#)

1097.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[qwsxza's solution](#)

1098.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[qwsxza's solution](#)

1099.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[qwsxza's solution](#)

1100.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[qwsxza's solution](#)

1101.

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[qwsxza's solution](#)

1102.

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math

[qwsxza's solution](#)

1103.

1980F1

[Field Division \(easy version\)](#) · [Tutorial](#)

Quality: 4,393 global accepts · Rating: 1900 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings

[qwsxza's solution](#)

1104.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,325 global accepts · Rating: 1900 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[qwsxza's solution](#)

1105.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,709 global accepts · Rating: 1900 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[qwsxza's solution](#)

1106.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1900 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[qwsxza's solution](#)

1107.

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[qwsxza's solution](#)

1108.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,412 global accepts · Rating: 1900 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[qwsxza's solution](#)

1109.

2044F

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2024-12-16 · last AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[qwsxza's solution](#)

1110.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,023 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[qwsxza's solution](#)

1111.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[qwsxza's solution](#)

1112.

1991D

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

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[qwsxza's solution](#)

1113.

2044G2

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

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[qwsxza's solution](#)

1114.

2009G1

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

Quality: 5,370 global accepts · Rating: 1900 · first AC: 2024-12-15 · last AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[qwsxza's solution](#)

1115.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[qwsxza's solution](#)

1116.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[qwsxza's solution](#)

1117.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[qwsxza's solution](#)

1118.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[qwsxza's solution](#)

1119.

1998C

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

Quality: 7,093 global accepts · Rating: 1900 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[qwsxza's solution](#)

1120.

2022D1

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

Quality: 4,019 global accepts · Rating: 1900 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[qwsxza's solution](#)

1121.

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,266 global accepts · Rating: 1900 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, number theory, two pointers

[qwsxza's solution](#)

1122.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[qwsxza's solution](#)

1123.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,855 global accepts · Rating: 1900 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math

[qwsxza's solution](#)

1124.

2000F

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

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-10-23 · last AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[qwsxza's solution](#)

1125.

2021C2

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

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[qwsxza's solution](#)

1126.

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[qwsxza's solution](#)

1127.

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[qwsxza's solution](#)

1128.

2178E

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

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[qwsxza's solution](#)

1129.

2158D

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

Quality: 3,285 global accepts · Rating: 2000 · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings

[qwsxza's solution](#)

1130.

2171G

[Sakura Adachi and Optimal Sequences](#) · [Tutorial](#)

Quality: 2,326 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, greedy, math

[qwsxza's solution](#)

1131.

2171E

[Anisphia Wynn Palettia and Good Permutations](#) · [Tutorial](#)

Quality: 3,655 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, number theory

[qwsxza's solution](#)

1132.

2166E

[Binary Wine](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy, math

[qwsxza's solution](#)

1133.

2154C2

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

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[qwsxza's solution](#)

1134.

2146D2

[Max Sum OR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[qwsxza's solution](#)

1135.

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,891 global accepts · Rating: 2000 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[qwsxza's solution](#)

1136.

2139E2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, trees

[qwsxza's solution](#)

1137.

2130E2

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

Rating: 2000 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive, strings

[qwsxza's solution](#)

1138.

2136E

[By the Assignment](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-09-04 · last AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs

[qwsxza's solution](#)

1139.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,046 global accepts · Rating: 2000 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[qwsxza's solution](#)

1140.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,489 global accepts · Rating: 2000 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[qwsxza's solution](#)

1141.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,456 global accepts · Rating: 2000 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, sortings

[qwsxza's solution](#)

1142.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,506 global accepts · Rating: 2000 · first AC: 2025-07-02 · last AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[qwsxza's solution](#)

1143.

1828D1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-05-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy

[qwsxza's solution](#)

1144.

1841D

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

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2025-05-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

[qwsxza's solution](#)

1145.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[qwsxza's solution](#)

1146.

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2025-04-23 · last AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[qwsxza's solution](#)

1147.

2103D

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

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers
[qwsxza's solution](#)

1148.

2096D

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

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math
[qwsxza's solution](#)

1149.

1831D

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math
[qwsxza's solution](#)

1150.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,311 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, greedy
[qwsxza's solution](#)

1151.

1890E1

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

Rating: 2000 · first AC: 2025-03-13 · last AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp
[qwsxza's solution](#)

1152.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math
[qwsxza's solution](#)

1153.

1889C1

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

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2025-03-15 · last AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[qwsxza's solution](#)

1154.

2074F

[Counting Necessary Nodes](#) · [Tutorial](#)

Quality: 2,478 global accepts · Rating: 2000 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math
[qwsxza's solution](#)

1155.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2025-03-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees
[qwsxza's solution](#)

1156.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,514 global accepts · Rating: 2000 · first AC: 2025-03-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, interactive, math
[qwsxza's solution](#)

1157.

1944D

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

Rating: 2000 · first AC: 2025-03-05 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, strings
[qwsxza's solution](#)

1158.

1941G

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

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2025-02-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
[qwsxza's solution](#)

1159.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-02-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees
[qwsxza's solution](#)

1160.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2025-02-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math, number theory
[qwsxza's solution](#)

1161.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, two pointers
[qwsxza's solution](#)

1162.

1937D

[Pinball](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, two pointers
[qwsxza's solution](#)

1163.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings
[qwsxza's solution](#)

1164.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[qwsxza's solution](#)

1165.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[qwsxza's solution](#)

1166.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[qwsxza's solution](#)

1167.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[qwsxza's solution](#)

1168.

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,609 global accepts · Rating: 2000 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[qwsxza's solution](#)

1169.

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[qwsxza's solution](#)

1170.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[qwsxza's solution](#)

1171.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,012 global accepts · Rating: 2000 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[qwsxza's solution](#)

1172.

2028D

[Alice's Adventures in Cards](#) · [Tutorial](#)

Quality: 3,740 global accepts · Rating: 2000 · first AC: 2024-11-21 · last AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[qwsxza's solution](#)

1173.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-18 · last AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[qwsxza's solution](#)

1174.

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2026-02-20 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math

[qwsxza's solution](#)

1175.

2183E

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

Quality: 2,855 global accepts · Rating: 2100 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory
[qwsxza's solution](#)

1176.

2183D2

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

Quality: 2,499 global accepts · Rating: 2100 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees
[qwsxza's solution](#)

1177.

2193G

[Paths in a Tree](#) · [Tutorial](#)

Quality: 2,242 global accepts · Rating: 2100 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, interactive, sortings, trees
[qwsxza's solution](#)

1178.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2025-12-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees
[qwsxza's solution](#)

1179.

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation
[qwsxza's solution](#)

1180.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[qwsxza's solution](#)

1181.

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings
[qwsxza's solution](#)

1182.

2170E

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

Quality: 2,319 global accepts · Rating: 2100 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp
[qwsxza's solution](#)

1183.

2169D2

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

Quality: 2,273 global accepts · Rating: 2100 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory
[qwsxza's solution](#)

1184.

2160E

[Rectangles](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers
[qwsxza's solution](#)

1185.

2163D1

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

Quality: 2,731 global accepts · Rating: 2100 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[qwsxza's solution](#)

1186.

2162F

[Beautiful Intervals · Tutorial](#)

Quality: 2,915 global accepts · Rating: 2100 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[qwsxza's solution](#)

1187.

2152E

[Monotone Subsequence · Tutorial](#)

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

[qwsxza's solution](#)

1188.

2124E

[Make it Zero · Tutorial](#)

Quality: 3,828 global accepts · Rating: 2100 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[qwsxza's solution](#)

1189.

2116D

[Gellyfish and Camellia Japonica · Tutorial](#)

Rating: 2100 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[qwsxza's solution](#)

1190.

2119D

[Token Removing · Tutorial](#)

Quality: 3,474 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[qwsxza's solution](#)

1191.

2123G

[Modular Sorting · Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[qwsxza's solution](#)

1192.

1832D1

[Red-Blue Operations \(Easy Version\) · Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2025-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math

[qwsxza's solution](#)

1193.

1839D

[Ball Sorting · Tutorial](#)

Quality: 2,699 global accepts · Rating: 2100 · first AC: 2025-05-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings

[qwsxza's solution](#)

1194.

1838D

[Bracket Walk · Tutorial](#)

Quality: 3,709 global accepts · Rating: 2100 · first AC: 2025-05-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[qwsxza's solution](#)

1195.

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2100 · first AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[qwsxza's solution](#)

1196.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,791 global accepts · Rating: 2100 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, interactive

[qwsxza's solution](#)

1197.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2025-03-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[qwsxza's solution](#)

1198.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2100 · first AC: 2025-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[qwsxza's solution](#)

1199.

1877E

[Autosynthesis](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[qwsxza's solution](#)

1200.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,845 global accepts · Rating: 2100 · first AC: 2025-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[qwsxza's solution](#)

1201.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[qwsxza's solution](#)

1202.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2025-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math

[qwsxza's solution](#)

1203.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2025-03-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[qwsxza's solution](#)

1204.

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[qwsxza's solution](#)

1205.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,059 global accepts · Rating: 2100 · first AC: 2025-03-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[qwsxza's solution](#)

1206.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2025-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[qwsxza's solution](#)

1207.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2100 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[qwsxza's solution](#)

1208.

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2100 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[qwsxza's solution](#)

1209.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, trees

[qwsxza's solution](#)

1210.

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[qwsxza's solution](#)

1211.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2025-01-21 · last AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[qwsxza's solution](#)

1212.

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, dsu, graphs

[qwsxza's solution](#)

1213.

2189D2

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

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

[qwsxza's solution](#)

1214.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[qwsxza's solution](#)

1215.

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[qwsxza's solution](#)

1216.

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,683 global accepts · Rating: 2200 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[qwsxza's solution](#)

1217.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, probabilities, trees

[qwsxza's solution](#)

1218.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[qwsxza's solution](#)

1219.

2144E1

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

Quality: 2,559 global accepts · Rating: 2200 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[qwsxza's solution](#)

1220.

2143D2

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

Quality: 2,771 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[qwsxza's solution](#)

1221.

2137G

[Cry Me a River](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2025-09-10 · last AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs

[qwsxza's solution](#)

1222.

2126G1

[Big Wins! \(easy version\)](#) · [Tutorial](#)

Quality: 2,484 global accepts · Rating: 2200 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers

[qwsxza's solution](#)

1223.

1822G2

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

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2025-07-16 · last AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, math, number theory

[qwsxza's solution](#)

1224.

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[qwsxza's solution](#)

1225.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,797 global accepts · Rating: 2200 · first AC: 2025-07-14 · last AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[qwsxza's solution](#)

1226.

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2200 · first AC: 2025-07-03 · last AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[qwsxza's solution](#)

1227.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[qwsxza's solution](#)

1228.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[qwsxza's solution](#)

1229.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[qwsxza's solution](#)

1230.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2025-05-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[qwsxza's solution](#)

1231.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2025-05-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, trees

[qwsxza's solution](#)

1232.

2108D

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

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, interactive

[qwsxza's solution](#)

1233.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2025-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[qwsxza's solution](#)

1234.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2025-04-03 · last AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search

[qwsxza's solution](#)

1235.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,603 global accepts · Rating: 2200 · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: dp

[qwsxza's solution](#)

1236.

1858D

[Trees and Segments](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2025-03-27 · last AC: 2025-03-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[qwsxza's solution](#)

1237.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[qwsxza's solution](#)

1238.

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-02-26 · last AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[qwsxza's solution](#)

1239.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-02-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[qwsxza's solution](#)

1240.

1972D2

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

Rating: 2200 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[qwsxza's solution](#)

1241.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[qwsxza's solution](#)

1242.

1600F

[Party Organization](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2300 · first AC: 2026-02-18 · last AC: 2026-02-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, probabilities

[qwsxza's solution](#)

1243.

1601C

[Optimal Insertion](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2026-02-14 · last AC: 2026-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[qwsxza's solution](#)

1244.

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2026-01-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[qwsxza's solution](#)

1245.

2182F1

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

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[qwsxza's solution](#)

1246.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[qwsxza's solution](#)

1247.

2147E

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

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[qwsxza's solution](#)

1248.

2130E3

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

Rating: 2300 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[qwsxza's solution](#)

1249.

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[qwsxza's solution](#)

1250.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation

[qwsxza's solution](#)

1251.

1825D2

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

Rating: 2300 · first AC: 2025-05-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, math, trees

[qwsxza's solution](#)

1252.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-05-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[qwsxza's solution](#)

1253.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2025-04-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu,

trees

[qwsxza's solution](#)

1254.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2025-03-26 · last AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[qwsxza's solution](#)

1255.

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2300 · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[qwsxza's solution](#)

1256.

2078F

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[qwsxza's solution](#)

1257.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[qwsxza's solution](#)

1258.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[qwsxza's solution](#)

1259.

2175E1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[qwsxza's solution](#)

1260.

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2400 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[qwsxza's solution](#)

1261.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[qwsxza's solution](#)

1262.

2171H

[Shiori Miyagi and Maximum Array Score](#) · [Tutorial](#)

Quality: 1,016 global accepts · Rating: 2400 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings

[qwsxza's solution](#)

1263.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings
[qwsxza's solution](#)

1264.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings
[qwsxza's solution](#)

1265.

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-07-04 · last AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[qwsxza's solution](#)

1266.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2025-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math
[qwsxza's solution](#)

1267.

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, strings
[qwsxza's solution](#)

1268.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2025-05-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation
[qwsxza's solution](#)

1269.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2400 · first AC: 2025-04-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math
[qwsxza's solution](#)

1270.

1875E

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

Rating: 2400 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs
[qwsxza's solution](#)

1271.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees
[qwsxza's solution](#)

1272.

2182F2

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

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math
[qwsxza's solution](#)

1273.

2175E2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Rating: 2500 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[qwsxza's solution](#)

1274.

2163D2

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

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, math, sortings

[qwsxza's solution](#)

1275.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[qwsxza's solution](#)

1276.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2500 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[qwsxza's solution](#)

1277.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2025-05-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[qwsxza's solution](#)

1278.

1836D

[Lottery](#) · [Tutorial](#)

Rating: 2500 · first AC: 2025-04-23 · last AC: 2025-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[qwsxza's solution](#)

1279.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2025-03-20 · last AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[qwsxza's solution](#)

1280.

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2600 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[qwsxza's solution](#)

1281.

2158E

[Sink](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 2600 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[qwsxza's solution](#)

1282.

2109C3

[Hacking Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[qwsxza's solution](#)

1283.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2025-11-13 · last AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[qwsxza's solution](#)

1284.

104090G

[Subgraph Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[qwsxza's solution](#)

1285.

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[qwsxza's solution](#)

1286.

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[qwsxza's solution](#)

1287.

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[qwsxza's solution](#)

1288.

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[qwsxza's solution](#)

1289.

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[qwsxza's solution](#)

1290.

104160F

[Half Mixed](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[qwsxza's solution](#)

1291.

104160L

[Tavern Chess](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[qwsxza's solution](#)

1292.

104160C

[Clamped Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[qwsxza's solution](#)

1293.

104160D

[DRX vs. T1](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[qwsxza's solution](#)

1294.

105257D

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

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1295.

105257E

[Trade Road](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1296.

105257K

[Lethal Company](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1297.

105257B

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

Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1298.

105257L

[Chess](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1299.

105257M

[Window Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1300.

105257G

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

Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1301.

105257C

[Seats](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1302.

105257A

[chmod](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-10 · last AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1303.

105257F

[Try a try, AC is OK](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1304.

105231I

[Neuville Circling](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1305.

105231H

[Convolution](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1306.

105231L

[Campus](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1307.

105231D

[Magic LCM](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1308.

105231J

[Magic Mahjong](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1309.

105231K

[Magic Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1310.

105231G

[Multiples of 5](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1311.

105231C

[Liar](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1312.

105231A

[Maliang Learning Painting](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1313.

105184H

[Missing Iris](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1314.

104077B

[Cells Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1315.

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1316.

104787M

[Inverted](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszxa's solution](#)

1317.

104787A

[Make SYSU Great Again I](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszxa's solution](#)

1318.

104787F

[Mystery of Prime](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszxa's solution](#)

1319.

104787D

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

Rating: — · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszxa's solution](#)

1320.

104787J

[Keyi Likes Reading](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszxa's solution](#)

1321.

104787G

[Path](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszxa's solution](#)

1322.

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[qwszxa's solution](#)

1323.

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszxa's solution](#)

1324.

104128G

[Inscription](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszxa's solution](#)

1325.

104128I

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

Rating: — · first AC: 2025-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[qwszxa's solution](#)

1326.

105184F

[3 Split](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszxa's solution](#)

1327.

105184E

[Breakfast II](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1328.

105184J

[Iris' Food](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1329.

105184G

[Bracelet](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1330.

105184C

[Goose Goose Duck](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1331.

105184I

[Subnet](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1332.

105184A

[Update](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1333.

105184K

[Welcome](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1334.

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[qwszza's solution](#)

1335.

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1336.

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1337.

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[qwszza's solution](#)

1338.

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1339.

104077J

[Strange Sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1340.

103145C

[Vertex Deletion](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1341.

103145M

[Master of Shuangpin](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1342.

103145K

[City](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1343.

103145A

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1344.

103145I

[Takeaway](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1345.

103145E

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

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1346.

104869K

[Maximum Rating](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1347.

104869E

[Sheep Eat Wolves](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1348.

104869J

[Graft and Transplant](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1349.

104869C

[Swiss Stage](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1350.

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1351.

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1352.

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1353.

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1354.

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1355.

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · last AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1356.

104821L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1357.

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1358.

104821F

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

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1359.

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1360.

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszxa's solution](#)

1361.

104976G

[Snake Move](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszxa's solution](#)

1362.

104976H

[Sugar Sweet II](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszxa's solution](#)

1363.

104976J

[Mysterious Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszxa's solution](#)

1364.

104976D

[Operator Precedence](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszxa's solution](#)

1365.

104976M

[V-Diagram](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszxa's solution](#)

1366.

104008L

[Largest Unique Wins](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[qwszxa's solution](#)

1367.

104008C

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

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[qwszxa's solution](#)

1368.

104008E

[Draw a triangle](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszxa's solution](#)

1369.

104008M

[Youth Finale](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[qwszxa's solution](#)

1370.

104008A

[Lily](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[qwszxa's solution](#)

1371.

104813J

[Game on a Forest](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1372.

104813L

[Palm Island](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1373.

104813M

[Painter](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1374.

104813B

[Memory](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1375.

104768K

[Randias Permutation Task](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1376.

104768M

[Flipping Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[qwszza's solution](#)

1377.

104768G

[Hard Brackets Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1378.

105471H

[Elimination Series Once More](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1379.

105471N

[Python Program](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1380.

105471G

[An Easy Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1381.

105540F

[The Hermit](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1382.

105540I

[The Hanged Man](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[qwsxza's solution](#)

1383.

105540B

[The Magician](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwsxza's solution](#)

1384.

105540J

[Temperance](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[qwsxza's solution](#)

1385.

105540A

[The Fool](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[qwsxza's solution](#)

1386.

104354K

[c'ritique](#)

Rating: — · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwsxza's solution](#)

1387.

104354E

[we finish](#)

Rating: — · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwsxza's solution](#)

1388.

104354B

[Art for Rest](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwsxza's solution](#)

1389.

104354C

[Toxel N'grapu b Vh](#)

Rating: — · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwsxza's solution](#)

1390.

104354H

[Travel Begins](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwsxza's solution](#)

1391.

104354F

[Art for Last](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwsxza's solution](#)

1392.

104354A

[\Asm\813SW](#)

Rating: — · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwsxza's solution](#)

1393.

105632C

[Middle Point](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[qwszxa's solution](#)

1394.

105632F

[Infinite Loop](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszxa's solution](#)

1395.

105632M

[Rejection Sampling](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[qwszxa's solution](#)

1396.

105632B

[Rolling Stones](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszxa's solution](#)

1397.

105632L

[Z-order Curve](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[qwszxa's solution](#)

1398.

106035H

[University ranking](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszxa's solution](#)

1399.

106035I

[Nicka and the goldfish](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[qwszxa's solution](#)

1400.

106035F

[Mobile Communication](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszxa's solution](#)

1401.

106035C

[Unsuccessful pseudo-random](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[qwszxa's solution](#)

1402.

106035N

[Auto-completion](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszxa's solution](#)

1403.

106035G

[Tree problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[qwszxa's solution](#)

1404.

106035J

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszza's solution](#)

1405.

106035E

[Nika and turnip](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · last AC: 2025-10-11 · PyPy 3 (first AC) · Tags: —

[qwszza's solution](#)

1406.

106035L

[Pills](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszza's solution](#)

1407.

106035K

[Gray's numerical sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszza's solution](#)

1408.

106035A

[Pyramidal paths](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[qwszza's solution](#)

1409.

105945I

[Team Naming](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszza's solution](#)

1410.

105945H

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

Rating: — · first AC: 2025-10-10 · last AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszza's solution](#)

1411.

105945F

[Ranking Prediction](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[qwszza's solution](#)

1412.

105945J

[Puzzle Competition](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszza's solution](#)

1413.

105945G

[Monetary System](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszza's solution](#)

1414.

105945D

[Spell Generation](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[qwszza's solution](#)

1415.

103688E

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

Rating: — · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1416.

103688L

[Let's Swap](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1417.

103688G

[Chevonne's Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1418.

103688C

[Tree Division](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-07 · last AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1419.

103688H

[Kanbun](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1420.

103688A

[Bookshelf Filling](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1421.

103688F

[342 and Xiangqi](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1422.

103688I

[Equal Sum Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1423.

104363I

[Club](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1424.

104363E

[Ethernet](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1425.

104363F

[Folder](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1426.

104363A

[Magic Computer](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszza's solution](#)

1427.

105949J

[Sichuan Provincial Contest](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[qwszza's solution](#)

1428.

105163F

[Photography](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[qwszza's solution](#)

1429.

105163J

[Trade](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszza's solution](#)

1430.

105163D

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszza's solution](#)

1431.

105163K

[Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszza's solution](#)

1432.

105163B

[String](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszza's solution](#)

1433.

105163I

[This is an easy problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · last AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszza's solution](#)

1434.

105222I

[Container Scheduling](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszza's solution](#)

1435.

105222B

[Link Summon](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszza's solution](#)

1436.

105222A

[Reverse Pairs Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszza's solution](#)

1437.

105222E

[L-Covering Checker](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1438.

105222L

[Beef Tripe in Soup Pot?](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1439.

105222H

[GG and YY's Stone Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1440.

105949F

[Inversion Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1441.

105949I

[Essentially Different Suffixes](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1442.

105949H

[Hututu](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1443.

104396K

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

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1444.

104396F

[Timaeus](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[qwszza's solution](#)

1445.

104396H

[Neil's Machine](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1446.

104396A

[Today's Word](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[qwszza's solution](#)

1447.

104396J

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

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1448.

104396I

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[qwszxa's solution](#)

1449.

105139G

[Genshin Impact Startup Forbidden II](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszxa's solution](#)

1450.

105139H

[Genshin Impact Startup Forbidden III](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszxa's solution](#)

1451.

105139L

[LCMs](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszxa's solution](#)

1452.

105139J

[Points on the Number Axis A](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszxa's solution](#)

1453.

105139B

[Nana Likes Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszxa's solution](#)

1454.

105139E

[Spicy or Grilled?](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszxa's solution](#)

1455.

105139A

[Long Live](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszxa's solution](#)

1456.

105385D

[Hero of the Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · last AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszxa's solution](#)

1457.

105385J

[Colorful Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszxa's solution](#)

1458.

105385C

[Colorful Segments 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszxa's solution](#)

1459.

105385K

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1460.

105385F

[Divide the Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1461.

105385I

[Left Shifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1462.

105385A

[Printer](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1463.

105386M

[Italian Cuisine](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1464.

105386E

[Relearn through Review](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1465.

105386A

[Two-star Contest](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1466.

105386I

[Left Shifting 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1467.

105386G

[Be Positive](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1468.

105386B

[Gold Medal](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1469.

105143D

[ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[qwszza's solution](#)

1470.

105143F

[Custom-Made Clothes](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[qwszxa's solution](#)

1471.

105143B

[Countless Me](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[qwszxa's solution](#)

1472.

105143K

[Party Games](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[qwszxa's solution](#)

1473.

105143I

[Cyclic Apple Strings](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[qwszxa's solution](#)

1474.

105170D

[Parallel Lines](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[qwszxa's solution](#)

1475.

105170B

[Dfs Order 0.5](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[qwszxa's solution](#)

1476.

105170E

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

Rating: — · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[qwszxa's solution](#)

1477.

105170L

[Recharge](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[qwszxa's solution](#)

1478.

105170G

[Platform Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszxa's solution](#)

1479.

105170I

[The Easiest Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszxa's solution](#)

1480.

105578E

[Light Up the Grid](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszxa's solution](#)

1481.

105578B

[Magical Palette](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1482.

105578D

[Dot Product Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1483.

105578J

[Make Them Believe](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[qwszza's solution](#)

1484.

106030C

[Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[qwszza's solution](#)

1485.

106030I

[Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1486.

106030E

[Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1487.

106030K

[C++ Vp_b](#)

Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1488.

106030B

[osu!mania](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1489.

106030J

[Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1490.

105922L

[Good Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1491.

105922C

[SSPPSPSP](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[qwszza's solution](#)

1492.

105922D

[Coprime](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · last AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszza's solution](#)

1493.

105922F

[Ever Forever](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1494.

105922G

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

Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1495.

105922J

[Odd-Even Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszza's solution](#)

1496.

105930E

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

Rating: — · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszza's solution](#)

1497.

105930H

[Minimum Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszza's solution](#)

1498.

105930G

[Assembly Line](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszza's solution](#)

1499.

105930A

[Project Management](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszza's solution](#)

1500.

105930D

[Distributed System](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszza's solution](#)

1501.

105930L

[Stella](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszza's solution](#)

1502.

105909G

[Tutoring+](#)

Rating: — · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszza's solution](#)

1503.

105909I

[a tutorial](#)

Rating: — · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszza's solution](#)

1504.

105909F

[Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszza's solution](#)

1505.

105909A

[Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszza's solution](#)

1506.

105909D

[Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszza's solution](#)

1507.

105909M

[Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[qwszza's solution](#)

1508.

105909K

[UNO Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[qwszza's solution](#)

1509.

105909J

[Generate 01 String · Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[qwszza's solution](#)

1510.

105909H

[What is all you need? · Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszza's solution](#)

1511.

105977L

[Tutorial](#)

Rating: — · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszza's solution](#)

1512.

105977J

[Tutorial](#)

Rating: — · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszza's solution](#)

1513.

105977K

[VERTeX · Tutorial](#)

Rating: — · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszza's solution](#)

1525.

105657E

[Elevator II](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[qwsxza's solution](#)

1526.

105657M

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

Rating: — · first AC: 2025-08-05 · last AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwsxza's solution](#)

1527.

105657K

[Kind of Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[qwsxza's solution](#)

1528.

105657A

[AUS](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[qwsxza's solution](#)

1529.

104857J

[Takeout Delivering](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[qwsxza's solution](#)

1530.

104857G

[Streak Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwsxza's solution](#)

1531.

104857E

[Matrix Distances](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[qwsxza's solution](#)

1532.

104857F

[Colorful Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwsxza's solution](#)

1533.

105484B

[Birthday Gift](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[qwsxza's solution](#)

1534.

105484J

[Social Media](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[qwsxza's solution](#)

1535.

105484E

[Left Shifting 3](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[qwsxza's solution](#)

1536.

105891I

[magic](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszza's solution](#)

1537.

105891F

[LOCKS](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszza's solution](#)

1538.

105891D

[Stock](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-30 · last AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszza's solution](#)

1539.

105891E

[Printer](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszza's solution](#)

1540.

105891K

[Welfare](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszza's solution](#)

1541.

105891J

[Win](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszza's solution](#)

1542.

105891G

[student](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszza's solution](#)

1543.

105891A

[Color](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszza's solution](#)

1544.

105891C

[gcd](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszza's solution](#)

1545.

105891L

[easy](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszza's solution](#)

1546.

104172L

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

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszza's solution](#)

1547.

104172E

[Goose, Goose, DUCK? · Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszxa's solution](#)

1548.

104172K

[Maximum GCD · Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[qwszxa's solution](#)

1549.

104172A

[TreeScript · Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszxa's solution](#)

1550.

104172H

[Another Goose Goose Duck Problem · Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[qwszxa's solution](#)

1551.

105588G

[GCD · Tutorial](#)

Rating: — · first AC: 2025-07-22 · last AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszxa's solution](#)

1552.

105588M

[Matrix Construction · Tutorial](#)

Rating: — · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[qwszxa's solution](#)

1553.

105588J

[Just another Sorting Problem · Tutorial](#)

Rating: — · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszxa's solution](#)

1554.

105588H

[Horizon Scanning · Tutorial](#)

Rating: — · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[qwszxa's solution](#)

1555.

105887D

[žÄŃřjŠ](#)

Rating: — · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszxa's solution](#)

1556.

105887A

[~vifot/gpt -Üv,,](#)

Rating: — · first AC: 2025-07-15 · last AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszxa's solution](#)

1557.

105887J

[RGB h Tutorial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszxa's solution](#)

1558.

105887B

[RTutorial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszxa's solution](#)**1559.**

105887C

[S:W&R](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszxa's solution](#)**1560.**

105887H

[PCutorial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszxa's solution](#)**1561.**

105887L

[h Ntial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszxa's solution](#)**1562.**

105887F

[b&Nip](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qwszxa's solution](#)**1563.**

105158K

[h Ntial](#)

Rating: — · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[qwszxa's solution](#)**1564.**

105158H

[Ttutorial](#)

Rating: — · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[qwszxa's solution](#)**1565.**

105158L

[Toxel N PCPC-IIIutorial](#)

Rating: — · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[qwszxa's solution](#)**1566.**

105158M

[gãtãlãõ](#)

Rating: — · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[qwszxa's solution](#)**1567.**

105158J

[c'Rtãl ep](#)

Rating: — · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[qwszxa's solution](#)**1568.**

105158B

[bk-Tutorial](#)

Rating: — · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[qwszxa's solution](#)

1569.

105158F

[OTWAW&N2](#)

Rating: — · first AC: 2025-05-31 · Python 3 (first AC) · Tags: —

[qwsxza's solution](#)

1570.

105911I

[Dating Day](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[qwsxza's solution](#)

1571.

105911F

[Caloric Difference](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[qwsxza's solution](#)

1572.

105911G

[Exploration](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[qwsxza's solution](#)

1573.

105911D

[Virtuous Pope](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[qwsxza's solution](#)

1574.

105911K

[Rotation](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · last AC: 2025-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

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1575.

105911M

[Divide coins](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[qwsxza's solution](#)

1576.

105911A

[Nezha Naohai](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[qwsxza's solution](#)

1577.

104366M

[Easy Problem of Prime](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · last AC: 2025-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[qwsxza's solution](#)

1578.

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