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Unique solved — re-wa-tl-ok

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

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

Filters: none

Count: 976

1.

2211A

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

Quality: 16,103 global accepts · Rating: 800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[re-wa-tl-ok's solution](#)

2.

2205B

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

Quality: 16,190 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[re-wa-tl-ok's solution](#)

3.

2205A

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

Quality: 17,317 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms
[re-wa-tl-ok's solution](#)

4.

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 18,012 global accepts · Rating: 800 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[re-wa-tl-ok's solution](#)

5.

2192A

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

Quality: 17,926 global accepts · Rating: 800 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, strings
[re-wa-tl-ok's solution](#)

6.

2197A

[Friendly Numbers](#) · [Tutorial](#)

Quality: 22,871 global accepts · Rating: 800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, expression parsing, math, schedules
[re-wa-tl-ok's solution](#)

7.

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,642 global accepts · Rating: 800 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy, math
[re-wa-tl-ok's solution](#)

8.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[re-wa-tl-ok's solution](#)

9.

2067A

[Adjacent Digit Sums](#) · [Tutorial](#)

Quality: 25,696 global accepts · Rating: 800 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[re-wa-tl-ok's solution](#)

10.

2189A

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

Quality: 24,378 global accepts · Rating: 800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[re-wa-tl-ok's solution](#)

11.

2183A

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

Quality: 23,675 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[re-wa-tl-ok's solution](#)

12.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,747 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[re-wa-tl-ok's solution](#)

13.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,581 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[re-wa-tl-ok's solution](#)

14.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,877 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory

[re-wa-tl-ok's solution](#)

15.

2173A

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

Quality: 23,788 global accepts · Rating: 800 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[re-wa-tl-ok's solution](#)

16.

2170A

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

Quality: 19,956 global accepts · Rating: 800 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math

[re-wa-tl-ok's solution](#)

17.

2125A

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

Quality: 27,988 global accepts · Rating: 800 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

[re-wa-tl-ok's solution](#)

18.

2166A

[Same Difference](#) · [Tutorial](#)

Quality: 22,906 global accepts · Rating: 800 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, strings

[re-wa-tl-ok's solution](#)

19.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,842 global accepts · Rating: 800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings

[re-wa-tl-ok's solution](#)

20.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,720 global accepts · Rating: 800 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, implementation, math
[re-wa-tl-ok's solution](#)

21.

2156A

[Pizza Time](#) · [Tutorial](#)

Quality: 26,875 global accepts · Rating: 800 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy
[re-wa-tl-ok's solution](#)

22.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,173 global accepts · Rating: 800 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, two pointers
[re-wa-tl-ok's solution](#)

23.

2160A

[MEX Partition](#) · [Tutorial](#)

Quality: 22,461 global accepts · Rating: 800 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[re-wa-tl-ok's solution](#)

24.

2153B

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

Quality: 22,594 global accepts · Rating: 800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy
[re-wa-tl-ok's solution](#)

25.

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
[re-wa-tl-ok's solution](#)

26.

2145A

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

Quality: 30,769 global accepts · Rating: 800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[re-wa-tl-ok's solution](#)

27.

2136A

[In the Dream](#) · [Tutorial](#)

Quality: 26,124 global accepts · Rating: 800 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[re-wa-tl-ok's solution](#)

28.

2134A

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

Quality: 26,569 global accepts · Rating: 800 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math
[re-wa-tl-ok's solution](#)

29.

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
[re-wa-tl-ok's solution](#)

30.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,976 global accepts · Rating: 800 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, math
[re-wa-tl-ok's solution](#)

31.

2132A

[Homework](#) · [Tutorial](#)

Quality: 43,353 global accepts · Rating: 800 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, strings

[re-wa-tl-ok's solution](#)

32.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,660 global accepts · Rating: 800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[re-wa-tl-ok's solution](#)

33.

2130A

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

Quality: 28,534 global accepts · Rating: 800 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[re-wa-tl-ok's solution](#)

34.

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

[re-wa-tl-ok's solution](#)

35.

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[re-wa-tl-ok's solution](#)

36.

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

[re-wa-tl-ok's solution](#)

37.

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,207 global accepts · Rating: 800 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[re-wa-tl-ok's solution](#)

38.

2123B

[Tournament](#) · [Tutorial](#)

Quality: 34,929 global accepts · Rating: 800 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[re-wa-tl-ok's solution](#)

39.

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,699 global accepts · Rating: 800 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: math

[re-wa-tl-ok's solution](#)

40.

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

[re-wa-tl-ok's solution](#)

41.

2071A

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

Quality: 27,842 global accepts · Rating: 800 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[re-wa-tl-ok's solution](#)

42.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,232 global accepts · Rating: 800 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[re-wa-tl-ok's solution](#)

43.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,700 global accepts · Rating: 800 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory
[re-wa-tl-ok's solution](#)

44.

2090A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 21,378 global accepts · Rating: 800 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[re-wa-tl-ok's solution](#)

45.

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,512 global accepts · Rating: 800 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[re-wa-tl-ok's solution](#)

46.

2108A

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

Quality: 22,152 global accepts · Rating: 800 · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math
[re-wa-tl-ok's solution](#)

47.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,951 global accepts · Rating: 800 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
[re-wa-tl-ok's solution](#)

48.

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,206 global accepts · Rating: 800 · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory
[re-wa-tl-ok's solution](#)

49.

2098A

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

Quality: 14,755 global accepts · Rating: 800 · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
[re-wa-tl-ok's solution](#)

50.

2109A

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

Quality: 26,950 global accepts · Rating: 800 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[re-wa-tl-ok's solution](#)

51.

2093A

[Ideal Generator](#) · [Tutorial](#)

Quality: 40,846 global accepts · Rating: 800 · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[re-wa-tl-ok's solution](#)

52.

2040A

[Game of Division](#) · [Tutorial](#)

Quality: 24,434 global accepts · Rating: 800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[re-wa-tl-ok's solution](#)

53.

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,131 global accepts · Rating: 800 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[re-wa-tl-ok's solution](#)

54.

2060A

[Fibonacciness](#) · [Tutorial](#)

Quality: 41,103 global accepts · Rating: 800 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[re-wa-tl-ok's solution](#)

55.

1773F

[Football](#) · [Tutorial](#)

Quality: 4,782 global accepts · Rating: 800 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[re-wa-tl-ok's solution](#)

56.

2034A

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

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[re-wa-tl-ok's solution](#)

57.

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,505 global accepts · Rating: 800 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[re-wa-tl-ok's solution](#)

58.

978B

[File Name](#) · [Tutorial](#)

Quality: 40,914 global accepts · Rating: 800 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[re-wa-tl-ok's solution](#)

59.

978A

[Remove Duplicates](#) · [Tutorial](#)

Quality: 30,740 global accepts · Rating: 800 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[re-wa-tl-ok's solution](#)

60.

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

[re-wa-tl-ok's solution](#)

61.

977A

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

Quality: 217,547 global accepts · Rating: 800 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[re-wa-tl-ok's solution](#)

62.

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,481 global accepts · Rating: 800 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[re-wa-tl-ok's solution](#)

63.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,689 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive

algorithms, games, math

[re-wa-tl-ok's solution](#)

64.

2030A

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

Quality: 27,585 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[re-wa-tl-ok's solution](#)

65.

1474A

[Puzzle From the Future](#) · [Tutorial](#)

Quality: 23,359 global accepts · Rating: 800 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[re-wa-tl-ok's solution](#)

66.

1836A

[Destroyer](#) · [Tutorial](#)

Quality: 21,435 global accepts · Rating: 800 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[re-wa-tl-ok's solution](#)

67.

1686B

[Odd Subarrays](#) · [Tutorial](#)

Quality: 19,344 global accepts · Rating: 800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[re-wa-tl-ok's solution](#)

68.

1686A

[Everything Everywhere All But One](#) · [Tutorial](#)

Quality: 21,243 global accepts · Rating: 800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[re-wa-tl-ok's solution](#)

69.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,575 global accepts · Rating: 800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[re-wa-tl-ok's solution](#)

70.

1678B1

[Tokitsukaze and Good 01-String \(easy version\)](#) · [Tutorial](#)

Quality: 16,612 global accepts · Rating: 800 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[re-wa-tl-ok's solution](#)

71.

1678A

[Tokitsukaze and All Zero Sequence](#) · [Tutorial](#)

Quality: 19,174 global accepts · Rating: 800 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[re-wa-tl-ok's solution](#)

72.

1793A

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

Quality: 18,826 global accepts · Rating: 800 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[re-wa-tl-ok's solution](#)

73.

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[re-wa-tl-ok's solution](#)

74.

1504A

[Déjà Vu](#) · [Tutorial](#)

Quality: 22,802 global accepts · Rating: 800 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings
[re-wa-tl-ok's solution](#)

75.

1736A

[Make A Equal to B](#) · [Tutorial](#)

Quality: 24,154 global accepts · Rating: 800 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings
[re-wa-tl-ok's solution](#)

76.

1526A

[Mean Inequality](#) · [Tutorial](#)

Quality: 25,018 global accepts · Rating: 800 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings
[re-wa-tl-ok's solution](#)

77.

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,265 global accepts · Rating: 800 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: math
[re-wa-tl-ok's solution](#)

78.

2020A

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

Quality: 25,945 global accepts · Rating: 800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory
[re-wa-tl-ok's solution](#)

79.

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,764 global accepts · Rating: 800 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[re-wa-tl-ok's solution](#)

80.

1944A

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

Quality: 28,738 global accepts · Rating: 800 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, math
[re-wa-tl-ok's solution](#)

81.

1946A

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

Quality: 28,573 global accepts · Rating: 800 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
[re-wa-tl-ok's solution](#)

82.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,879 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[re-wa-tl-ok's solution](#)

83.

2001B

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

Quality: 26,106 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[re-wa-tl-ok's solution](#)

84.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,643 global accepts · Rating: 800 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms
[re-wa-tl-ok's solution](#)

85.

1920A

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

Quality: 29,560 global accepts · Rating: 800 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
[re-wa-tl-ok's solution](#)

86.

2002A

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

Quality: 21,315 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[re-wa-tl-ok's solution](#)

87.

1998A

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

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[re-wa-tl-ok's solution](#)

88.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,435 global accepts · Rating: 800 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings
[re-wa-tl-ok's solution](#)

89.

1991A

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

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[re-wa-tl-ok's solution](#)

90.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,391 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search
[re-wa-tl-ok's solution](#)

91.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,426 global accepts · Rating: 800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
[re-wa-tl-ok's solution](#)

92.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,286 global accepts · Rating: 800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[re-wa-tl-ok's solution](#)

93.

1983A

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

Quality: 28,118 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[re-wa-tl-ok's solution](#)

94.

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,990 global accepts · Rating: 800 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math, sortings
[re-wa-tl-ok's solution](#)

- 95.**
1979A
[Guess the Maximum](#) · [Tutorial](#)
Quality: 31,795 global accepts · Rating: 800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
[re-wa-tl-ok's solution](#)
- 96.**
1980B
[Choosing Cubes](#) · [Tutorial](#)
Quality: 38,505 global accepts · Rating: 800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: sortings
[re-wa-tl-ok's solution](#)
- 97.**
1980A
[Problem Generator](#) · [Tutorial](#)
Quality: 47,602 global accepts · Rating: 800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: math
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- 98.**
1981A
[Turtle and Piggy Are Playing a Game](#) · [Tutorial](#)
Quality: 24,251 global accepts · Rating: 800 · first AC: 2024-05-31 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math
[re-wa-tl-ok's solution](#)
- 99.**
1976A
[Verify Password](#) · [Tutorial](#)
Quality: 32,647 global accepts · Rating: 800 · first AC: 2024-05-30 · PyPy 3-64 (first AC) · Tags: implementation, sortings, strings
[re-wa-tl-ok's solution](#)
- 100.**
1977A
[Little Nikita](#) · [Tutorial](#)
Quality: 39,206 global accepts · Rating: 800 · first AC: 2024-05-26 · PyPy 3-64 (first AC) · Tags: math
[re-wa-tl-ok's solution](#)
- 101.**
1975A
[Bazoka and Mocha's Array](#) · [Tutorial](#)
Quality: 20,715 global accepts · Rating: 800 · first AC: 2024-05-25 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, sortings
[re-wa-tl-ok's solution](#)
- 102.**
1758A
[SSeeeiinnngg DDoouubbllee](#) · [Tutorial](#)
Quality: 27,048 global accepts · Rating: 800 · first AC: 2024-05-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, strings
[re-wa-tl-ok's solution](#)
- 103.**
1742B
[Increasing](#) · [Tutorial](#)
Quality: 61,109 global accepts · Rating: 800 · first AC: 2024-05-12 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings
[re-wa-tl-ok's solution](#)
- 104.**
1742A
[Sum](#) · [Tutorial](#)
Quality: 104,341 global accepts · Rating: 800 · first AC: 2024-05-12 · PyPy 3-64 (first AC) · Tags: implementation
[re-wa-tl-ok's solution](#)
- 105.**
1969A
[Two Friends](#) · [Tutorial](#)
Quality: 22,181 global accepts · Rating: 800 · first AC: 2024-04-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math
[re-wa-tl-ok's solution](#)

106.

1956B

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

Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-04-13 · PyPy 3-64 (first AC) · Tags: games, greedy
[re-wa-tl-ok's solution](#)

107.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-04-13 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, games, greedy
[re-wa-tl-ok's solution](#)

108.

1775A1

[Gardener and the Capybaras \(easy version\)](#) · [Tutorial](#)

Quality: 20,415 global accepts · Rating: 800 · first AC: 2024-03-17 · Python 3 (first AC) · Tags: brute force, constructive algorithms, implementation
[re-wa-tl-ok's solution](#)

109.

1948A

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

Quality: 30,999 global accepts · Rating: 800 · first AC: 2024-03-15 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms
[re-wa-tl-ok's solution](#)

110.

1941A

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

Quality: 47,702 global accepts · Rating: 800 · first AC: 2024-03-11 · PyPy 3-64 (first AC) · Tags: brute force, math
[re-wa-tl-ok's solution](#)

111.

486A

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

Quality: 154,176 global accepts · Rating: 800 · first AC: 2024-03-08 · PyPy 3-64 (first AC) · Tags: implementation, math
[re-wa-tl-ok's solution](#)

112.

1935A

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

Quality: 30,327 global accepts · Rating: 800 · first AC: 2024-03-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, strings
[re-wa-tl-ok's solution](#)

113.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,264 global accepts · Rating: 800 · first AC: 2024-03-01 · PyPy 3-64 (first AC) · Tags: greedy, math
[re-wa-tl-ok's solution](#)

114.

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,658 global accepts · Rating: 800 · first AC: 2024-02-29 · PyPy 3-64 (first AC) · Tags: implementation, math
[re-wa-tl-ok's solution](#)

115.

1933B

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

Quality: 36,277 global accepts · Rating: 800 · first AC: 2024-02-27 · PyPy 3-64 (first AC) · Tags: implementation, math, number theory
[re-wa-tl-ok's solution](#)

116.

1933A

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

Quality: 42,113 global accepts · Rating: 800 · first AC: 2024-02-27 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

[re-wa-tl-ok's solution](#)

117.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2024-02-23 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[re-wa-tl-ok's solution](#)

118.

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,901 global accepts · Rating: 800 · first AC: 2024-02-18 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation

[re-wa-tl-ok's solution](#)

119.

1929B

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

Quality: 26,731 global accepts · Rating: 800 · first AC: 2024-02-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[re-wa-tl-ok's solution](#)

120.

1929A

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

Quality: 34,946 global accepts · Rating: 800 · first AC: 2024-02-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[re-wa-tl-ok's solution](#)

121.

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,371 global accepts · Rating: 800 · first AC: 2024-02-13 · PyPy 3-64 (first AC) · Tags: greedy

[re-wa-tl-ok's solution](#)

122.

1931A

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

Quality: 39,964 global accepts · Rating: 800 · first AC: 2024-02-13 · PyPy 3-64 (first AC) · Tags: brute force, strings

[re-wa-tl-ok's solution](#)

123.

1928A

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

Quality: 24,424 global accepts · Rating: 800 · first AC: 2024-02-11 · PyPy 3-64 (first AC) · Tags: geometry, math

[re-wa-tl-ok's solution](#)

124.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,442 global accepts · Rating: 800 · first AC: 2024-02-06 · PyPy 3-64 (first AC) · Tags: greedy, strings

[re-wa-tl-ok's solution](#)

125.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · PyPy 3-64 (first AC) · Tags: greedy

[re-wa-tl-ok's solution](#)

126.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · PyPy 3-64 (first AC) · Tags: games, math

[re-wa-tl-ok's solution](#)

127.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,199 global accepts · Rating: 800 · first AC: 2023-12-28 · PyPy 3-64 (first AC) · Tags: binary search, implementation

[re-wa-tl-ok's solution](#)

128.

1915B

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

Quality: 50,362 global accepts · Rating: 800 · first AC: 2023-12-28 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, implementation

[re-wa-tl-ok's solution](#)

129.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,822 global accepts · Rating: 800 · first AC: 2023-12-28 · PyPy 3-64 (first AC) · Tags: bitmasks, implementation

[re-wa-tl-ok's solution](#)

130.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,574 global accepts · Rating: 800 · first AC: 2023-12-25 · last AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[re-wa-tl-ok's solution](#)

131.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,246 global accepts · Rating: 800 · first AC: 2023-12-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[re-wa-tl-ok's solution](#)

132.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,264 global accepts · Rating: 800 · first AC: 2023-12-20 · PyPy 3-64 (first AC) · Tags: implementation

[re-wa-tl-ok's solution](#)

133.

1914B

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

Quality: 33,226 global accepts · Rating: 800 · first AC: 2023-12-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[re-wa-tl-ok's solution](#)

134.

1914A

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

Quality: 35,159 global accepts · Rating: 800 · first AC: 2023-12-19 · PyPy 3-64 (first AC) · Tags: implementation, strings

[re-wa-tl-ok's solution](#)

135.

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,599 global accepts · Rating: 800 · first AC: 2023-12-13 · PyPy 3-64 (first AC) · Tags: strings

[re-wa-tl-ok's solution](#)

136.

1820A

[Yura's New Name](#) · [Tutorial](#)

Quality: 17,632 global accepts · Rating: 800 · first AC: 2023-12-08 · PyPy 3-64 (first AC) · Tags: implementation, strings

[re-wa-tl-ok's solution](#)

137.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,210 global accepts · Rating: 800 · first AC: 2023-12-08 · PyPy 3-64 (first AC) · Tags: math

[re-wa-tl-ok's solution](#)

138.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,764 global accepts · Rating: 800 · first AC: 2023-12-05 · PyPy 3-64 (first AC) · Tags: implementation

[re-wa-tl-ok's solution](#)

139.

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,338 global accepts · Rating: 800 · first AC: 2023-12-03 · PyPy 3-64 (first AC) · Tags: greedy, implementation, strings
[re-wa-tl-ok's solution](#)

140.

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,359 global accepts · Rating: 800 · first AC: 2023-12-03 · PyPy 3-64 (first AC) · Tags: greedy
[re-wa-tl-ok's solution](#)

141.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,755 global accepts · Rating: 800 · first AC: 2023-12-03 · PyPy 3-64 (first AC) · Tags: implementation
[re-wa-tl-ok's solution](#)

142.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,257 global accepts · Rating: 800 · first AC: 2023-12-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms
[re-wa-tl-ok's solution](#)

143.

1352A

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

Quality: 104,157 global accepts · Rating: 800 · first AC: 2023-12-02 · PyPy 3-64 (first AC) · Tags: implementation, math
[re-wa-tl-ok's solution](#)

144.

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,710 global accepts · Rating: 800 · first AC: 2023-12-01 · last AC: 2023-12-01 · Python 3 (first AC) · Tags: brute force, greedy, sortings
[re-wa-tl-ok's solution](#)

145.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,391 global accepts · Rating: 800 · first AC: 2023-11-25 · PyPy 3-64 (first AC) · Tags: sortings
[re-wa-tl-ok's solution](#)

146.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,381 global accepts · Rating: 800 · first AC: 2023-11-24 · PyPy 3-64 (first AC) · Tags: greedy, math
[re-wa-tl-ok's solution](#)

147.

1895B

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

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-03 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings
[re-wa-tl-ok's solution](#)

148.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,922 global accepts · Rating: 800 · first AC: 2023-11-03 · PyPy 3-64 (first AC) · Tags: math
[re-wa-tl-ok's solution](#)

149.

1891A

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

Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-10-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, sortings

[re-wa-tl-ok's solution](#)

150.

1883A

[Morning](#) · [Tutorial](#)

Quality: 29,263 global accepts · Rating: 800 · first AC: 2023-10-22 · PyPy 3 (first AC) · Tags: math

[re-wa-tl-ok's solution](#)

151.

1881A

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

Quality: 59,384 global accepts · Rating: 800 · first AC: 2023-10-12 · last AC: 2023-10-12 · PyPy 3-64 (first AC) · Tags: brute force, strings

[re-wa-tl-ok's solution](#)

152.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,723 global accepts · Rating: 800 · first AC: 2023-10-09 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, math

[re-wa-tl-ok's solution](#)

153.

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2023-09-27 · PyPy 3 (first AC) · Tags: greedy

[re-wa-tl-ok's solution](#)

154.

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,219 global accepts · Rating: 800 · first AC: 2023-09-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[re-wa-tl-ok's solution](#)

155.

1878A

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

Quality: 78,716 global accepts · Rating: 800 · first AC: 2023-09-26 · PyPy 3-64 (first AC) · Tags: greedy

[re-wa-tl-ok's solution](#)

156.

1882A

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

Quality: 27,339 global accepts · Rating: 800 · first AC: 2023-09-25 · PyPy 3 (first AC) · Tags: greedy

[re-wa-tl-ok's solution](#)

157.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,522 global accepts · Rating: 800 · first AC: 2023-09-24 · PyPy 3 (first AC) · Tags: greedy

[re-wa-tl-ok's solution](#)

158.

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 70,044 global accepts · Rating: 800 · first AC: 2023-09-21 · PyPy 3-64 (first AC) · Tags: implementation, math

[re-wa-tl-ok's solution](#)

159.

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,017 global accepts · Rating: 800 · first AC: 2023-09-21 · PyPy 3-64 (first AC) · Tags: greedy, implementation, two pointers

[re-wa-tl-ok's solution](#)

160.

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,714 global accepts · Rating: 800 · first AC: 2023-09-21 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math

[re-wa-tl-ok's solution](#)

161.

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,418 global accepts · Rating: 800 · first AC: 2023-09-21 · PyPy 3-64 (first AC) · Tags: brute force, implementation

[re-wa-tl-ok's solution](#)

162.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,233 global accepts · Rating: 800 · first AC: 2023-09-18 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math

[re-wa-tl-ok's solution](#)

163.

1851A

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

Quality: 31,506 global accepts · Rating: 800 · first AC: 2023-09-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[re-wa-tl-ok's solution](#)

164.

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,457 global accepts · Rating: 800 · first AC: 2023-09-13 · Python 3 (first AC) · Tags: greedy, sortings, two pointers

[re-wa-tl-ok's solution](#)

165.

1867A

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

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-11 · PyPy 3 (first AC) · Tags: constructive algorithms, sortings

[re-wa-tl-ok's solution](#)

166.

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,079 global accepts · Rating: 800 · first AC: 2023-09-06 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math

[re-wa-tl-ok's solution](#)

167.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,116 global accepts · Rating: 800 · first AC: 2023-09-05 · PyPy 3-64 (first AC) · Tags: implementation, math

[re-wa-tl-ok's solution](#)

168.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,937 global accepts · Rating: 800 · first AC: 2023-08-31 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[re-wa-tl-ok's solution](#)

169.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-08-30 · PyPy 3 (first AC) · Tags: greedy, implementation

[re-wa-tl-ok's solution](#)

170.

1855A

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

Quality: 29,930 global accepts · Rating: 800 · first AC: 2023-08-28 · PyPy 3-64 (first AC) · Tags: greedy, math

[re-wa-tl-ok's solution](#)

171.

1864A

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

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation,

math

[re-wa-tl-ok's solution](#)

172.

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 55,038 global accepts · Rating: 800 · first AC: 2023-08-24 · PyPy 3 (first AC) · Tags: constructive algorithms

[re-wa-tl-ok's solution](#)

173.

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,268 global accepts · Rating: 800 · first AC: 2023-08-24 · PyPy 3 (first AC) · Tags: dp, greedy, implementation, strings

[re-wa-tl-ok's solution](#)

174.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-22 · last AC: 2023-08-22 · PyPy 3 (first AC) · Tags: implementation

[re-wa-tl-ok's solution](#)

175.

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,947 global accepts · Rating: 800 · first AC: 2023-08-21 · Python 3 (first AC) · Tags: greedy, math

[re-wa-tl-ok's solution](#)

176.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,452 global accepts · Rating: 800 · first AC: 2023-08-20 · PyPy 3 (first AC) · Tags: constructive algorithms, math, number theory

[re-wa-tl-ok's solution](#)

177.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,382 global accepts · Rating: 800 · first AC: 2023-08-15 · PyPy 3 (first AC) · Tags: games, greedy, math

[re-wa-tl-ok's solution](#)

178.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,590 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[re-wa-tl-ok's solution](#)

179.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,372 global accepts · Rating: 900 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[re-wa-tl-ok's solution](#)

180.

2166B

[Tab Closing](#) · [Tutorial](#)

Quality: 18,127 global accepts · Rating: 900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[re-wa-tl-ok's solution](#)

181.

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,062 global accepts · Rating: 900 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[re-wa-tl-ok's solution](#)

182.

2136B

[Like the Bitset](#) · [Tutorial](#)

Quality: 20,939 global accepts · Rating: 900 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, two pointers
[re-wa-tl-ok's solution](#)

183.

2132B

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

Quality: 33,560 global accepts · Rating: 900 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[re-wa-tl-ok's solution](#)

184.

2013B

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

Quality: 28,254 global accepts · Rating: 900 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[re-wa-tl-ok's solution](#)

185.

2085A

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

Quality: 23,551 global accepts · Rating: 900 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[re-wa-tl-ok's solution](#)

186.

2102A

[Dinner Time](#) · [Tutorial](#)

Quality: 21,470 global accepts · Rating: 900 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[re-wa-tl-ok's solution](#)

187.

2102B

[The Picky Cat](#) · [Tutorial](#)

Quality: 19,838 global accepts · Rating: 900 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings
[re-wa-tl-ok's solution](#)

188.

2060C

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

Quality: 32,078 global accepts · Rating: 900 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings, two pointers
[re-wa-tl-ok's solution](#)

189.

2028A

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

Quality: 20,311 global accepts · Rating: 900 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[re-wa-tl-ok's solution](#)

190.

1915D

[Unnatural Language Processing](#) · [Tutorial](#)

Quality: 35,086 global accepts · Rating: 900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings
[re-wa-tl-ok's solution](#)

191.

2026A

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

Quality: 20,265 global accepts · Rating: 900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math
[re-wa-tl-ok's solution](#)

192.

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

[re-wa-tl-ok's solution](#)

193.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,799 global accepts · Rating: 900 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[re-wa-tl-ok's solution](#)

194.

1204B

[Mislove Has Lost an Array](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 900 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[re-wa-tl-ok's solution](#)

195.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,871 global accepts · Rating: 900 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings

[re-wa-tl-ok's solution](#)

196.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,549 global accepts · Rating: 900 · first AC: 2024-05-17 · PyPy 3-64 (first AC) · Tags: brute force, dp, implementation, math

[re-wa-tl-ok's solution](#)

197.

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,098 global accepts · Rating: 900 · first AC: 2024-05-12 · PyPy 3-64 (first AC) · Tags: implementation

[re-wa-tl-ok's solution](#)

198.

1954A

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

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[re-wa-tl-ok's solution](#)

199.

1775A2

[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)

Quality: 19,947 global accepts · Rating: 900 · first AC: 2024-03-17 · Python 3 (first AC) · Tags: constructive algorithms, greedy

[re-wa-tl-ok's solution](#)

200.

1941C

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

Quality: 39,197 global accepts · Rating: 900 · first AC: 2024-03-11 · last AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[re-wa-tl-ok's solution](#)

201.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,406 global accepts · Rating: 900 · first AC: 2024-02-26 · PyPy 3-64 (first AC) · Tags: brute force, implementation

[re-wa-tl-ok's solution](#)

202.

1927B

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

Quality: 38,142 global accepts · Rating: 900 · first AC: 2024-02-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, strings

[re-wa-tl-ok's solution](#)

203.

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,787 global accepts · Rating: 900 · first AC: 2023-12-03 · Python 3 (first AC) · Tags: data structures, implementation

[re-wa-tl-ok's solution](#)

204.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,425 global accepts · Rating: 900 · first AC: 2023-11-25 · PyPy 3-64 (first AC) · Tags: greedy, strings, two pointers

[re-wa-tl-ok's solution](#)

205.

1883B

[Chemistry](#) · [Tutorial](#)

Quality: 59,715 global accepts · Rating: 900 · first AC: 2023-10-22 · PyPy 3 (first AC) · Tags: strings

[re-wa-tl-ok's solution](#)

206.

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,714 global accepts · Rating: 900 · first AC: 2023-10-12 · PyPy 3-64 (first AC) · Tags: math

[re-wa-tl-ok's solution](#)

207.

1878C

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

Quality: 57,675 global accepts · Rating: 900 · first AC: 2023-09-26 · PyPy 3-64 (first AC) · Tags: math

[re-wa-tl-ok's solution](#)

208.

1879B

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

Quality: 25,079 global accepts · Rating: 900 · first AC: 2023-09-24 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy

[re-wa-tl-ok's solution](#)

209.

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2023-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[re-wa-tl-ok's solution](#)

210.

1855B

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

Quality: 44,950 global accepts · Rating: 900 · first AC: 2023-08-28 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, greedy, math, number theory

[re-wa-tl-ok's solution](#)

211.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-22 · Python 3 (first AC) · Tags: implementation, math

[re-wa-tl-ok's solution](#)

212.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,577 global accepts · Rating: 900 · first AC: 2023-08-17 · PyPy 3 (first AC) · Tags: constructive algorithms, strings

[re-wa-tl-ok's solution](#)

213.

2203B

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

Quality: 14,319 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, fft, greedy, math

[re-wa-tl-ok's solution](#)

214.

2192B

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

Quality: 14,562 global accepts · Rating: 1000 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, strings

[re-wa-tl-ok's solution](#)

215.

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,735 global accepts · Rating: 1000 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[re-wa-tl-ok's solution](#)

216.

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

[re-wa-tl-ok's solution](#)

217.

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,766 global accepts · Rating: 1000 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation

[re-wa-tl-ok's solution](#)

218.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,819 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[re-wa-tl-ok's solution](#)

219.

2145B

[Deck of Cards](#) · [Tutorial](#)

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

[re-wa-tl-ok's solution](#)

220.

2132C1

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

Quality: 27,742 global accepts · Rating: 1000 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[re-wa-tl-ok's solution](#)

221.

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

[re-wa-tl-ok's solution](#)

222.

2123C

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

Quality: 30,891 global accepts · Rating: 1000 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures

[re-wa-tl-ok's solution](#)

223.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,108 global accepts · Rating: 1000 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[re-wa-tl-ok's solution](#)

224.

2060B

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

Quality: 28,595 global accepts · Rating: 1000 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[re-wa-tl-ok's solution](#)

225.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,765 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers

[re-wa-tl-ok's solution](#)

226.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,827 global accepts · Rating: 1000 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, two pointers

[re-wa-tl-ok's solution](#)

227.

2005B1

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

Quality: 24,753 global accepts · Rating: 1000 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[re-wa-tl-ok's solution](#)

228.

1474B

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

Quality: 40,344 global accepts · Rating: 1000 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[re-wa-tl-ok's solution](#)

229.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,152 global accepts · Rating: 1000 · first AC: 2024-10-12 · last AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[re-wa-tl-ok's solution](#)

230.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[re-wa-tl-ok's solution](#)

231.

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: math

[re-wa-tl-ok's solution](#)

232.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[re-wa-tl-ok's solution](#)

233.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,993 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[re-wa-tl-ok's solution](#)

234.

1998B

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

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

[re-wa-tl-ok's solution](#)

235.

404A

[Valera and X](#) · [Tutorial](#)

Quality: 26,208 global accepts · Rating: 1000 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[re-wa-tl-ok's solution](#)

236.

1986B

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

Quality: 30,134 global accepts · Rating: 1000 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[re-wa-tl-ok's solution](#)

237.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,436 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[re-wa-tl-ok's solution](#)

238.

1975B

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

Quality: 21,075 global accepts · Rating: 1000 · first AC: 2024-05-25 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math, sortings

[re-wa-tl-ok's solution](#)

239.

1969B

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

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[re-wa-tl-ok's solution](#)

240.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,756 global accepts · Rating: 1000 · first AC: 2024-03-11 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, math

[re-wa-tl-ok's solution](#)

241.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,314 global accepts · Rating: 1000 · first AC: 2024-03-03 · PyPy 3-64 (first AC) · Tags: math

[re-wa-tl-ok's solution](#)

242.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,890 global accepts · Rating: 1000 · first AC: 2024-02-13 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math

[re-wa-tl-ok's solution](#)

243.

1927C

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

Quality: 31,570 global accepts · Rating: 1000 · first AC: 2024-02-07 · last AC: 2024-02-08 · Python 3 (first AC) · Tags: brute force, greedy, math

[re-wa-tl-ok's solution](#)

244.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,285 global accepts · Rating: 1000 · first AC: 2023-12-20 · PyPy 3-64 (first AC) · Tags: strings

[re-wa-tl-ok's solution](#)

245.

1907B

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

Quality: 30,385 global accepts · Rating: 1000 · first AC: 2023-12-05 · PyPy 3-64 (first AC) · Tags: data structures, implementation, strings

[re-wa-tl-ok's solution](#)

246.

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,208 global accepts · Rating: 1000 · first AC: 2023-10-22 · PyPy 3 (first AC) · Tags: dp, math

[re-wa-tl-ok's solution](#)

247.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2023-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[re-wa-tl-ok's solution](#)

248.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,392 global accepts · Rating: 1000 · first AC: 2023-09-05 · last AC: 2023-09-05 · PyPy 3 (first AC) · Tags: greedy, math, sortings

[re-wa-tl-ok's solution](#)

249.

1861B

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

Quality: 24,007 global accepts · Rating: 1000 · first AC: 2023-09-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy

[re-wa-tl-ok's solution](#)

250.

1859B

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

Quality: 43,922 global accepts · Rating: 1000 · first AC: 2023-08-20 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[re-wa-tl-ok's solution](#)

251.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[re-wa-tl-ok's solution](#)

252.

2211B

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

Quality: 11,656 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[re-wa-tl-ok's solution](#)

253.

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,583 global accepts · Rating: 1100 · first AC: 2026-01-25 · last AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers

[re-wa-tl-ok's solution](#)

254.

2197B

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

Quality: 15,906 global accepts · Rating: 1100 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, schedules, sortings, two pointers

[re-wa-tl-ok's solution](#)

255.

2183B

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

Quality: 16,180 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[re-wa-tl-ok's solution](#)

256.

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
[re-wa-tl-ok's solution](#)

257.

2125C

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

Quality: 22,757 global accepts · Rating: 1100 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, number theory
[re-wa-tl-ok's solution](#)

258.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,111 global accepts · Rating: 1100 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[re-wa-tl-ok's solution](#)

259.

2160B

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

Quality: 17,764 global accepts · Rating: 1100 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[re-wa-tl-ok's solution](#)

260.

2130B

[Pathless](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[re-wa-tl-ok's solution](#)

261.

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
[re-wa-tl-ok's solution](#)

262.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, trees
[re-wa-tl-ok's solution](#)

263.

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
[re-wa-tl-ok's solution](#)

264.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[re-wa-tl-ok's solution](#)

265.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[re-wa-tl-ok's solution](#)

266.

2103B

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

Quality: 17,709 global accepts · Rating: 1100 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[re-wa-tl-ok's solution](#)

267.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · last AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[re-wa-tl-ok's solution](#)

268.

2060D

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

Quality: 26,204 global accepts · Rating: 1100 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[re-wa-tl-ok's solution](#)

269.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,290 global accepts · Rating: 1100 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: sortings, strings
[re-wa-tl-ok's solution](#)

270.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy
[re-wa-tl-ok's solution](#)

271.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,593 global accepts · Rating: 1100 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[re-wa-tl-ok's solution](#)

272.

1686C

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

Rating: 1100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[re-wa-tl-ok's solution](#)

273.

2025B

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

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[re-wa-tl-ok's solution](#)

274.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 1100 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[re-wa-tl-ok's solution](#)

275.

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,227 global accepts · Rating: 1100 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: math
[re-wa-tl-ok's solution](#)

276.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,529 global accepts · Rating: 1100 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[re-wa-tl-ok's solution](#)

277.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings
[re-wa-tl-ok's solution](#)

278.

1997B

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

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers
[re-wa-tl-ok's solution](#)

279.

1991B

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

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[re-wa-tl-ok's solution](#)

280.

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers
[re-wa-tl-ok's solution](#)

281.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[re-wa-tl-ok's solution](#)

282.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,026 global accepts · Rating: 1100 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings
[re-wa-tl-ok's solution](#)

283.

1976B

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

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-05-30 · PyPy 3-64 (first AC) · Tags: greedy, implementation
[re-wa-tl-ok's solution](#)

284.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1100 · first AC: 2024-05-26 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[re-wa-tl-ok's solution](#)

285.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,118 global accepts · Rating: 1100 · first AC: 2024-05-12 · PyPy 3-64 (first AC) · Tags: brute force, greedy, number theory
[re-wa-tl-ok's solution](#)

286.

1950D

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

Quality: 26,498 global accepts · Rating: 1100 · first AC: 2024-03-28 · PyPy 3-64 (first AC) · Tags: brute force, dp, implementation, number theory
[re-wa-tl-ok's solution](#)

287.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-03-15 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, implementation
[re-wa-tl-ok's solution](#)

288.

1933C

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

Quality: 25,374 global accepts · Rating: 1100 · first AC: 2024-02-27 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math, number theory
[re-wa-tl-ok's solution](#)

289.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,883 global accepts · Rating: 1100 · first AC: 2024-02-23 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation
[re-wa-tl-ok's solution](#)

290.

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,669 global accepts · Rating: 1100 · first AC: 2024-02-18 · PyPy 3-64 (first AC) · Tags: number theory
[re-wa-tl-ok's solution](#)

291.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,547 global accepts · Rating: 1100 · first AC: 2023-12-19 · PyPy 3-64 (first AC) · Tags: greedy, math
[re-wa-tl-ok's solution](#)

292.

1820B

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

Quality: 23,019 global accepts · Rating: 1100 · first AC: 2023-12-08 · PyPy 3-64 (first AC) · Tags: math, strings, two pointers
[re-wa-tl-ok's solution](#)

293.

1807G1

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

Quality: 22,253 global accepts · Rating: 1100 · first AC: 2023-12-03 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings
[re-wa-tl-ok's solution](#)

294.

1807G2

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

Quality: 27,854 global accepts · Rating: 1100 · first AC: 2023-12-03 · PyPy 3-64 (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings
[re-wa-tl-ok's solution](#)

295.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy
[re-wa-tl-ok's solution](#)

296.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2023-11-24 · PyPy 3-64 (first AC) · Tags: greedy, math
[re-wa-tl-ok's solution](#)

297.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,030 global accepts · Rating: 1100 · first AC: 2023-10-30 · Python 3 (first AC) · Tags: brute force, math, sortings

[re-wa-tl-ok's solution](#)

298.

1873E

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

Quality: 43,477 global accepts · Rating: 1100 · first AC: 2023-09-21 · PyPy 3-64 (first AC) · Tags: binary search, sortings

[re-wa-tl-ok's solution](#)

299.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,639 global accepts · Rating: 1100 · first AC: 2023-09-11 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, strings

[re-wa-tl-ok's solution](#)

300.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,535 global accepts · Rating: 1100 · first AC: 2023-08-30 · PyPy 3 (first AC) · Tags: implementation, math

[re-wa-tl-ok's solution](#)

301.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-08-30 · PyPy 3 (first AC) · Tags: greedy, math, sortings

[re-wa-tl-ok's solution](#)

302.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[re-wa-tl-ok's solution](#)

303.

1862C

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

Quality: 23,086 global accepts · Rating: 1100 · first AC: 2023-08-24 · Python 3 (first AC) · Tags: binary search, data structures, implementation, sortings

[re-wa-tl-ok's solution](#)

304.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,715 global accepts · Rating: 1100 · first AC: 2023-08-21 · Python 3 (first AC) · Tags: greedy, implementation, math

[re-wa-tl-ok's solution](#)

305.

2197C

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

Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[re-wa-tl-ok's solution](#)

306.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,952 global accepts · Rating: 1200 · first AC: 2026-02-05 · last AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[re-wa-tl-ok's solution](#)

307.

2189B

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

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

[re-wa-tl-ok's solution](#)

308.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,142 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[re-wa-tl-ok's solution](#)

309.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,706 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[re-wa-tl-ok's solution](#)

310.

2174A

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

Quality: 14,312 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[re-wa-tl-ok's solution](#)

311.

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

[re-wa-tl-ok's solution](#)

312.

2161C

[Loyalty](#) · [Tutorial](#)

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

[re-wa-tl-ok's solution](#)

313.

2136C

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

Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[re-wa-tl-ok's solution](#)

314.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,693 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[re-wa-tl-ok's solution](#)

315.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,884 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[re-wa-tl-ok's solution](#)

316.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,598 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[re-wa-tl-ok's solution](#)

317.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,311 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math

[re-wa-tl-ok's solution](#)

318.

2085B

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

Quality: 17,103 global accepts · Rating: 1200 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[re-wa-tl-ok's solution](#)

319.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,627 global accepts · Rating: 1200 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[re-wa-tl-ok's solution](#)

320.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,338 global accepts · Rating: 1200 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[re-wa-tl-ok's solution](#)

321.

2005B2

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

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2024-10-28 · last AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[re-wa-tl-ok's solution](#)

322.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,338 global accepts · Rating: 1200 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: sortings

[re-wa-tl-ok's solution](#)

323.

1485B

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

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math

[re-wa-tl-ok's solution](#)

324.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,116 global accepts · Rating: 1200 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[re-wa-tl-ok's solution](#)

325.

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,730 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[re-wa-tl-ok's solution](#)

326.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[re-wa-tl-ok's solution](#)

327.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,610 global accepts · Rating: 1200 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: math

[re-wa-tl-ok's solution](#)

328.

2020B

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

Quality: 21,669 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math
[re-wa-tl-ok's solution](#)

329.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · last AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math
[re-wa-tl-ok's solution](#)

330.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,870 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[re-wa-tl-ok's solution](#)

331.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,415 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[re-wa-tl-ok's solution](#)

332.

1800D

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

Quality: 29,353 global accepts · Rating: 1200 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, hashing, strings
[re-wa-tl-ok's solution](#)

333.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,190 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory
[re-wa-tl-ok's solution](#)

334.

1975C

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

Quality: 17,167 global accepts · Rating: 1200 · first AC: 2024-05-25 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy
[re-wa-tl-ok's solution](#)

335.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,634 global accepts · Rating: 1200 · first AC: 2024-05-12 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math
[re-wa-tl-ok's solution](#)

336.

1954C

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

Quality: 22,750 global accepts · Rating: 1200 · first AC: 2024-04-12 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory
[re-wa-tl-ok's solution](#)

337.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-04-12 · PyPy 3-64 (first AC) · Tags: implementation, math
[re-wa-tl-ok's solution](#)

338.

1933D

[Turtle Tenacity: Continual Mods](#) · [Tutorial](#)

Quality: 23,530 global accepts · Rating: 1200 · first AC: 2024-02-27 · last AC: 2024-03-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[re-wa-tl-ok's solution](#)

339.

1941D

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

Quality: 20,939 global accepts · Rating: 1200 · first AC: 2024-03-11 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, implementation

[re-wa-tl-ok's solution](#)

340.

1935B

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

Quality: 20,897 global accepts · Rating: 1200 · first AC: 2024-03-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[re-wa-tl-ok's solution](#)

341.

1934B

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

Quality: 22,017 global accepts · Rating: 1200 · first AC: 2024-03-01 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, math

[re-wa-tl-ok's solution](#)

342.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,108 global accepts · Rating: 1200 · first AC: 2023-12-19 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[re-wa-tl-ok's solution](#)

343.

1907C

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

Quality: 23,140 global accepts · Rating: 1200 · first AC: 2023-12-05 · last AC: 2023-12-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, strings

[re-wa-tl-ok's solution](#)

344.

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,785 global accepts · Rating: 1200 · first AC: 2023-12-02 · PyPy 3-64 (first AC) · Tags: binary search, math

[re-wa-tl-ok's solution](#)

345.

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,831 global accepts · Rating: 1200 · first AC: 2023-12-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[re-wa-tl-ok's solution](#)

346.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,838 global accepts · Rating: 1200 · first AC: 2023-12-01 · last AC: 2023-12-01 · Python 3 (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[re-wa-tl-ok's solution](#)

347.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,257 global accepts · Rating: 1200 · first AC: 2023-10-12 · PyPy 3-64 (first AC) · Tags: brute force, implementation

[re-wa-tl-ok's solution](#)

348.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,018 global accepts · Rating: 1200 · first AC: 2023-10-09 · PyPy 3-64 (first AC) · Tags: binary search, geometry, math
[re-wa-tl-ok's solution](#)

349.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-24 · PyPy 3 (first AC) · Tags: bitmasks, greedy, math
[re-wa-tl-ok's solution](#)

350.

1853B

[Fibonaccharsis](#) · [Tutorial](#)

Quality: 19,729 global accepts · Rating: 1200 · first AC: 2023-09-08 · PyPy 3-64 (first AC) · Tags: binary search, brute force, math
[re-wa-tl-ok's solution](#)

351.

1857C

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

Quality: 41,775 global accepts · Rating: 1200 · first AC: 2023-08-21 · Python 3 (first AC) · Tags: greedy, sortings
[re-wa-tl-ok's solution](#)

352.

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-20 · PyPy 3 (first AC) · Tags: brute force, dp, greedy, math
[re-wa-tl-ok's solution](#)

353.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,892 global accepts · Rating: 1200 · first AC: 2023-08-17 · PyPy 3 (first AC) · Tags: binary search, brute force, greedy, math
[re-wa-tl-ok's solution](#)

354.

2211C1

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

Quality: 9,128 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers
[re-wa-tl-ok's solution](#)

355.

2201A1

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

Quality: 11,067 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
[re-wa-tl-ok's solution](#)

356.

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,023 global accepts · Rating: 1300 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math
[re-wa-tl-ok's solution](#)

357.

2179D

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

Quality: 13,520 global accepts · Rating: 1300 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[re-wa-tl-ok's solution](#)

358.

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,214 global accepts · Rating: 1300 · first AC: 2026-01-27 · last AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp,

math, number theory, shortest paths

[re-wa-tl-ok's solution](#)

359.

2189C1

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

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

[re-wa-tl-ok's solution](#)

360.

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

[re-wa-tl-ok's solution](#)

361.

2166C

[Cyclic Merging](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy

[re-wa-tl-ok's solution](#)

362.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,682 global accepts · Rating: 1300 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, two pointers

[re-wa-tl-ok's solution](#)

363.

2160C

[Reverse XOR](#) · [Tutorial](#)

Quality: 15,164 global accepts · Rating: 1300 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks

[re-wa-tl-ok's solution](#)

364.

2145C

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

Quality: 15,406 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings

[re-wa-tl-ok's solution](#)

365.

2130C

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

Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[re-wa-tl-ok's solution](#)

366.

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

[re-wa-tl-ok's solution](#)

367.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1300 · first AC: 2025-07-05 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, math

[re-wa-tl-ok's solution](#)

368.

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

[re-wa-tl-ok's solution](#)

369.

2108B

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

Quality: 14,547 global accepts · Rating: 1300 · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[re-wa-tl-ok's solution](#)

370.

1794C

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

Quality: 22,089 global accepts · Rating: 1300 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[re-wa-tl-ok's solution](#)

371.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[re-wa-tl-ok's solution](#)

372.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,537 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[re-wa-tl-ok's solution](#)

373.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,528 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[re-wa-tl-ok's solution](#)

374.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[re-wa-tl-ok's solution](#)

375.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,041 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[re-wa-tl-ok's solution](#)

376.

1736C1

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

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2024-10-06 · last AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, schedules, two pointers

[re-wa-tl-ok's solution](#)

377.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[re-wa-tl-ok's solution](#)

378.

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[re-wa-tl-ok's solution](#)

379.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,711 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[re-wa-tl-ok's solution](#)

380.

1980C

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

Quality: 21,705 global accepts · Rating: 1300 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[re-wa-tl-ok's solution](#)

381.

1981B

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

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-05-31 · PyPy 3-64 (first AC) · Tags: bitmasks, math

[re-wa-tl-ok's solution](#)

382.

1973B

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

Quality: 16,832 global accepts · Rating: 1300 · first AC: 2024-05-17 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[re-wa-tl-ok's solution](#)

383.

1775B

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

Quality: 20,741 global accepts · Rating: 1300 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[re-wa-tl-ok's solution](#)

384.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,098 global accepts · Rating: 1300 · first AC: 2024-03-15 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[re-wa-tl-ok's solution](#)

385.

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,332 global accepts · Rating: 1300 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[re-wa-tl-ok's solution](#)

386.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,645 global accepts · Rating: 1300 · first AC: 2024-02-13 · PyPy 3-64 (first AC) · Tags: combinatorics, math, number theory

[re-wa-tl-ok's solution](#)

387.

1927D

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

Quality: 33,189 global accepts · Rating: 1300 · first AC: 2024-02-06 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[re-wa-tl-ok's solution](#)

388.

1913C

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

Quality: 17,492 global accepts · Rating: 1300 · first AC: 2023-12-20 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, brute force, greedy

[re-wa-tl-ok's solution](#)

389.

1820C

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

Quality: 1300 · first AC: 2023-12-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[re-wa-tl-ok's solution](#)

390.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,777 global accepts · Rating: 1300 · first AC: 2023-12-04 · last AC: 2023-12-04 · PyPy 3-64 (first AC) · Tags: binary search, implementation, interactive

[re-wa-tl-ok's solution](#)

391.

1902C

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

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-03 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[re-wa-tl-ok's solution](#)

392.

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,859 global accepts · Rating: 1300 · first AC: 2023-12-02 · PyPy 3-64 (first AC) · Tags: implementation

[re-wa-tl-ok's solution](#)

393.

1881D

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

Quality: 28,447 global accepts · Rating: 1300 · first AC: 2023-10-12 · PyPy 3-64 (first AC) · Tags: math, number theory

[re-wa-tl-ok's solution](#)

394.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 28,000 global accepts · Rating: 1300 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, implementation, shortest paths

[re-wa-tl-ok's solution](#)

395.

1867C

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

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-09-11 · last AC: 2023-10-04 · Python 3 (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[re-wa-tl-ok's solution](#)

396.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-25 · last AC: 2023-09-25 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[re-wa-tl-ok's solution](#)

397.

1879C

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

Quality: 27,119 global accepts · Rating: 1300 · first AC: 2023-09-24 · PyPy 3 (first AC) · Tags: combinatorics, dp, greedy

[re-wa-tl-ok's solution](#)

398.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[re-wa-tl-ok's solution](#)

399.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,705 global accepts · Rating: 1300 · first AC: 2023-09-21 · PyPy 3 (first AC) · Tags: binary search, greedy, math, two pointers

[re-wa-tl-ok's solution](#)

400.

1851D

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

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[re-wa-tl-ok's solution](#)

401.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[re-wa-tl-ok's solution](#)

402.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,844 global accepts · Rating: 1300 · first AC: 2023-08-24 · PyPy 3 (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[re-wa-tl-ok's solution](#)

403.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,331 global accepts · Rating: 1300 · first AC: 2023-08-21 · Python 3 (first AC) · Tags: math, sortings, trees

[re-wa-tl-ok's solution](#)

404.

1929C

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

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[re-wa-tl-ok's solution](#)

405.

2190B1

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

Quality: 10,685 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[re-wa-tl-ok's solution](#)

406.

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

[re-wa-tl-ok's solution](#)

407.

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

[re-wa-tl-ok's solution](#)

408.

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

[re-wa-tl-ok's solution](#)

409.

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

[re-wa-tl-ok's solution](#)

410.

2132C2

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

Quality: 13,340 global accepts · Rating: 1400 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[re-wa-tl-ok's solution](#)

411.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,128 global accepts · Rating: 1400 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[re-wa-tl-ok's solution](#)

412.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[re-wa-tl-ok's solution](#)

413.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,908 global accepts · Rating: 1400 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[re-wa-tl-ok's solution](#)

414.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, strings

[re-wa-tl-ok's solution](#)

415.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,177 global accepts · Rating: 1400 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, sortings, two pointers

[re-wa-tl-ok's solution](#)

416.

2098C

[Sports Betting](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[re-wa-tl-ok's solution](#)

417.

2098B

[Sasha and the Apartment Purchase](#) · [Tutorial](#)

Quality: 7,888 global accepts · Rating: 1400 · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings

[re-wa-tl-ok's solution](#)

418.

1195C

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

Quality: 34,843 global accepts · Rating: 1400 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[re-wa-tl-ok's solution](#)

419.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,142 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[re-wa-tl-ok's solution](#)

420.

2028B

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

Quality: 13,291 global accepts · Rating: 1400 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[re-wa-tl-ok's solution](#)

421.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[re-wa-tl-ok's solution](#)

422.

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 1400 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[re-wa-tl-ok's solution](#)

423.

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,529 global accepts · Rating: 1400 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, math, sortings

[re-wa-tl-ok's solution](#)

424.

2009D

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

Quality: 18,778 global accepts · Rating: 1400 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[re-wa-tl-ok's solution](#)

425.

1894C

[Anonymous Informant](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[re-wa-tl-ok's solution](#)

426.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,739 global accepts · Rating: 1400 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[re-wa-tl-ok's solution](#)

427.

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[re-wa-tl-ok's solution](#)

428.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[re-wa-tl-ok's solution](#)

429.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and

similar, graphs, greedy

[re-wa-tl-ok's solution](#)

430.

1983C

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

Quality: 14,713 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[re-wa-tl-ok's solution](#)

431.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,380 global accepts · Rating: 1400 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[re-wa-tl-ok's solution](#)

432.

1972D1

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

Rating: 1400 · first AC: 2024-05-27 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[re-wa-tl-ok's solution](#)

433.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[re-wa-tl-ok's solution](#)

434.

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,437 global accepts · Rating: 1400 · first AC: 2024-02-18 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[re-wa-tl-ok's solution](#)

435.

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,931 global accepts · Rating: 1400 · first AC: 2024-02-18 · PyPy 3-64 (first AC) · Tags: brute force, data structures, implementation, math, two pointers

[re-wa-tl-ok's solution](#)

436.

1931E

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

Quality: 25,743 global accepts · Rating: 1400 · first AC: 2024-02-13 · PyPy 3-64 (first AC) · Tags: games, greedy, math, sortings

[re-wa-tl-ok's solution](#)

437.

1927E

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

Quality: 17,059 global accepts · Rating: 1400 · first AC: 2024-02-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, two pointers

[re-wa-tl-ok's solution](#)

438.

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,245 global accepts · Rating: 1400 · first AC: 2023-12-19 · PyPy 3-64 (first AC) · Tags: brute force, games, greedy, sortings

[re-wa-tl-ok's solution](#)

439.

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,752 global accepts · Rating: 1400 · first AC: 2023-12-19 · PyPy 3-64 (first AC) · Tags: games, greedy, sortings

[re-wa-tl-ok's solution](#)

440.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,584 global accepts · Rating: 1400 · first AC: 2023-12-05 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms
[re-wa-tl-ok's solution](#)

441.

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,481 global accepts · Rating: 1400 · first AC: 2023-12-01 · last AC: 2023-12-01 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy
[re-wa-tl-ok's solution](#)

442.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-27 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
[re-wa-tl-ok's solution](#)

443.

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,241 global accepts · Rating: 1400 · first AC: 2023-11-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math
[re-wa-tl-ok's solution](#)

444.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-03 · PyPy 3-64 (first AC) · Tags: brute force, dp, hashing, implementation, math
[re-wa-tl-ok's solution](#)

445.

1883F

[You Are So Beautiful](#) · [Tutorial](#)

Quality: 11,865 global accepts · Rating: 1400 · first AC: 2023-10-22 · Python 3 (first AC) · Tags: data structures
[re-wa-tl-ok's solution](#)

446.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy
[re-wa-tl-ok's solution](#)

447.

1855C1

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

Rating: 1400 · first AC: 2023-08-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms
[re-wa-tl-ok's solution](#)

448.

1860C

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

Quality: 15,571 global accepts · Rating: 1400 · first AC: 2023-08-17 · PyPy 3 (first AC) · Tags: data structures, dp, games, greedy
[re-wa-tl-ok's solution](#)

449.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,047 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, greedy, math
[re-wa-tl-ok's solution](#)

450.

1486B

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

Quality: 20,488 global accepts · Rating: 1500 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[re-wa-tl-ok's solution](#)

451.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[re-wa-tl-ok's solution](#)

452.

2183D1

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

Quality: 8,858 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[re-wa-tl-ok's solution](#)

453.

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,551 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, number theory

[re-wa-tl-ok's solution](#)

454.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,690 global accepts · Rating: 1500 · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[re-wa-tl-ok's solution](#)

455.

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[re-wa-tl-ok's solution](#)

456.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,643 global accepts · Rating: 1500 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[re-wa-tl-ok's solution](#)

457.

2060E

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

Quality: 12,255 global accepts · Rating: 1500 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[re-wa-tl-ok's solution](#)

458.

978D

[Almost Arithmetic Progression](#) · [Tutorial](#)

Quality: 9,956 global accepts · Rating: 1500 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[re-wa-tl-ok's solution](#)

459.

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation

[re-wa-tl-ok's solution](#)

460.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,206 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, sortings

[re-wa-tl-ok's solution](#)

461.

1891C

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

Quality: 20,364 global accepts · Rating: 1500 · first AC: 2023-11-02 · last AC: 2024-10-28 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[re-wa-tl-ok's solution](#)

462.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,633 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[re-wa-tl-ok's solution](#)

463.

977E

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

Quality: 25,624 global accepts · Rating: 1500 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs

[re-wa-tl-ok's solution](#)

464.

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,471 global accepts · Rating: 1500 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[re-wa-tl-ok's solution](#)

465.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1500 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms

[re-wa-tl-ok's solution](#)

466.

1526C1

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

Quality: 27,192 global accepts · Rating: 1500 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy

[re-wa-tl-ok's solution](#)

467.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs

[re-wa-tl-ok's solution](#)

468.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,799 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[re-wa-tl-ok's solution](#)

469.

1997D

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

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[re-wa-tl-ok's solution](#)

470.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,574 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
[re-wa-tl-ok's solution](#)

471.

404B

[Marathon](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 1500 · first AC: 2024-07-17 · PyPy 3-64 (first AC) · Tags: implementation, math
[re-wa-tl-ok's solution](#)

472.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,017 global accepts · Rating: 1500 · first AC: 2024-05-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, strings
[re-wa-tl-ok's solution](#)

473.

1950E

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

Quality: 17,433 global accepts · Rating: 1500 · first AC: 2024-03-28 · PyPy 3-64 (first AC) · Tags: brute force, implementation, number theory, strings
[re-wa-tl-ok's solution](#)

474.

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,802 global accepts · Rating: 1500 · first AC: 2024-02-17 · last AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, strings, two pointers
[re-wa-tl-ok's solution](#)

475.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,020 global accepts · Rating: 1500 · first AC: 2023-12-02 · PyPy 3-64 (first AC) · Tags: brute force, implementation, two pointers
[re-wa-tl-ok's solution](#)

476.

1352F

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

Quality: 19,405 global accepts · Rating: 1500 · first AC: 2023-12-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, math
[re-wa-tl-ok's solution](#)

477.

1883D

[In Love](#) · [Tutorial](#)

Quality: 14,530 global accepts · Rating: 1500 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[re-wa-tl-ok's solution](#)

478.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,698 global accepts · Rating: 1500 · first AC: 2023-10-12 · PyPy 3-64 (first AC) · Tags: dp
[re-wa-tl-ok's solution](#)

479.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · PyPy 3 (first AC) · Tags: brute force, greedy
[re-wa-tl-ok's solution](#)

480.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,846 global accepts · Rating: 1500 · first AC: 2023-09-21 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy

[re-wa-tl-ok's solution](#)

481.

1851E

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

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[re-wa-tl-ok's solution](#)

482.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,844 global accepts · Rating: 1500 · first AC: 2023-08-21 · Python 3 (first AC) · Tags: math, sortings

[re-wa-tl-ok's solution](#)

483.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-17 · PyPy 3 (first AC) · Tags: brute force, dp, greedy, math, number theory

[re-wa-tl-ok's solution](#)

484.

2197D

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, math, number theory

[re-wa-tl-ok's solution](#)

485.

1203D1

[Remove the Substring \(easy version\)](#) · [Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[re-wa-tl-ok's solution](#)

486.

2125D

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

Quality: 9,280 global accepts · Rating: 1600 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[re-wa-tl-ok's solution](#)

487.

2167G

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

Quality: 11,023 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[re-wa-tl-ok's solution](#)

488.

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

[re-wa-tl-ok's solution](#)

489.

2130D

[Stay or Mirror](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[re-wa-tl-ok's solution](#)

490.

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,803 global accepts · Rating: 1600 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[re-wa-tl-ok's solution](#)

491.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,133 global accepts · Rating: 1600 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation, math

[re-wa-tl-ok's solution](#)

492.

1875D

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

Quality: 11,409 global accepts · Rating: 1600 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[re-wa-tl-ok's solution](#)

493.

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,566 global accepts · Rating: 1600 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[re-wa-tl-ok's solution](#)

494.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1600 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[re-wa-tl-ok's solution](#)

495.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,965 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp

[re-wa-tl-ok's solution](#)

496.

1795D

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

Quality: 13,080 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[re-wa-tl-ok's solution](#)

497.

1957C

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

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[re-wa-tl-ok's solution](#)

498.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,217 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[re-wa-tl-ok's solution](#)

499.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,312 global accepts · Rating: 1600 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[re-wa-tl-ok's solution](#)

500.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[re-wa-tl-ok's solution](#)

501.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,417 global accepts · Rating: 1600 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, math

[re-wa-tl-ok's solution](#)

502.

1928C

[Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,359 global accepts · Rating: 1600 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[re-wa-tl-ok's solution](#)

503.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1600 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[re-wa-tl-ok's solution](#)

504.

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[re-wa-tl-ok's solution](#)

505.

2040C

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

Quality: 10,783 global accepts · Rating: 1600 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[re-wa-tl-ok's solution](#)

506.

1920C

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

Quality: 19,926 global accepts · Rating: 1600 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[re-wa-tl-ok's solution](#)

507.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, implementation

[re-wa-tl-ok's solution](#)

508.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math

[re-wa-tl-ok's solution](#)

509.

1045I

[Palindrome Pairs](#) · [Tutorial](#)

Quality: 5,467 global accepts · Rating: 1600 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, strings

[re-wa-tl-ok's solution](#)

510.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp

[re-wa-tl-ok's solution](#)

511.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,200 global accepts · Rating: 1600 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[re-wa-tl-ok's solution](#)

512.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[re-wa-tl-ok's solution](#)

513.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,788 global accepts · Rating: 1600 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, trees

[re-wa-tl-ok's solution](#)

514.

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,849 global accepts · Rating: 1600 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, strings

[re-wa-tl-ok's solution](#)

515.

2047D

[Move Back at a Cost](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-01-25 · last AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[re-wa-tl-ok's solution](#)

516.

2028C

[Alice's Adventures in Cutting Cake](#) · [Tutorial](#)

Quality: 9,984 global accepts · Rating: 1600 · first AC: 2024-11-10 · last AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[re-wa-tl-ok's solution](#)

517.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: games, math, number theory

[re-wa-tl-ok's solution](#)

518.

1610C

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

Quality: 15,624 global accepts · Rating: 1600 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[re-wa-tl-ok's solution](#)

519.

1678C

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-10-10 · last AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[re-wa-tl-ok's solution](#)

520.

1504C

[Balance the Bits](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[re-wa-tl-ok's solution](#)

521.

1526C2

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

Quality: 29,765 global accepts · Rating: 1600 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[re-wa-tl-ok's solution](#)

522.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy,

implementation

[re-wa-tl-ok's solution](#)

523.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,719 global accepts · Rating: 1600 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[re-wa-tl-ok's solution](#)

524.

1753B

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

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[re-wa-tl-ok's solution](#)

525.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,540 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[re-wa-tl-ok's solution](#)

526.

1980E

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

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-06-03 · last AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[re-wa-tl-ok's solution](#)

527.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,424 global accepts · Rating: 1600 · first AC: 2024-05-30 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[re-wa-tl-ok's solution](#)

528.

1956C

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

Quality: 15,150 global accepts · Rating: 1600 · first AC: 2024-04-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[re-wa-tl-ok's solution](#)

529.

1941E

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

Quality: 11,934 global accepts · Rating: 1600 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[re-wa-tl-ok's solution](#)

530.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1600 · first AC: 2024-02-18 · last AC: 2024-02-18 · Python 3 (first AC) · Tags: implementation, math, number theory

[re-wa-tl-ok's solution](#)

531.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1600 · first AC: 2023-12-06 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, number theory

[re-wa-tl-ok's solution](#)

532.

1352G

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

Quality: 24,809 global accepts · Rating: 1600 · first AC: 2023-12-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[re-wa-tl-ok's solution](#)

533.

681C

[Heap Operations](#) · [Tutorial](#)

Quality: 9,847 global accepts · Rating: 1600 · first AC: 2023-11-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy

[re-wa-tl-ok's solution](#)

534.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,111 global accepts · Rating: 1600 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[re-wa-tl-ok's solution](#)

535.

1886C

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

Quality: 16,610 global accepts · Rating: 1600 · first AC: 2023-10-09 · last AC: 2023-10-09 · PyPy 3-64 (first AC) · Tags: implementation, strings

[re-wa-tl-ok's solution](#)

536.

1849C

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

Quality: 12,535 global accepts · Rating: 1600 · first AC: 2023-09-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[re-wa-tl-ok's solution](#)

537.

1861C

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

Quality: 12,316 global accepts · Rating: 1600 · first AC: 2023-09-02 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[re-wa-tl-ok's solution](#)

538.

1862E

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

Quality: 12,789 global accepts · Rating: 1600 · first AC: 2023-08-24 · last AC: 2023-08-24 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, greedy

[re-wa-tl-ok's solution](#)

539.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,339 global accepts · Rating: 1600 · first AC: 2023-08-22 · last AC: 2023-08-22 · Python 3 (first AC) · Tags: binary search, brute force, data structures, dp

[re-wa-tl-ok's solution](#)

540.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,328 global accepts · Rating: 1600 · first AC: 2023-08-21 · last AC: 2023-08-21 · Python 3 (first AC) · Tags: binary search, data structures, math

[re-wa-tl-ok's solution](#)

541.

2203D

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

Quality: 5,441 global accepts · Rating: 1700 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, number theory

[re-wa-tl-ok's solution](#)

542.

2201B

[Recollect Numbers](#) · [Tutorial](#)

Quality: 4,963 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[re-wa-tl-ok's solution](#)

543.

2201A2

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

Quality: 5,091 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[re-wa-tl-ok's solution](#)

544.

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, two pointers
[re-wa-tl-ok's solution](#)

545.

2136D

[For the Champion](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-08-29 · last AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math
[re-wa-tl-ok's solution](#)

546.

2132E

[Arithmetics Competition](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1700 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search
[re-wa-tl-ok's solution](#)

547.

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,294 global accepts · Rating: 1700 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp
[re-wa-tl-ok's solution](#)

548.

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings
[re-wa-tl-ok's solution](#)

549.

1743D

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

Quality: 8,369 global accepts · Rating: 1700 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, probabilities
[re-wa-tl-ok's solution](#)

550.

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,763 global accepts · Rating: 1700 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory
[re-wa-tl-ok's solution](#)

551.

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,698 global accepts · Rating: 1700 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees
[re-wa-tl-ok's solution](#)

552.

2113C

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

Quality: 7,976 global accepts · Rating: 1700 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[re-wa-tl-ok's solution](#)

553.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,609 global accepts · Rating: 1700 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[re-wa-tl-ok's solution](#)

554.

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[re-wa-tl-ok's solution](#)

555.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,953 global accepts · Rating: 1700 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy

[re-wa-tl-ok's solution](#)

556.

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,450 global accepts · Rating: 1700 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[re-wa-tl-ok's solution](#)

557.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,802 global accepts · Rating: 1700 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[re-wa-tl-ok's solution](#)

558.

2065G

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

Quality: 6,286 global accepts · Rating: 1700 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[re-wa-tl-ok's solution](#)

559.

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,147 global accepts · Rating: 1700 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[re-wa-tl-ok's solution](#)

560.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 1700 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[re-wa-tl-ok's solution](#)

561.

1995B2

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

Quality: 10,151 global accepts · Rating: 1700 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[re-wa-tl-ok's solution](#)

562.

1889B

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

Quality: 8,629 global accepts · Rating: 1700 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[re-wa-tl-ok's solution](#)

563.

1999G2

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

Quality: 11,032 global accepts · Rating: 1700 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[re-wa-tl-ok's solution](#)

564.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,331 global accepts · Rating: 1700 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs

[re-wa-tl-ok's solution](#)

565.

1770C

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

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[re-wa-tl-ok's solution](#)

566.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,754 global accepts · Rating: 1700 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu

[re-wa-tl-ok's solution](#)

567.

2010C2

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

Quality: 4,583 global accepts · Rating: 1700 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings, two pointers

[re-wa-tl-ok's solution](#)

568.

1381A2

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

Quality: 14,327 global accepts · Rating: 1700 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[re-wa-tl-ok's solution](#)

569.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1700 · first AC: 2025-03-09 · last AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[re-wa-tl-ok's solution](#)

570.

978G

[Petya's Exams](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[re-wa-tl-ok's solution](#)

571.

977F

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

Quality: 25,138 global accepts · Rating: 1700 · first AC: 2023-10-30 · last AC: 2024-10-25 · Python 3 (first AC) · Tags: dp

[re-wa-tl-ok's solution](#)

572.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,567 global accepts · Rating: 1700 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[re-wa-tl-ok's solution](#)

573.

303B

[Rectangle Puzzle II](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 1700 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[re-wa-tl-ok's solution](#)

574.

1699C

[The Third Problem](#) · [Tutorial](#)

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math
[re-wa-tl-ok's solution](#)

575.

1583C

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

Quality: 7,440 global accepts · Rating: 1700 · first AC: 2024-10-22 · last AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[re-wa-tl-ok's solution](#)

576.

924C

[Riverside Curio](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 1700 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy
[re-wa-tl-ok's solution](#)

577.

1579E2

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

Quality: 7,369 global accepts · Rating: 1700 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[re-wa-tl-ok's solution](#)

578.

630Q

[Pyramids](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 1700 · first AC: 2024-10-21 · last AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math
[re-wa-tl-ok's solution](#)

579.

670E

[Correct Bracket Sequence Editor](#) · [Tutorial](#)

Quality: 3,464 global accepts · Rating: 1700 · first AC: 2024-10-21 · last AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, strings
[re-wa-tl-ok's solution](#)

580.

2030D

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

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings
[re-wa-tl-ok's solution](#)

581.

1879D

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

Quality: 10,502 global accepts · Rating: 1700 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math
[re-wa-tl-ok's solution](#)

582.

1969C

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

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2024-10-17 · last AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[re-wa-tl-ok's solution](#)

583.

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1700 · first AC: 2024-10-17 · last AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[re-wa-tl-ok's solution](#)

584.

1467B

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

Quality: 11,544 global accepts · Rating: 1700 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[re-wa-tl-ok's solution](#)

585.

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[re-wa-tl-ok's solution](#)

586.

486C

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

Quality: 12,371 global accepts · Rating: 1700 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[re-wa-tl-ok's solution](#)

587.

2007D

[Iris and Game on the Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: games, graphs, greedy, trees

[re-wa-tl-ok's solution](#)

588.

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 1700 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, implementation

[re-wa-tl-ok's solution](#)

589.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,648 global accepts · Rating: 1700 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[re-wa-tl-ok's solution](#)

590.

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[re-wa-tl-ok's solution](#)

591.

1836C

[k-th equality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[re-wa-tl-ok's solution](#)

592.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,008 global accepts · Rating: 1700 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math, number theory

[re-wa-tl-ok's solution](#)

593.

1678D

[Tokitsukaze and Meeting](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[re-wa-tl-ok's solution](#)

594.

1894D

[Neutral Tonality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers

[re-wa-tl-ok's solution](#)

595.

1504D

[3-Coloring](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, graphs, interactive

[re-wa-tl-ok's solution](#)

596.

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2024-10-01 · last AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, shortest paths

[re-wa-tl-ok's solution](#)

597.

1985H1

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

Quality: 7,263 global accepts · Rating: 1700 · first AC: 2024-06-11 · last AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[re-wa-tl-ok's solution](#)

598.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[re-wa-tl-ok's solution](#)

599.

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[re-wa-tl-ok's solution](#)

600.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-03-15 · last AC: 2024-03-15 · PyPy 3-64 (first AC) · Tags: brute force, strings, two pointers

[re-wa-tl-ok's solution](#)

601.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,075 global accepts · Rating: 1700 · first AC: 2024-03-02 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[re-wa-tl-ok's solution](#)

602.

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,321 global accepts · Rating: 1700 · first AC: 2023-12-03 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, implementation
[re-wa-tl-ok's solution](#)

603.

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1700 · first AC: 2023-12-01 · PyPy 3-64 (first AC) · Tags: bitmasks, dp, greedy, implementation, math
[re-wa-tl-ok's solution](#)

604.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-27 · last AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers
[re-wa-tl-ok's solution](#)

605.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,666 global accepts · Rating: 1700 · first AC: 2023-11-27 · last AC: 2023-11-27 · PyPy 3-64 (first AC) · Tags: dp, graphs, shortest paths
[re-wa-tl-ok's solution](#)

606.

1901D

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

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-11-24 · last AC: 2023-11-24 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy, implementation, math
[re-wa-tl-ok's solution](#)

607.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2023-11-24 · last AC: 2023-11-24 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, greedy, math
[re-wa-tl-ok's solution](#)

608.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,513 global accepts · Rating: 1700 · first AC: 2023-11-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms
[re-wa-tl-ok's solution](#)

609.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,105 global accepts · Rating: 1700 · first AC: 2023-11-02 · last AC: 2023-11-02 · PyPy 3-64 (first AC) · Tags: dfs and similar, graphs, shortest paths, trees
[re-wa-tl-ok's solution](#)

610.

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2023-11-02 · PyPy 3 (first AC) · Tags: data structures, dp, greedy, implementation
[re-wa-tl-ok's solution](#)

611.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,824 global accepts · Rating: 1700 · first AC: 2023-10-31 · last AC: 2023-10-31 · Python 3 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths
[re-wa-tl-ok's solution](#)

612.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,487 global accepts · Rating: 1700 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: dp
[re-wa-tl-ok's solution](#)

613.

126B

[Password](#) · [Tutorial](#)

Quality: 24,774 global accepts · Rating: 1700 · first AC: 2023-10-25 · last AC: 2023-10-25 · PyPy 3-64 (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings
[re-wa-tl-ok's solution](#)

614.

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,924 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy
[re-wa-tl-ok's solution](#)

615.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-22 · Python 3 (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[re-wa-tl-ok's solution](#)

616.

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,560 global accepts · Rating: 1700 · first AC: 2023-10-15 · last AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees
[re-wa-tl-ok's solution](#)

617.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,894 global accepts · Rating: 1700 · first AC: 2023-10-14 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
[re-wa-tl-ok's solution](#)

618.

1881F

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

Quality: 9,572 global accepts · Rating: 1700 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees
[re-wa-tl-ok's solution](#)

619.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2023-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers
[re-wa-tl-ok's solution](#)

620.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math
[re-wa-tl-ok's solution](#)

621.

2211C2

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

Quality: 3,684 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy
[re-wa-tl-ok's solution](#)

622.

2197E1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[re-wa-tl-ok's solution](#)

623.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[re-wa-tl-ok's solution](#)

624.

917A

[The Monster](#) · [Tutorial](#)

Quality: 3,676 global accepts · Rating: 1800 · first AC: 2026-01-25 · PyPy 3 (first AC) · Tags: dp, greedy, implementation, math

[re-wa-tl-ok's solution](#)

625.

2145D

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

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

[re-wa-tl-ok's solution](#)

626.

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

[re-wa-tl-ok's solution](#)

627.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[re-wa-tl-ok's solution](#)

628.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1800 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[re-wa-tl-ok's solution](#)

629.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[re-wa-tl-ok's solution](#)

630.

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,128 global accepts · Rating: 1800 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

[re-wa-tl-ok's solution](#)

631.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, strings

[re-wa-tl-ok's solution](#)

632.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[re-wa-tl-ok's solution](#)

633.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,701 global accepts · Rating: 1800 · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[re-wa-tl-ok's solution](#)

634.

2102D

[Quartet Swapping](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[re-wa-tl-ok's solution](#)

635.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1800 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[re-wa-tl-ok's solution](#)

636.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,083 global accepts · Rating: 1800 · first AC: 2025-04-05 · last AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[re-wa-tl-ok's solution](#)

637.

2069D

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

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[re-wa-tl-ok's solution](#)

638.

1968F

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

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[re-wa-tl-ok's solution](#)

639.

2091F

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

Quality: 6,160 global accepts · Rating: 1800 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp

[re-wa-tl-ok's solution](#)

640.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1800 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[re-wa-tl-ok's solution](#)

641.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, two pointers

[re-wa-tl-ok's solution](#)

642.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[re-wa-tl-ok's solution](#)

643.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers
[re-wa-tl-ok's solution](#)

644.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees
[re-wa-tl-ok's solution](#)

645.

46D

[Parking Lot](#) · [Tutorial](#)

Quality: 1,094 global accepts · Rating: 1800 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation
[re-wa-tl-ok's solution](#)

646.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,949 global accepts · Rating: 1800 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, two pointers
[re-wa-tl-ok's solution](#)

647.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,945 global accepts · Rating: 1800 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, games, greedy
[re-wa-tl-ok's solution](#)

648.

1398D

[Colored Rectangles](#) · [Tutorial](#)

Quality: 12,543 global accepts · Rating: 1800 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings
[re-wa-tl-ok's solution](#)

649.

1509C

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

Quality: 15,314 global accepts · Rating: 1800 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[re-wa-tl-ok's solution](#)

650.

988D

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

Quality: 8,042 global accepts · Rating: 1800 · first AC: 2024-10-29 · last AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[re-wa-tl-ok's solution](#)

651.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings
[re-wa-tl-ok's solution](#)

652.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2024-10-21 · last AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: games
[re-wa-tl-ok's solution](#)

653.

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1800 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation
[re-wa-tl-ok's solution](#)

654.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,135 global accepts · Rating: 1800 · first AC: 2024-10-09 · last AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers
[re-wa-tl-ok's solution](#)

655.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-09-29 · last AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees
[re-wa-tl-ok's solution](#)

656.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory
[re-wa-tl-ok's solution](#)

657.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,722 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation
[re-wa-tl-ok's solution](#)

658.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,186 global accepts · Rating: 1800 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees
[re-wa-tl-ok's solution](#)

659.

1941F

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

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-03-11 · PyPy 3-64 (first AC) · Tags: binary search, greedy, sortings, two pointers
[re-wa-tl-ok's solution](#)

660.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1800 · first AC: 2024-03-05 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, implementation, math
[re-wa-tl-ok's solution](#)

661.

1447D

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

Rating: 1800 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings
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662.

1446B

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

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

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663.

1870D

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664.

1867D

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Quality: 6,875 global accepts · Rating: 1800 · first AC: 2023-09-12 · last AC: 2023-09-12 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[re-wa-tl-ok's solution](#)

665.

1853D

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[re-wa-tl-ok's solution](#)

666.

1853C

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Rating: 1800 · first AC: 2023-09-09 · last AC: 2023-09-09 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, implementation, math

[re-wa-tl-ok's solution](#)

667.

1861D

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Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-09-05 · PyPy 3-64 (first AC) · Tags: dp, greedy

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668.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-24 · last AC: 2023-08-25 · PyPy 3 (first AC) · Tags: dfs and similar, dp, trees

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669.

1862F

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Quality: 7,620 global accepts · Rating: 1800 · first AC: 2023-08-25 · last AC: 2023-08-25 · PyPy 3 (first AC) · Tags: binary search, bitmasks, brute force, dp

[re-wa-tl-ok's solution](#)

670.

1859D

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

Quality: 7,997 global accepts · Rating: 1800 · first AC: 2023-08-20 · Python 3 (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[re-wa-tl-ok's solution](#)

671.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,903 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[re-wa-tl-ok's solution](#)

672.

2189D1

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

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

[re-wa-tl-ok's solution](#)

673.

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

[re-wa-tl-ok's solution](#)

674.

2166D

[Marble Council · Tutorial](#)

Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[re-wa-tl-ok's solution](#)

675.

2156D

[Find the Last Number · Tutorial](#)

Quality: 5,375 global accepts · Rating: 1900 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[re-wa-tl-ok's solution](#)

676.

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

[re-wa-tl-ok's solution](#)

677.

2148G

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

Quality: 4,196 global accepts · Rating: 1900 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, number theory

[re-wa-tl-ok's solution](#)

678.

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

[re-wa-tl-ok's solution](#)

679.

2131F

[Unjust Binary Life · Tutorial](#)

Quality: 4,725 global accepts · Rating: 1900 · first AC: 2025-08-14 · last AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[re-wa-tl-ok's solution](#)

680.

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

[re-wa-tl-ok's solution](#)

681.

2066B

[White Magic · Tutorial](#)

Quality: 5,461 global accepts · Rating: 1900 · first AC: 2025-07-05 · last AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[re-wa-tl-ok's solution](#)

682.

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,366 global accepts · Rating: 1900 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, sortings

[re-wa-tl-ok's solution](#)

683.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[re-wa-tl-ok's solution](#)

684.

1799D1

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

Quality: 5,805 global accepts · Rating: 1900 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[re-wa-tl-ok's solution](#)

685.

2000F

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

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, math

[re-wa-tl-ok's solution](#)

686.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp

[re-wa-tl-ok's solution](#)

687.

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[re-wa-tl-ok's solution](#)

688.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry, shortest paths

[re-wa-tl-ok's solution](#)

689.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,623 global accepts · Rating: 1900 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[re-wa-tl-ok's solution](#)

690.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,815 global accepts · Rating: 1900 · first AC: 2025-04-06 · last AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[re-wa-tl-ok's solution](#)

691.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 1900 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math,

probabilities

[re-wa-tl-ok's solution](#)

692.

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, math

[re-wa-tl-ok's solution](#)

693.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[re-wa-tl-ok's solution](#)

694.

2044F

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[re-wa-tl-ok's solution](#)

695.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2025-03-21 · last AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[re-wa-tl-ok's solution](#)

696.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,166 global accepts · Rating: 1900 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[re-wa-tl-ok's solution](#)

697.

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[re-wa-tl-ok's solution](#)

698.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[re-wa-tl-ok's solution](#)

699.

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 1900 · first AC: 2025-03-17 · last AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: matrices

[re-wa-tl-ok's solution](#)

700.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,239 global accepts · Rating: 1900 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[re-wa-tl-ok's solution](#)

701.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,320 global accepts · Rating: 1900 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[re-wa-tl-ok's solution](#)

702.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,724 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, trees

[re-wa-tl-ok's solution](#)

703.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,178 global accepts · Rating: 1900 · first AC: 2025-03-10 · last AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[re-wa-tl-ok's solution](#)

704.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,639 global accepts · Rating: 1900 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, sortings

[re-wa-tl-ok's solution](#)

705.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,024 global accepts · Rating: 1900 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[re-wa-tl-ok's solution](#)

706.

1945F

[Kirill and Mushrooms](#) · [Tutorial](#)

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[re-wa-tl-ok's solution](#)

707.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, two pointers

[re-wa-tl-ok's solution](#)

708.

1678E

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-10-11 · last AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, greedy, math

[re-wa-tl-ok's solution](#)

709.

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[re-wa-tl-ok's solution](#)

710.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,387 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[re-wa-tl-ok's solution](#)

711.

1991E

[Coloring Game](#) · [Tutorial](#)

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

[re-wa-tl-ok's solution](#)

712.

1991D

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

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

[re-wa-tl-ok's solution](#)

713.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,325 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[re-wa-tl-ok's solution](#)

714.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[re-wa-tl-ok's solution](#)

715.

404D

[Minesweeper 1D](#) · [Tutorial](#)

Quality: 2,467 global accepts · Rating: 1900 · first AC: 2024-07-17 · last AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[re-wa-tl-ok's solution](#)

716.

1986F

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

Quality: 6,437 global accepts · Rating: 1900 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[re-wa-tl-ok's solution](#)

717.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1900 · first AC: 2024-05-26 · last AC: 2024-05-31 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[re-wa-tl-ok's solution](#)

718.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-05-29 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory

[re-wa-tl-ok's solution](#)

719.

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1900 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[re-wa-tl-ok's solution](#)

720.

309C

[Memory for Arrays](#) · [Tutorial](#)

Quality: 1,493 global accepts · Rating: 1900 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy

[re-wa-tl-ok's solution](#)

721.

1820D

[The Butcher](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings, two pointers
[re-wa-tl-ok's solution](#)

722.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-04 · last AC: 2023-12-04 · Python 3 (first AC) · Tags: binary search, data structures, dp, implementation
[re-wa-tl-ok's solution](#)

723.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,634 global accepts · Rating: 1900 · first AC: 2023-11-23 · PyPy 3-64 (first AC) · Tags: greedy, math
[re-wa-tl-ok's solution](#)

724.

1855C2

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

Rating: 1900 · first AC: 2023-08-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math
[re-wa-tl-ok's solution](#)

725.

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, trees
[re-wa-tl-ok's solution](#)

726.

2201C

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

Quality: 1,995 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy
[re-wa-tl-ok's solution](#)

727.

2197E2

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

Rating: 2000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive
[re-wa-tl-ok's solution](#)

728.

237E

[Build String](#) · [Tutorial](#)

Quality: 2,006 global accepts · Rating: 2000 · first AC: 2025-11-27 · last AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs
[re-wa-tl-ok's solution](#)

729.

2171G

[Sakura Adachi and Optimal Sequences](#) · [Tutorial](#)

Quality: 2,328 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, greedy, math
[re-wa-tl-ok's solution](#)

730.

2166E

[Binary Wine](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy, math
[re-wa-tl-ok's solution](#)

731.

2154C2

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

Quality: 5,513 global accepts · Rating: 2000 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory
[re-wa-tl-ok's solution](#)

732.

2136E

[By the Assignment](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs
[re-wa-tl-ok's solution](#)

733.

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,774 global accepts · Rating: 2000 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math
[re-wa-tl-ok's solution](#)

734.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, two pointers
[re-wa-tl-ok's solution](#)

735.

1841D

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

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings, two pointers
[re-wa-tl-ok's solution](#)

736.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees
[re-wa-tl-ok's solution](#)

737.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,457 global accepts · Rating: 2000 · first AC: 2025-07-04 · last AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, sortings
[re-wa-tl-ok's solution](#)

738.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,046 global accepts · Rating: 2000 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers
[re-wa-tl-ok's solution](#)

739.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,311 global accepts · Rating: 2000 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graph matchings, greedy
[re-wa-tl-ok's solution](#)

740.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 2000 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math
[re-wa-tl-ok's solution](#)

741.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[re-wa-tl-ok's solution](#)

742.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,855 global accepts · Rating: 2000 · first AC: 2025-03-12 · last AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[re-wa-tl-ok's solution](#)

743.

401D

[Roman and Numbers](#) · [Tutorial](#)

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2024-11-29 · last AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[re-wa-tl-ok's solution](#)

744.

958A2

[Death Stars \(medium\)](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2000 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: hashing, strings

[re-wa-tl-ok's solution](#)

745.

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[re-wa-tl-ok's solution](#)

746.

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,801 global accepts · Rating: 2000 · first AC: 2024-05-30 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[re-wa-tl-ok's solution](#)

747.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[re-wa-tl-ok's solution](#)

748.

1941G

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

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-12 · last AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[re-wa-tl-ok's solution](#)

749.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2023-11-29 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[re-wa-tl-ok's solution](#)

750.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,489 global accepts · Rating: 2000 · first AC: 2023-08-21 · last AC: 2023-08-21 · Python 3 (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[re-wa-tl-ok's solution](#)

751.

2183E

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

Quality: 2,855 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory
[re-wa-tl-ok's solution](#)

752.

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
[re-wa-tl-ok's solution](#)

753.

2169D2

[Removal of a Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2100 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory
[re-wa-tl-ok's solution](#)

754.

2132F

[Rada and the Chamomile Valley](#) · [Tutorial](#)

Quality: 2,772 global accepts · Rating: 2100 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths
[re-wa-tl-ok's solution](#)

755.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,593 global accepts · Rating: 2100 · first AC: 2025-07-07 · last AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry
[re-wa-tl-ok's solution](#)

756.

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,474 global accepts · Rating: 2100 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[re-wa-tl-ok's solution](#)

757.

1799D2

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

Quality: 3,063 global accepts · Rating: 2100 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[re-wa-tl-ok's solution](#)

758.

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings
[re-wa-tl-ok's solution](#)

759.

498C

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

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, number theory
[re-wa-tl-ok's solution](#)

760.

546E

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

Quality: 4,314 global accepts · Rating: 2100 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs, math
[re-wa-tl-ok's solution](#)

761.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings
[re-wa-tl-ok's solution](#)

762.

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,671 global accepts · Rating: 2100 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees
[re-wa-tl-ok's solution](#)

763.

1667B

[Optimal Partition](#) · [Tutorial](#)

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[re-wa-tl-ok's solution](#)

764.

988F

[Rain and Umbrellas](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2024-10-29 · last AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: dp
[re-wa-tl-ok's solution](#)

765.

988E

[Divisibility by 25](#) · [Tutorial](#)

Quality: 4,429 global accepts · Rating: 2100 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[re-wa-tl-ok's solution](#)

766.

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation
[re-wa-tl-ok's solution](#)

767.

1204D2

[Kirk and a Binary String \(hard version\)](#) · [Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, strings
[re-wa-tl-ok's solution](#)

768.

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2024-09-30 · last AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[re-wa-tl-ok's solution](#)

769.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,073 global accepts · Rating: 2100 · first AC: 2024-08-15 · last AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory
[re-wa-tl-ok's solution](#)

770.

1920E

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

Quality: 3,384 global accepts · Rating: 2100 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[re-wa-tl-ok's solution](#)

771.

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,097 global accepts · Rating: 2100 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[re-wa-tl-ok's solution](#)

772.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2024-05-30 · PyPy 3-64 (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[re-wa-tl-ok's solution](#)

773.

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 2100 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[re-wa-tl-ok's solution](#)

774.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[re-wa-tl-ok's solution](#)

775.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,791 global accepts · Rating: 2100 · first AC: 2023-08-23 · PyPy 3 (first AC) · Tags: divide and conquer, interactive

[re-wa-tl-ok's solution](#)

776.

2203E

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

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[re-wa-tl-ok's solution](#)

777.

301D

[Yaroslav and Divisors](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2025-12-11 · last AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[re-wa-tl-ok's solution](#)

778.

2189D2

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

Quality: 1,945 global accepts · Rating: 2200 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[re-wa-tl-ok's solution](#)

779.

756C

[Nikita and stack](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2200 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[re-wa-tl-ok's solution](#)

780.

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[re-wa-tl-ok's solution](#)

781.

2126G1

[Big Wins! \(easy version\)](#) · [Tutorial](#)

Quality: 2,484 global accepts · Rating: 2200 · first AC: 2025-07-21 · last AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers

[re-wa-tl-ok's solution](#)

782.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,154 global accepts · Rating: 2200 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[re-wa-tl-ok's solution](#)

783.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[re-wa-tl-ok's solution](#)

784.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2025-03-20 · last AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp

[re-wa-tl-ok's solution](#)

785.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2025-03-13 · last AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[re-wa-tl-ok's solution](#)

786.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[re-wa-tl-ok's solution](#)

787.

1504E

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

Rating: 2200 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[re-wa-tl-ok's solution](#)

788.

1736D

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

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[re-wa-tl-ok's solution](#)

789.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2024-10-04 · last AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[re-wa-tl-ok's solution](#)

790.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[re-wa-tl-ok's solution](#)

791.

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[re-wa-tl-ok's solution](#)

792.

1972D2

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

Rating: 2200 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[re-wa-tl-ok's solution](#)

793.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-24 · last AC: 2023-11-24 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[re-wa-tl-ok's solution](#)

794.

1858D

[Trees and Segments](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-20 · PyPy 3 (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[re-wa-tl-ok's solution](#)

795.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,603 global accepts · Rating: 2200 · first AC: 2023-08-19 · PyPy 3 (first AC) · Tags: dp

[re-wa-tl-ok's solution](#)

796.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,373 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[re-wa-tl-ok's solution](#)

797.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: dp

[re-wa-tl-ok's solution](#)

798.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, math

[re-wa-tl-ok's solution](#)

799.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2024-10-01 · last AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[re-wa-tl-ok's solution](#)

800.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-05-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, strings
[re-wa-tl-ok's solution](#)

801.

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-04-08 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths
[re-wa-tl-ok's solution](#)

802.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2300 · first AC: 2023-12-09 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, greedy
[re-wa-tl-ok's solution](#)

803.

323C

[Two permutations](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2400 · first AC: 2025-12-11 · last AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
[re-wa-tl-ok's solution](#)

804.

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities
[re-wa-tl-ok's solution](#)

805.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,617 global accepts · Rating: 2400 · first AC: 2025-07-07 · last AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry
[re-wa-tl-ok's solution](#)

806.

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-03 · last AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[re-wa-tl-ok's solution](#)

807.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,886 global accepts · Rating: 2400 · first AC: 2025-05-29 · last AC: 2025-05-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings
[re-wa-tl-ok's solution](#)

808.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-10-20 · last AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers
[re-wa-tl-ok's solution](#)

809.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2024-08-14 · last AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[re-wa-tl-ok's solution](#)

810.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2024-07-26 · last AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[re-wa-tl-ok's solution](#)

811.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-07 · last AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[re-wa-tl-ok's solution](#)

812.

1981D

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

Quality: 2,129 global accepts · Rating: 2400 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[re-wa-tl-ok's solution](#)

813.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[re-wa-tl-ok's solution](#)

814.

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[re-wa-tl-ok's solution](#)

815.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 2500 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[re-wa-tl-ok's solution](#)

816.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 2500 · first AC: 2025-03-05 · last AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, probabilities

[re-wa-tl-ok's solution](#)

817.

508D

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

Quality: 4,233 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[re-wa-tl-ok's solution](#)

818.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[re-wa-tl-ok's solution](#)

819.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-05-17 · PyPy 3 (first AC) · Tags: graphs, math, sortings

[re-wa-tl-ok's solution](#)

820.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[re-wa-tl-ok's solution](#)

821.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-21 · last AC: 2023-10-03 · PyPy 3-64 (first AC) · Tags: brute force, dp, math

[re-wa-tl-ok's solution](#)

822.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 651 global accepts · Rating: 2600 · first AC: 2025-11-06 · last AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[re-wa-tl-ok's solution](#)

823.

2109C3

[Hacking Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[re-wa-tl-ok's solution](#)

824.

2004F

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

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-16 · last AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[re-wa-tl-ok's solution](#)

825.

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-05-31 · last AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[re-wa-tl-ok's solution](#)

826.

36E

[Two Paths](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2600 · first AC: 2024-03-23 · last AC: 2024-03-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dsu, graphs, implementation

[re-wa-tl-ok's solution](#)

827.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-06-07 · last AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[re-wa-tl-ok's solution](#)

828.

2201E

[ABBA Counting](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2900 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math, number theory, strings

[re-wa-tl-ok's solution](#)

829.

1981F

[Turtle and Paths on a Tree](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3000 · first AC: 2024-06-01 · last AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[re-wa-tl-ok's solution](#)

830.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 3000 · first AC: 2023-12-09 · last AC: 2023-12-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, two pointers

[re-wa-tl-ok's solution](#)

831.

2129F1

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

Quality: 137 global accepts · Rating: 3500 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[re-wa-tl-ok's solution](#)

832.

2223B

[Zhily and Barknights](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, math, sortings, two pointers

[re-wa-tl-ok's solution](#)

833.

2223A

[Zhily and Bracket Swapping](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[re-wa-tl-ok's solution](#)

834.

106475J

[A400kCa=C,,GC0KC' >D\\$@D64](#)

Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

835.

2226D

[Reserved Reversals](#) · [Tutorial](#)

Quality: 2,229 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[re-wa-tl-ok's solution](#)

836.

2226B

[Everything Everywhere](#) · [Tutorial](#)

Quality: 10,122 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[re-wa-tl-ok's solution](#)

837.

2226C

[Mental Monumental \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, two pointers

[re-wa-tl-ok's solution](#)

838.

2226E

[Mental Monumental \(Hard Version\)](#) · [Tutorial](#)

Quality: 738 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, two pointers

[re-wa-tl-ok's solution](#)

839.

2226A

[Disturbing Distribution](#) · [Tutorial](#)

Quality: 11,258 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[re-wa-tl-ok's solution](#)

840.

2222D

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

Quality: 3,195 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings
[re-wa-tl-ok's solution](#)

841.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 10,023 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math
[re-wa-tl-ok's solution](#)

842.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,790 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math
[re-wa-tl-ok's solution](#)

843.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[re-wa-tl-ok's solution](#)

844.

106180A

[A,3D0i0 HC @C,,:C <C€](#)

Rating: — · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[re-wa-tl-ok's solution](#)

845.

104963B

[A\\$50isCD>D >Cd:C€](#)

Rating: — · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[re-wa-tl-ok's solution](#)

846.

104963C

[A00CiaC0](#)

Rating: — · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[re-wa-tl-ok's solution](#)

847.

104963A

[A00C@C BDÂ AD4<CÄC CD5CÔ5C0](#)

Rating: — · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[re-wa-tl-ok's solution](#)

848.

1048534

[AäG0T@CT4CÔ0Dò 7C 4C GC ?D > C,,3D C D :C <CÔOCÄ8](#)

Rating: — · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[re-wa-tl-ok's solution](#)

849.

1048532

[AäG0T@CT4CÔ0Dò 7C 4C GC ?D > DT>D >D,,8CR AD\\$@Cä:C€](#)

Rating: — · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[re-wa-tl-ok's solution](#)

850.

106309A

[AÄ040Dt8CR D >CÄ5CdCD\\$>Dt=C,,:C€](#)

Rating: — · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[re-wa-tl-ok's solution](#)

851.

1062533

[A 5D0Cä@Dô4Cä: C" 1C,,1C`8CäBCT:CP](#)

Rating: — · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[re-wa-tl-ok's solution](#)

852.

1062531

[A 5D0Cä: Dd8Dò DCäBCä3D 0DD8C•](#)

Rating: — · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[re-wa-tl-ok's solution](#)

853.

1051943

[A 5D0rial](#)

Rating: — · first AC: 2026-03-08 · last AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[re-wa-tl-ok's solution](#)

854.

105828C

[Bd2CtB²Ô<D4BC =D\\$K](#)

Rating: — · first AC: 2026-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[re-wa-tl-ok's solution](#)

855.

105826F

[A:004GD,,:C 8 D BD >C#0](#)

Rating: — · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[re-wa-tl-ok's solution](#)

856.

105828B

[B·BD>C#8 C, AD\\$>C`1DdK](#)

Rating: — · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[re-wa-tl-ok's solution](#)

857.

105828A

[A 5D0Cä=CTGCÔ0Dò 8C4@C](#)

Rating: — · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[re-wa-tl-ok's solution](#)

858.

105826E

[A 5D0Cä: C' 6CT;C =C,,5](#)

Rating: — · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[re-wa-tl-ok's solution](#)

859.

105826D

[A 5D0Cä: D8C#B C, OC ;Cä:C€](#)

Rating: — · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[re-wa-tl-ok's solution](#)

860.

105826C

[A 5D0Cä: D5C"=D`5 C#>C`5Dt:C€](#)

Rating: — · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[re-wa-tl-ok's solution](#)

861.

105826B

[A 5D0Cä@C AC#0 D\\$>Dt5C](#)

Rating: — · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

862.

105826A

[A + B · Tutorial](#)

Rating: — · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

863.

105204H

[BTWDaBCT3](#)

Rating: — · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

864.

105204G

[A=3D8C; C, 3D 8C K](#)

Rating: — · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

865.

105204L

[A 8009058D : D 5D,,0CTB C\\$AE](#)

Rating: — · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

866.

105002K

[A=8D 0D\\$AC=8CR AD4=CDCC=8](#)

Rating: — · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

867.

105002L

[A=0AD\\$@D°](#)

Rating: — · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

868.

105002F

[A=00A54CÔ8 CÔ0 D CCÄ<D0](#)

Rating: — · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

869.

105002E

[A=5040Aô>C=5D](#)

Rating: — · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

870.

105002B

[B 50ÄlDtCCD5D](#)

Rating: — · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

871.

105002A

[B-00B18Cr :D41C,,:Cä2](#)

Rating: — · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

872.

104992J

[A=8D8C1q A =D\\$>CÒ 8 CD;C,,=CÔKCR 8CÄ5CÔ0](#)

Rating: — · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

873.

104992G

[AÄ50D2C4DÄ 8 Cö@C 2C,,;DÄ=Cä5 Cö8D\\$0CÖ8CP](#)

Rating: — · first AC: 2026-01-21 · last AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

874.

104992B

[A#8Dö6C'; C, :D >C`8C#8](#)

Rating: — · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

875.

104992F

[A:0040D,,;C 8 Dö3Cä4D°](#)

Rating: — · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

876.

104992C

[B ?Cä9;CöBC,,GC#0!](#)

Rating: — · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

877.

104992A

[AÄ=Cä3Cä=Cä3C, 8 CÄ=Cä3Cä3Cä;Cä2D°](#)

Rating: — · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

878.

104295H

[B KÖBC`C](#)

Rating: — · first AC: 2026-01-19 · last AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

879.

104295B

[Spring cleaning · Tutorial](#)

Rating: — · first AC: 2024-10-14 · last AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

880.

104295I

[Moomin Adventures · Tutorial](#)

Rating: — · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

881.

104295E

[B⇒D4ACÄCCÄ@C,,; C, C`8Cö4C AD K](#)

Rating: — · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

882.

104295G

[Aö5D0CDDCC' "CäDD ;D0](#)

Rating: — · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

883.

104295D

[B 50ÄDò Dä<C`K](#)

Rating: — · first AC: 2024-10-14 · last AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

884.

104295C

[B 0000D,,:C, D4<C,Ô<C <D°](#)

Rating: — · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

885.

104295A

[A 08D>C2ÔGC AD°](#)

Rating: — · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

886.

104199H

[A0>CÄ5D :C€](#)

Rating: — · first AC: 2026-01-13 · last AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

887.

104199L

[A120710D0 C" D\\$5C`5](#)

Rating: — · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

888.

104199K

[A4DäGCÔKCR @Cä1Cä0CÔBD°](#)

Rating: — · first AC: 2026-01-13 · last AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

889.

104199D

[AD50Ä>CÔBC 6](#)

Rating: — · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

890.

104199J

[A5D,0D18C' CCd8CÐ](#)

Rating: — · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

891.

104199I

[A44CR/CCR ?C,,FDd0??](#)

Rating: — · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

892.

104199G

[Aô@C,0NDt5CÔ8CR =C # <C,,=D4B](#)

Rating: — · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

893.

104199F

[A5C02CT9CT@CÔKC' >D\\$5C`L](#)

Rating: — · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

894.

104199E

[A05C\\$ACR ACô5Dd8C, >CD8CÔ0C#>C\\$> Cô>C`5Ct=D°](#)

Rating: — · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

895.

104199B

[B 00A0\\$0CÔ>C\\$:C <CT1CT;C€](#)

Rating: — · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

896.

104199C

[A 500;Dâ4CÔKC' >D\\$5C`L](#)

Rating: — · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

897.

104199A

[A 8DD8](#)

Rating: — · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

898.

104772C

[Colorful Village](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

899.

104772I

[Intersegment Activation](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

900.

104772G

[Game of Nim](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

901.

104772K

[Kitchen Timer](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

902.

104772M

[Missing Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

903.

104772J

[Jumping Frogs](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

904.

104772D

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

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

905.

104772A

[Axis-Aligned Area](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

906.

104847J

[You Are Given a Tree](#) · [Tutorial](#)

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

[re-wa-tl-ok's solution](#)

907.

104847H

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

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

[re-wa-tl-ok's solution](#)

908.

104847E

[Raiffeisenbank Logistics](#) · [Tutorial](#)

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

[re-wa-tl-ok's solution](#)

909.

104847D

[JCPC Registration System](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · Python 3 (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

910.

104847A

[Quantum Supremacy](#) · [Tutorial](#)

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

[re-wa-tl-ok's solution](#)

911.

104847K

[Dynamic Traffic with MegaFon](#) · [Tutorial](#)

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

[re-wa-tl-ok's solution](#)

912.

106039C

[Echoes of the Jade Library](#) · [Tutorial](#)

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

[re-wa-tl-ok's solution](#)

913.

104842H

[Hungry Cannibals](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

914.

104842F

[Fun at Luggage Claim](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

915.

104842G

[Game With Stones](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

916.

104842K

[King and Zeroing](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

917.

104842C

[C and Pascal Strings](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

918.

104842B

[Basketball Plus-Minus](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

919.

104842D

[Deep Primes](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · PyPy 3-64 (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

920.

104842A

[Adventure in Flatland](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

921.

104848L

[FoodSberry](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

922.

104848E

[Construct The Integer](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · PyPy 3-64 (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

923.

104848G

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

Rating: — · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

924.

104848M

[Fine Trip](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

925.

104848D

[Christmas Children Circle](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

926.

104848H

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

Rating: — · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

927.

104848N

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

Rating: — · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

928.

104848F

[Build the Non-Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

929.

104848A

[A Non-Palindromic Modification](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · PyPy 3-64 (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

930.

105537K

[Keyboard Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

931.

105537J

[Just Half is Enough](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

932.

105537I

[If I Could Turn Back Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

933.

undefined383

[Caravans](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-08 · last AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[re-wa-tl-ok's solution](#)

934.

100173A

[ASKöCC;C O Cä1Cä;CäGCø](#)

Rating: — · first AC: 2025-07-07 · last AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

935.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3 (first AC) · Tags: *special, string suffix structures

[re-wa-tl-ok's solution](#)

936.

105562C

[Connect Five](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

937.

104874J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

938.

104874I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

939.

104874K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

940.

104874E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

941.

104874M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

942.

104874A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

943.

105204F

[A@CCT4D :C 7C =C,,O B 5D 0DD8CÄ0](#)

Rating: — · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

944.

105204I

[AD>DteCa, C#>D\\$>D KCR <D² 2D´1C,,@C 5CÀ](#)

Rating: — · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

945.

105204D

[A->DteCa 8 D 0C#CD,,:C€](#)

Rating: — · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

946.

105204E

[B E C T e C a :](#)

Rating: — · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

947.

105204A

[B 0Ct1e,,2C 5CÀ ;C 3CT@DÀ](#)

Rating: — · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

948.

105204K

[A,,3D 0T#AD5D OD\\$>Dt:C äà](#)

Rating: — · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

949.

105204C

[A->D\\$8CÔ:C, 8C´8 D 0CÔ4C ;C,,8](#)

Rating: — · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

950.

105204J

[A@C@C,,;DÄ=D´9 D CCð](#)

Rating: — · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

951.

105204B

[BD50iãD 2CT@C#8](#)

Rating: — · first AC: 2024-09-30 · PyPy 3-64 (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

952.

105136A

[A,,3D10@#0C¢ AD 5CDAD\\$2Câ 8CÔBCT@C\\$5CÔFC,,8](#)

Rating: — · first AC: 2024-06-18 · PyPy 3-64 (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

953.

1952A

[Are You a Robot, Again? · Tutorial](#)

Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-01 · Python 3 (first AC) · Tags: *special, strings

[re-wa-tl-ok's solution](#)

954.

100246A

[A · Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

955.

100246C

[C · Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

956.

100246B

[B · Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

957.

1812J

[Unmysterious Language · Tutorial](#)

Quality: 6,291 global accepts · Rating: — · first AC: 2024-03-02 · last AC: 2024-03-02 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[re-wa-tl-ok's solution](#)

958.

100246D

[A!00@CâAD² =C >D\\$@CT7C#5](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

959.

1048564

[A!0000!8 CÔ0 C65D!0D\\$L!](#)

Rating: — · first AC: 2023-12-10 · PyPy 3-64 (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

960.

1048563

[B\\$0!50D>CÔ=D´9 D ?D 0C\\$>Dt=C,,:](#)

Rating: — · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

961.

1048562

[B · Tutorial](#) [4C](#) [O](#) [D](#) [8D](#) [CC](#) [C](#)

Rating: — · first AC: 2023-12-10 · PyPy 3-64 (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

962.

1048561

[BD](#) [5D](#) [7D](#) [A](#)

Rating: — · first AC: 2023-12-10 · PyPy 3-64 (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

963.

100093B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

964.

100124B

[A](#) [5D](#) [5C](#) [O](#) [C](#)

Rating: — · first AC: 2023-11-03 · PyPy 3-64 (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

965.

100135K

[K](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

966.

100135G

[G](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · PyPy 3-64 (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

967.

100135F

[F](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · last AC: 2023-11-02 · PyPy 3-64 (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

968.

100135I

[I](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · PyPy 3-64 (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

969.

100135E

[E](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · PyPy 3-64 (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

970.

100135J

[J](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · PyPy 3-64 (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

971.

100135C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · PyPy 3-64 (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

972.

100135D

[D · Tutorial](#)

Rating: — · first AC: 2023-11-02 · PyPy 3-64 (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

973.

100135B

[B · Tutorial](#)

Rating: — · first AC: 2023-11-02 · PyPy 3-64 (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

974.

100135A

[A · Tutorial](#)

Rating: — · first AC: 2023-11-02 · PyPy 3-64 (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

975.

1041551

[B U0t40;CT=C,,5 Cò@Dò<CäCC4>C`LCÔ8C#0](#)

Rating: — · first AC: 2023-08-28 · PyPy 3-64 (first AC) · Tags: —

[re-wa-tl-ok's solution](#)

976.

1041552

[A0@Cä8Ct2CT4CT=C,,5 BD8C >CÔ0DtGC€](#)

Rating: — · first AC: 2023-08-28 · PyPy 3-64 (first AC) · Tags: —

[re-wa-tl-ok's solution](#)