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Unique solved — romegenixxx

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

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Filters: none

Count: 556

- 1.**
2125A
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[romegenixxx's solution](#)
- 2.**
2126B
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Quality: 37,706 global accepts · Rating: 800 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
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- 3.**
2126A
[Only One Digit](#) · [Tutorial](#)
Quality: 51,104 global accepts · Rating: 800 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
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- 4.**
2121B
[Above the Clouds](#) · [Tutorial](#)
Quality: 32,497 global accepts · Rating: 800 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings
[romegenixxx's solution](#)
- 5.**
2121A
[Letter Home](#) · [Tutorial](#)
Quality: 39,289 global accepts · Rating: 800 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
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- 6.**
2123B
[Tournament](#) · [Tutorial](#)
Quality: 34,929 global accepts · Rating: 800 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy
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- 7.**
2123A
[Blackboard Game](#) · [Tutorial](#)
Quality: 41,699 global accepts · Rating: 800 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: math
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- 8.**
2119A
[Add or XOR](#) · [Tutorial](#)
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[romegenixxx's solution](#)
- 9.**
2110A
[Fashionable Array](#) · [Tutorial](#)
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10.

2109A

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11.

2107A

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Quality: 22,206 global accepts · Rating: 800 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory
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12.

2108A

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Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math
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13.

2104A

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Quality: 26,308 global accepts · Rating: 800 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: math
[romegefixxx's solution](#)

14.

2098A

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15.

2106A

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16.

2103A

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17.

2096A

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18.

2094B

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19.

2094A

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20.

2093A

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21.

2084A

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22.

2086A

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23.

2092A

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24.

2091B

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25.

2091A

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26.

2090A

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27.

2000A

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28.

2000B

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29.

2075A

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30.

2082A

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31.

2074A

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Quality: 44,324 global accepts · Rating: 800 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation
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32.

2074B

[The Third Side](#) · [Tutorial](#)

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33.

2078A

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Quality: 23,300 global accepts · Rating: 800 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: math
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34.

1646B

[Quality vs Quantity](#) · [Tutorial](#)

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35.

1646A

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36.

2071A

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[romeenixx's solution](#)

37.

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

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38.

2072A

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

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39.

2001B

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[romeenixx's solution](#)

40.

2001A

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41.

2003A

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42.

2003B

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[romeenixx's solution](#)

43.

2069A

[Was there an Array?](#) · [Tutorial](#)

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44.

2064A

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45.

2007A

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46.

2067A

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47.

2065B

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48.

2065A

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49.

2051B

[Journey](#) · [Tutorial](#)

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50.

2051A

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Quality: 35,181 global accepts · Rating: 800 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy
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51.

2059A

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52.

2060A

[Fibonacciness](#) · [Tutorial](#)

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53.

2062A

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54.

2063A

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55.

2061A

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[romeugenixx's solution](#)

56.

2056A

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57.

2055A

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58.

2022A

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59.

2057A

[MEX Table](#) · [Tutorial](#)

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60.

2008C

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61.

2008B

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62.

2008A

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63.

2019A

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64.

2053A

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65.

2025A

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66.

2043A

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67.

2049A

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68.

2048A

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

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, number theory
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69.

2044C

[Hard Problem](#) · [Tutorial](#)

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70.

2044B

[Normal Problem](#) · [Tutorial](#)

Quality: 51,989 global accepts · Rating: 800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
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71.

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,233 global accepts · Rating: 800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
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72.

2014B

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

Quality: 33,195 global accepts · Rating: 800 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: math
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73.

2014A

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Quality: 45,715 global accepts · Rating: 800 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
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74.

2030B

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Quality: 23,688 global accepts · Rating: 800 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive

algorithms, games, math

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75.

2030A

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76.

2040A

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Quality: 24,434 global accepts · Rating: 800 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: games, math

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77.

2050A

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78.

2047A

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79.

2042A

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80.

2034A

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81.

2024A

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82.

2039A

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83.

2027A

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84.

2037B

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2037A
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2031A
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2035A
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2033A
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Quality: 24,700 global accepts · Rating: 800 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory
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- 90.**
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2036B
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2009B
[osu!mania](#) · [Tutorial](#)
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- 95.**
2009A
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96.

1956B

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[romegefixxx's solution](#)

97.

1956A

[Nene's Game](#) · [Tutorial](#)

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98.

1944A

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99.

38A

[Army](#) · [Tutorial](#)

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[romegefixxx's solution](#)

100.

46A

[Ball Game](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 800 · first AC: 2024-02-02 · PyPy 3-64 (first AC) · Tags: brute force, implementation
[romegefixxx's solution](#)

101.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,374 global accepts · Rating: 800 · first AC: 2024-01-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[romegefixxx's solution](#)

102.

1914B

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

Quality: 33,226 global accepts · Rating: 800 · first AC: 2024-01-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math
[romegefixxx's solution](#)

103.

1914A

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

Quality: 35,158 global accepts · Rating: 800 · first AC: 2024-01-28 · PyPy 3-64 (first AC) · Tags: implementation, strings
[romegefixxx's solution](#)

104.

1925A

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

Quality: 31,150 global accepts · Rating: 800 · first AC: 2024-01-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, strings
[romegefixxx's solution](#)

105.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,042 global accepts · Rating: 800 · first AC: 2024-01-25 · PyPy 3-64 (first AC) · Tags: brute force, math
[romegefixxx's solution](#)

106.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,500 global accepts · Rating: 800 · first AC: 2024-01-24 · PyPy 3-64 (first AC) · Tags: implementation, strings
[romegefixx's solution](#)

107.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,690 global accepts · Rating: 800 · first AC: 2024-01-23 · PyPy 3-64 (first AC) · Tags: math, probabilities
[romegefixx's solution](#)

108.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-22 · PyPy 3-64 (first AC) · Tags: games, math
[romegefixx's solution](#)

109.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-22 · PyPy 3-64 (first AC) · Tags: greedy
[romegefixx's solution](#)

110.

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,598 global accepts · Rating: 800 · first AC: 2024-01-19 · PyPy 3-64 (first AC) · Tags: strings
[romegefixx's solution](#)

111.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,853 global accepts · Rating: 800 · first AC: 2024-01-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, strings
[romegefixx's solution](#)

112.

1921A

[Square](#) · [Tutorial](#)

Quality: 49,598 global accepts · Rating: 800 · first AC: 2024-01-17 · PyPy 3-64 (first AC) · Tags: greedy, math
[romegefixx's solution](#)

113.

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,577 global accepts · Rating: 800 · first AC: 2024-01-17 · PyPy 3-64 (first AC) · Tags: greedy, implementation
[romegefixx's solution](#)

114.

12A

[Super Agent](#) · [Tutorial](#)

Quality: 15,430 global accepts · Rating: 800 · first AC: 2024-01-14 · PyPy 3-64 (first AC) · Tags: implementation
[romegefixx's solution](#)

115.

1920A

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

Quality: 29,560 global accepts · Rating: 800 · first AC: 2024-01-13 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math
[romegefixx's solution](#)

116.

14A

[Letter](#) · [Tutorial](#)

Quality: 12,400 global accepts · Rating: 800 · first AC: 2024-01-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[romegefixx's solution](#)

117.

16A

[Flag](#) · [Tutorial](#)

Quality: 17,255 global accepts · Rating: 800 · first AC: 2024-01-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[romegefixxx's solution](#)

118.

22A

[Second Order Statistics](#) · [Tutorial](#)

Quality: 27,089 global accepts · Rating: 800 · first AC: 2024-01-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[romegefixxx's solution](#)

119.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,315 global accepts · Rating: 800 · first AC: 2023-12-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math, number theory

[romegefixxx's solution](#)

120.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,194 global accepts · Rating: 800 · first AC: 2023-12-28 · PyPy 3-64 (first AC) · Tags: binary search, implementation

[romegefixxx's solution](#)

121.

1915B

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

Quality: 50,361 global accepts · Rating: 800 · first AC: 2023-12-28 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, implementation

[romegefixxx's solution](#)

122.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,815 global accepts · Rating: 800 · first AC: 2023-12-28 · PyPy 3-64 (first AC) · Tags: bitmasks, implementation

[romegefixxx's solution](#)

123.

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

[romegefixxx's solution](#)

124.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · PyPy 3-64 (first AC) · Tags: implementation, math

[romegefixxx's solution](#)

125.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2023-12-18 · PyPy 3-64 (first AC) · Tags: implementation

[romegefixxx's solution](#)

126.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,369 global accepts · Rating: 900 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[romegefixxx's solution](#)

127.

2110B

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

Quality: 27,345 global accepts · Rating: 900 · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: strings

[romegefixxx's solution](#)

128.

2102B

[The Picky Cat](#) · [Tutorial](#)

Quality: 19,838 global accepts · Rating: 900 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[romegefixxx's solution](#)

129.

2102A

[Dinner Time](#) · [Tutorial](#)

Quality: 21,469 global accepts · Rating: 900 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[romegefixxx's solution](#)

130.

2106B

[St. Chroma](#) · [Tutorial](#)

Quality: 28,386 global accepts · Rating: 900 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[romegefixxx's solution](#)

131.

2094C

[Brr Brr Patapim](#) · [Tutorial](#)

Quality: 30,495 global accepts · Rating: 900 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: math
[romegefixxx's solution](#)

132.

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,835 global accepts · Rating: 900 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[romegefixxx's solution](#)

133.

2085A

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

Quality: 23,549 global accepts · Rating: 900 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[romegefixxx's solution](#)

134.

2072B

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

Quality: 30,937 global accepts · Rating: 900 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, strings
[romegefixxx's solution](#)

135.

2007B

[Index and Maximum Value](#) · [Tutorial](#)

Quality: 25,609 global accepts · Rating: 900 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[romegefixxx's solution](#)

136.

2060C

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

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

137.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[romegefixxx's solution](#)

138.

2005A

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

Quality: 26,248 global accepts · Rating: 900 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive

algorithms, greedy, math
[romeenixx's solution](#)

139.

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · Python 3 (first AC) · Tags: constructive algorithms, greedy
[romeenixx's solution](#)

140.

2047B

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

Quality: 19,250 global accepts · Rating: 900 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, greedy, strings
[romeenixx's solution](#)

141.

2042B

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

Quality: 19,487 global accepts · Rating: 900 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy
[romeenixx's solution](#)

142.

2026A

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

Quality: 20,265 global accepts · Rating: 900 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math
[romeenixx's solution](#)

143.

2031B

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

Quality: 20,787 global accepts · Rating: 900 · first AC: 2024-11-15 · PyPy 3-64 (first AC) · Tags: brute force, greedy, sortings
[romeenixx's solution](#)

144.

2035B

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

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-11-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, number theory
[romeenixx's solution](#)

145.

2033B

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

Quality: 28,847 global accepts · Rating: 900 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[romeenixx's solution](#)

146.

2028A

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

Quality: 20,309 global accepts · Rating: 900 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[romeenixx's solution](#)

147.

2013B

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

Quality: 28,252 global accepts · Rating: 900 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[romeenixx's solution](#)

148.

45A

[Codecraft III](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 900 · first AC: 2024-02-05 · PyPy 3-64 (first AC) · Tags: implementation
[romeenixx's solution](#)

149.

1918B

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

Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-01-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[romeenixx's solution](#)

150.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,850 global accepts · Rating: 900 · first AC: 2024-01-25 · PyPy 3-64 (first AC) · Tags: brute force, geometry

[romeenixx's solution](#)

151.

44A

[Indian Summer](#) · [Tutorial](#)

Quality: 17,496 global accepts · Rating: 900 · first AC: 2024-01-21 · PyPy 3-64 (first AC) · Tags: implementation

[romeenixx's solution](#)

152.

10A

[Power Consumption Calculation](#) · [Tutorial](#)

Quality: 8,347 global accepts · Rating: 900 · first AC: 2024-01-20 · PyPy 3-64 (first AC) · Tags: implementation

[romeenixx's solution](#)

153.

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,783 global accepts · Rating: 900 · first AC: 2024-01-19 · PyPy 3-64 (first AC) · Tags: number theory

[romeenixx's solution](#)

154.

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,605 global accepts · Rating: 900 · first AC: 2024-01-17 · PyPy 3-64 (first AC) · Tags: greedy, math

[romeenixx's solution](#)

155.

11A

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

Quality: 15,496 global accepts · Rating: 900 · first AC: 2024-01-14 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math

[romeenixx's solution](#)

156.

16B

[Burglar and Matches](#) · [Tutorial](#)

Quality: 20,771 global accepts · Rating: 900 · first AC: 2024-01-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[romeenixx's solution](#)

157.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,707 global accepts · Rating: 900 · first AC: 2024-01-08 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math

[romeenixx's solution](#)

158.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,424 global accepts · Rating: 900 · first AC: 2024-01-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers

[romeenixx's solution](#)

159.

1900B

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

Quality: 20,475 global accepts · Rating: 900 · first AC: 2024-01-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[romeenixx's solution](#)

160.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 900 · first AC: 2024-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[romegefixxx's solution](#)

161.

1915D

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

Quality: 35,086 global accepts · Rating: 900 · first AC: 2023-12-28 · PyPy 3-64 (first AC) · Tags: greedy, implementation, strings
[romegefixxx's solution](#)

162.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,576 global accepts · Rating: 900 · first AC: 2023-12-16 · PyPy 3-64 (first AC) · Tags: constructive algorithms, strings
[romegefixxx's solution](#)

163.

2123C

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

Quality: 30,891 global accepts · Rating: 1000 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures
[romegefixxx's solution](#)

164.

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,896 global accepts · Rating: 1000 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[romegefixxx's solution](#)

165.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[romegefixxx's solution](#)

166.

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,613 global accepts · Rating: 1000 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[romegefixxx's solution](#)

167.

2093C

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

Quality: 30,851 global accepts · Rating: 1000 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[romegefixxx's solution](#)

168.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,823 global accepts · Rating: 1000 · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math
[romegefixxx's solution](#)

169.

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,845 global accepts · Rating: 1000 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[romegefixxx's solution](#)

170.

2090B

[Pushing Balls](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1000 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation

[romegefixx's solution](#)

171.

2000C

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

Quality: 31,429 global accepts · Rating: 1000 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings
[romegefixx's solution](#)

172.

2051C

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

Quality: 28,015 global accepts · Rating: 1000 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[romegefixx's solution](#)

173.

2060B

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

Quality: 28,595 global accepts · Rating: 1000 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[romegefixx's solution](#)

174.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[romegefixx's solution](#)

175.

2057B

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

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[romegefixx's solution](#)

176.

2005B1

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

Quality: 24,751 global accepts · Rating: 1000 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[romegefixx's solution](#)

177.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,107 global accepts · Rating: 1000 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[romegefixx's solution](#)

178.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers
[romegefixx's solution](#)

179.

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[romegefixx's solution](#)

180.

2037C

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

Quality: 25,533 global accepts · Rating: 1000 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[romegefixx's solution](#)

181.

37A

[Towers](#) · [Tutorial](#)

Quality: 27,692 global accepts · Rating: 1000 · first AC: 2024-02-02 · PyPy 3-64 (first AC) · Tags: sortings

[romegefixx's solution](#)

182.

29A

[Spit Problem](#) · [Tutorial](#)

Quality: 8,279 global accepts · Rating: 1000 · first AC: 2024-02-01 · PyPy 3-64 (first AC) · Tags: brute force

[romegefixx's solution](#)

183.

43A

[Football](#) · [Tutorial](#)

Quality: 69,177 global accepts · Rating: 1000 · first AC: 2024-01-21 · PyPy 3-64 (first AC) · Tags: strings

[romegefixx's solution](#)

184.

5A

[Chat Servers Outgoing Traffic](#) · [Tutorial](#)

Quality: 11,128 global accepts · Rating: 1000 · first AC: 2024-01-16 · PyPy 3-64 (first AC) · Tags: implementation

[romegefixx's solution](#)

185.

13A

[Numbers](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1000 · first AC: 2024-01-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[romegefixx's solution](#)

186.

14B

[Young Photographer](#) · [Tutorial](#)

Quality: 8,306 global accepts · Rating: 1000 · first AC: 2024-01-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[romegefixx's solution](#)

187.

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,405 global accepts · Rating: 1000 · first AC: 2024-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[romegefixx's solution](#)

188.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,304 global accepts · Rating: 1000 · first AC: 2024-01-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[romegefixx's solution](#)

189.

1841B

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

Quality: 24,093 global accepts · Rating: 1000 · first AC: 2024-01-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[romegefixx's solution](#)

190.

1844B

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

Quality: 20,248 global accepts · Rating: 1000 · first AC: 2024-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[romegefixx's solution](#)

191.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2024-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[romeenixx's solution](#)

192.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2024-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[romeenixx's solution](#)

193.

1907B

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

Quality: 30,385 global accepts · Rating: 1000 · first AC: 2024-01-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, strings

[romeenixx's solution](#)

194.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,915 global accepts · Rating: 1000 · first AC: 2023-12-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory

[romeenixx's solution](#)

195.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,280 global accepts · Rating: 1000 · first AC: 2023-12-18 · last AC: 2023-12-18 · PyPy 3-64 (first AC) · Tags: strings

[romeenixx's solution](#)

196.

2125C

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

Quality: 22,754 global accepts · Rating: 1100 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[romeenixx's solution](#)

197.

2126C

[I Will Definitely Make It](#) · [Tutorial](#)

Quality: 26,289 global accepts · Rating: 1100 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[romeenixx's solution](#)

198.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1100 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[romeenixx's solution](#)

199.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,389 global accepts · Rating: 1100 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[romeenixx's solution](#)

200.

2103B

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

Quality: 17,709 global accepts · Rating: 1100 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[romeenixx's solution](#)

201.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[romeenixx's solution](#)

202.

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,869 global accepts · Rating: 1100 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers
[romegefixxx's solution](#)

203.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[romegefixxx's solution](#)

204.

2086B

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

Quality: 18,995 global accepts · Rating: 1100 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy
[romegefixxx's solution](#)

205.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,973 global accepts · Rating: 1100 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities
[romegefixxx's solution](#)

206.

2078B

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

Quality: 18,319 global accepts · Rating: 1100 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, math
[romegefixxx's solution](#)

207.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[romegefixxx's solution](#)

208.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,691 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[romegefixxx's solution](#)

209.

2064B

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

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers
[romegefixxx's solution](#)

210.

2065C1

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

Quality: 27,763 global accepts · Rating: 1100 · first AC: 2025-02-09 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy
[romegefixxx's solution](#)

211.

2060D

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

Quality: 26,204 global accepts · Rating: 1100 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[romegefixxx's solution](#)

212.

2063B

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

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

[romeenixx's solution](#)

213.

2061B

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

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-20 · PyPy 3-64 (first AC) · Tags: binary search, geometry

[romeenixx's solution](#)

214.

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,447 global accepts · Rating: 1100 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, dsu, graphs, math

[romeenixx's solution](#)

215.

2025B

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

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[romeenixx's solution](#)

216.

2043B

[Digits](#) · [Tutorial](#)

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

[romeenixx's solution](#)

217.

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1100 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[romeenixx's solution](#)

218.

2014C

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

Quality: 27,461 global accepts · Rating: 1100 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[romeenixx's solution](#)

219.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy

[romeenixx's solution](#)

220.

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,065 global accepts · Rating: 1100 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[romeenixx's solution](#)

221.

2024B

[Buying Lemonade](#) · [Tutorial](#)

Quality: 17,044 global accepts · Rating: 1100 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, sortings

[romeenixx's solution](#)

222.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
[romegefixxx's solution](#)

223.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[romegefixxx's solution](#)

224.

2029B

[Replacement](#) · [Tutorial](#)

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

225.

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 1100 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[romegefixxx's solution](#)

226.

2009C

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

Quality: 33,015 global accepts · Rating: 1100 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[romegefixxx's solution](#)

227.

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1100 · first AC: 2024-03-16 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms
[romegefixxx's solution](#)

228.

39D

[Cubical Planet](#) · [Tutorial](#)

Quality: 4,665 global accepts · Rating: 1100 · first AC: 2024-02-02 · PyPy 3-64 (first AC) · Tags: math
[romegefixxx's solution](#)

229.

7A

[Kalevitch and Chess](#) · [Tutorial](#)

Quality: 8,023 global accepts · Rating: 1100 · first AC: 2024-01-25 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms
[romegefixxx's solution](#)

230.

43B

[Letter](#) · [Tutorial](#)

Quality: 20,497 global accepts · Rating: 1100 · first AC: 2024-01-21 · PyPy 3-64 (first AC) · Tags: implementation, strings
[romegefixxx's solution](#)

231.

25B

[Phone numbers](#) · [Tutorial](#)

Quality: 11,256 global accepts · Rating: 1100 · first AC: 2024-01-19 · PyPy 3-64 (first AC) · Tags: implementation
[romegefixxx's solution](#)

232.

1921D

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

Quality: 24,280 global accepts · Rating: 1100 · first AC: 2024-01-17 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings, two pointers
[romegefixxx's solution](#)

233.

12B

[Correct Solution?](#) · [Tutorial](#)

Quality: 9,673 global accepts · Rating: 1100 · first AC: 2024-01-14 · PyPy 3-64 (first AC) · Tags: implementation, sortings
[romegefixxx's solution](#)

234.

12C

[Fruits](#) · [Tutorial](#)

Quality: 7,354 global accepts · Rating: 1100 · first AC: 2024-01-14 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings
[romegefixxx's solution](#)

235.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-13 · PyPy 3-64 (first AC) · Tags: games, greedy, math, sortings
[romegefixxx's solution](#)

236.

1917B

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

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2023-12-24 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, data structures, dp, strings
[romegefixxx's solution](#)

237.

2126D

[This Is the Last Time](#) · [Tutorial](#)

Quality: 24,019 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings
[romegefixxx's solution](#)

238.

2121C

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

Quality: 21,750 global accepts · Rating: 1200 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[romegefixxx's solution](#)

239.

2123D

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

Quality: 21,892 global accepts · Rating: 1200 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy
[romegefixxx's solution](#)

240.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,310 global accepts · Rating: 1200 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math
[romegefixxx's solution](#)

241.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,338 global accepts · Rating: 1200 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math
[romegefixxx's solution](#)

242.

2094E

[Bonca Ambalabu](#) · [Tutorial](#)

Quality: 18,571 global accepts · Rating: 1200 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks
[romegefixxx's solution](#)

243.

2092C

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

Quality: 22,585 global accepts · Rating: 1200 · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy,

math

[romeenixx's solution](#)

244.

2091D

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

Quality: 23,499 global accepts · Rating: 1200 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[romeenixx's solution](#)

245.

2085B

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

Quality: 17,102 global accepts · Rating: 1200 · first AC: 2025-03-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation
[romeenixx's solution](#)

246.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,843 global accepts · Rating: 1200 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers
[romeenixx's solution](#)

247.

2072C

[Creating Keys for StORages Has Become My Main Skill](#) · [Tutorial](#)

Quality: 19,577 global accepts · Rating: 1200 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[romeenixx's solution](#)

248.

2003C

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

Quality: 21,672 global accepts · Rating: 1200 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[romeenixx's solution](#)

249.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,816 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, matrices
[romeenixx's solution](#)

250.

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,999 global accepts · Rating: 1200 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, sortings
[romeenixx's solution](#)

251.

2065D

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

Quality: 20,631 global accepts · Rating: 1200 · first AC: 2025-02-09 · PyPy 3-64 (first AC) · Tags: greedy, sortings
[romeenixx's solution](#)

252.

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,926 global accepts · Rating: 1200 · first AC: 2025-02-06 · PyPy 3-64 (first AC) · Tags: binary search, sortings, two pointers
[romeenixx's solution](#)

253.

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[romeenixx's solution](#)

254.

2056C

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

Quality: 19,439 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[romeenixx's solution](#)

255.

2005B2

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

Quality: 21,693 global accepts · Rating: 1200 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[romeenixx's solution](#)

256.

2019B

[All Pairs Segments](#) · [Tutorial](#)

Quality: 17,282 global accepts · Rating: 1200 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[romeenixx's solution](#)

257.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[romeenixx's solution](#)

258.

2048C

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

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[romeenixx's solution](#)

259.

2050C

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

Quality: 25,011 global accepts · Rating: 1200 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[romeenixx's solution](#)

260.

2047C

[Swap Columns and Find a Path](#) · [Tutorial](#)

Rating: 1200 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[romeenixx's solution](#)

261.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[romeenixx's solution](#)

262.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,179 global accepts · Rating: 1200 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math

[romeenixx's solution](#)

263.

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-23 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, math, number theory

[romeenixx's solution](#)

264.

38B

[Chess](#) · [Tutorial](#)

Quality: 4,032 global accepts · Rating: 1200 · first AC: 2024-02-05 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math
[romeugenixx's solution](#)

265.

1925B

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

Quality: 23,130 global accepts · Rating: 1200 · first AC: 2024-01-28 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math, number theory
[romeugenixx's solution](#)

266.

9B

[Running Student](#) · [Tutorial](#)

Quality: 6,189 global accepts · Rating: 1200 · first AC: 2024-01-23 · PyPy 3-64 (first AC) · Tags: brute force, geometry, implementation
[romeugenixx's solution](#)

267.

8A

[Train and Peter](#) · [Tutorial](#)

Quality: 6,727 global accepts · Rating: 1200 · first AC: 2024-01-23 · PyPy 3-64 (first AC) · Tags: strings
[romeugenixx's solution](#)

268.

15A

[Cottage Village](#) · [Tutorial](#)

Quality: 4,496 global accepts · Rating: 1200 · first AC: 2024-01-21 · PyPy 3-64 (first AC) · Tags: implementation, sortings
[romeugenixx's solution](#)

269.

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,007 global accepts · Rating: 1200 · first AC: 2024-01-21 · PyPy 3-64 (first AC) · Tags: implementation, sortings
[romeugenixx's solution](#)

270.

9C

[Hexadecimal's Numbers](#) · [Tutorial](#)

Quality: 14,348 global accepts · Rating: 1200 · first AC: 2024-01-20 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math
[romeugenixx's solution](#)

271.

18C

[Stripe](#) · [Tutorial](#)

Quality: 15,419 global accepts · Rating: 1200 · first AC: 2024-01-20 · PyPy 3-64 (first AC) · Tags: data structures, implementation
[romeugenixx's solution](#)

272.

1922B

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

Quality: 23,377 global accepts · Rating: 1200 · first AC: 2024-01-19 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, math, sortings
[romeugenixx's solution](#)

273.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1200 · first AC: 2024-01-16 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy
[romeugenixx's solution](#)

274.

5B

[Center Alignment](#) · [Tutorial](#)

Quality: 6,765 global accepts · Rating: 1200 · first AC: 2024-01-16 · PyPy 3-64 (first AC) · Tags: implementation, strings
[romeugenixx's solution](#)

275.

23A

[You're Given a String... · Tutorial](#)

Quality: 6,303 global accepts · Rating: 1200 · first AC: 2024-01-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[romegefixxx's solution](#)

276.

1916C

[Training Before the Olympiad · Tutorial](#)

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
[romegefixxx's solution](#)

277.

1909B

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

Quality: 30,974 global accepts · Rating: 1200 · first AC: 2023-12-23 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[romegefixxx's solution](#)

278.

2121D

[1709 · Tutorial](#)

Quality: 18,214 global accepts · Rating: 1300 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[romegefixxx's solution](#)

279.

2119C

[A Good Problem · Tutorial](#)

Quality: 16,310 global accepts · Rating: 1300 · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[romegefixxx's solution](#)

280.

2102C

[Mex in the Grid · Tutorial](#)

Rating: 1300 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[romegefixxx's solution](#)

281.

2108B

[SUMdamental Decomposition · Tutorial](#)

Quality: 14,546 global accepts · Rating: 1300 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math
[romegefixxx's solution](#)

282.

2086C

[Disappearing Permutation · Tutorial](#)

Quality: 16,129 global accepts · Rating: 1300 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation
[romegefixxx's solution](#)

283.

2091E

[Interesting Ratio · Tutorial](#)

Quality: 19,631 global accepts · Rating: 1300 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory, two pointers
[romegefixxx's solution](#)

284.

2075B

[Array Recoloring · Tutorial](#)

Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[romegefixxx's solution](#)

285.

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[romegefixxx's solution](#)

286.

2072D

[For Wizards, the Exam Is Easy, but I Couldn't Handle It](#) · [Tutorial](#)

Quality: 17,643 global accepts · Rating: 1300 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[romegefixxx's solution](#)

287.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[romegefixxx's solution](#)

288.

2065C2

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

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-09 · PyPy 3-64 (first AC) · Tags: binary search, greedy

[romegefixxx's solution](#)

289.

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[romegefixxx's solution](#)

290.

2056B

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

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[romegefixxx's solution](#)

291.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,528 global accepts · Rating: 1300 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[romegefixxx's solution](#)

292.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,039 global accepts · Rating: 1300 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[romegefixxx's solution](#)

293.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · Python 3 (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[romegefixxx's solution](#)

294.

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,071 global accepts · Rating: 1300 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory

[romegefixxx's solution](#)

295.

2050D

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

Quality: 18,981 global accepts · Rating: 1300 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, strings
[romegefixxx's solution](#)

296.

2024C

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

Rating: 1300 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[romegefixxx's solution](#)

297.

2041A

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

Quality: 11,298 global accepts · Rating: 1300 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings
[romegefixxx's solution](#)

298.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy
[romegefixxx's solution](#)

299.

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,755 global accepts · Rating: 1300 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers
[romegefixxx's solution](#)

300.

2031C

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

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory
[romegefixxx's solution](#)

301.

2033D

[Kousuke's Assignment](#) · [Tutorial](#)

Quality: 18,198 global accepts · Rating: 1300 · first AC: 2024-11-13 · PyPy 3-64 (first AC) · Tags: data structures, dp, dsu, greedy, math
[romegefixxx's solution](#)

302.

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,992 global accepts · Rating: 1300 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, matrices
[romegefixxx's solution](#)

303.

1944C

[MEX Game 1](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-03-16 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games, greedy
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304.

39H

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

Quality: 3,127 global accepts · Rating: 1300 · first AC: 2024-02-05 · PyPy 3-64 (first AC) · Tags: implementation
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305.

40A

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implementation, math

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306.

41C

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Quality: 4,195 global accepts · Rating: 1300 · first AC: 2024-01-24 · PyPy 3-64 (first AC) · Tags: expression parsing, implementation

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307.

43C

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308.

27B

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309.

25A

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Quality: 103,896 global accepts · Rating: 1300 · first AC: 2024-01-19 · PyPy 3-64 (first AC) · Tags: brute force

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310.

1922C

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Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-19 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math

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311.

4C

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Quality: 108,194 global accepts · Rating: 1300 · first AC: 2024-01-16 · PyPy 3-64 (first AC) · Tags: data structures, hashing, implementation

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312.

1915E

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Quality: 34,536 global accepts · Rating: 1300 · first AC: 2023-12-28 · PyPy 3-64 (first AC) · Tags: data structures, greedy, math

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313.

1913C

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Quality: 17,492 global accepts · Rating: 1300 · first AC: 2023-12-18 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, brute force, greedy

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314.

2126E

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Quality: 17,024 global accepts · Rating: 1400 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

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315.

2123E

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Quality: 14,907 global accepts · Rating: 1400 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[romegefixxx's solution](#)

316.

2114D

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Quality: 14,644 global accepts · Rating: 1400 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[romeugenixxx's solution](#)

317.

2114E

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Quality: 14,009 global accepts · Rating: 1400 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[romeugenixxx's solution](#)

318.

2110C

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Quality: 15,833 global accepts · Rating: 1400 · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[romeugenixxx's solution](#)

319.

2098C

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Rating: 1400 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[romeugenixxx's solution](#)

320.

2098B

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Quality: 7,887 global accepts · Rating: 1400 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

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321.

2093D

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Quality: 12,276 global accepts · Rating: 1400 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, implementation

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322.

2084C

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Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[romeugenixxx's solution](#)

323.

2000E

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Quality: 16,224 global accepts · Rating: 1400 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math

[romeugenixxx's solution](#)

324.

2074D

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Quality: 12,066 global accepts · Rating: 1400 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers

[romeugenixxx's solution](#)

325.

2067D

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Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[romeugenixxx's solution](#)

326.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,248 global accepts · Rating: 1400 · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[romegefixxx's solution](#)

327.

2014D

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Quality: 15,976 global accepts · Rating: 1400 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[romegefixxx's solution](#)

328.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,220 global accepts · Rating: 1400 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[romegefixxx's solution](#)

329.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[romegefixxx's solution](#)

330.

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[romegefixxx's solution](#)

331.

2033E

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

Quality: 14,142 global accepts · Rating: 1400 · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[romegefixxx's solution](#)

332.

2033C

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Quality: 17,816 global accepts · Rating: 1400 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[romegefixxx's solution](#)

333.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,177 global accepts · Rating: 1400 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers

[romegefixxx's solution](#)

334.

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

[romegefixxx's solution](#)

335.

2013C

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Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[romegefixxx's solution](#)

336.

2009E

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

Quality: 17,670 global accepts · Rating: 1400 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, ternary

search

[romegefixx's solution](#)

337.

2009D

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Quality: 18,778 global accepts · Rating: 1400 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math

[romegefixx's solution](#)

338.

45I

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Quality: 2,803 global accepts · Rating: 1400 · first AC: 2024-02-05 · PyPy 3-64 (first AC) · Tags: greedy

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339.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-01-30 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, implementation, math

[romegefixx's solution](#)

340.

41B

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Quality: 4,628 global accepts · Rating: 1400 · first AC: 2024-01-24 · PyPy 3-64 (first AC) · Tags: brute force

[romegefixx's solution](#)

341.

1919C

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Quality: 28,592 global accepts · Rating: 1400 · first AC: 2024-01-22 · PyPy 3-64 (first AC) · Tags: data structures, dp, greedy

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342.

44E

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Quality: 6,117 global accepts · Rating: 1400 · first AC: 2024-01-21 · PyPy 3-64 (first AC) · Tags: dp

[romegefixx's solution](#)

343.

24A

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[romegefixx's solution](#)

344.

19A

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Quality: 3,142 global accepts · Rating: 1400 · first AC: 2024-01-20 · PyPy 3-64 (first AC) · Tags: implementation

[romegefixx's solution](#)

345.

26B

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Quality: 25,868 global accepts · Rating: 1400 · first AC: 2024-01-19 · PyPy 3-64 (first AC) · Tags: greedy

[romegefixx's solution](#)

346.

1909C

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Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[romegefixx's solution](#)

347.

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[romegefixx's solution](#)

348.

2107C

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

Quality: 12,096 global accepts · Rating: 1500 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[romegefixx's solution](#)

349.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,687 global accepts · Rating: 1500 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[romegefixx's solution](#)

350.

2106D

[Flower Boy](#) · [Tutorial](#)

Quality: 12,274 global accepts · Rating: 1500 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[romegefixx's solution](#)

351.

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,446 global accepts · Rating: 1500 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[romegefixx's solution](#)

352.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, math

[romegefixx's solution](#)

353.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[romegefixx's solution](#)

354.

2070C

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

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[romegefixx's solution](#)

355.

2072E

[Do You Love Your Hero and His Two-Hit Multi-Target Attacks?](#) · [Tutorial](#)

Quality: 12,272 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[romegefixx's solution](#)

356.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,798 global accepts · Rating: 1500 · first AC: 2025-02-24 · PyPy 3-64 (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[romegefixx's solution](#)

357.

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[romeenixx's solution](#)

358.

2069C

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

Quality: 14,829 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[romeenixx's solution](#)

359.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[romeenixx's solution](#)

360.

2067C

[Deyvatkino](#) · [Tutorial](#)

Quality: 12,735 global accepts · Rating: 1500 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, math

[romeenixx's solution](#)

361.

2060E

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

Quality: 12,255 global accepts · Rating: 1500 · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[romeenixx's solution](#)

362.

2057C

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Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

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363.

2053C

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364.

2049C

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[romeenixx's solution](#)

365.

2050E

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Quality: 14,510 global accepts · Rating: 1500 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[romeenixx's solution](#)

366.

2027C

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Quality: 13,679 global accepts · Rating: 1500 · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[romeenixx's solution](#)

367.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,633 global accepts · Rating: 1500 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[romegefixxx's solution](#)

368.

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,621 global accepts · Rating: 1500 · first AC: 2024-02-02 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, shortest paths

[romegefixxx's solution](#)

369.

1924A

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

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-01-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[romegefixxx's solution](#)

370.

10B

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Quality: 2,054 global accepts · Rating: 1500 · first AC: 2024-01-21 · PyPy 3-64 (first AC) · Tags: dp, implementation

[romegefixxx's solution](#)

371.

18A

[Triangle](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1500 · first AC: 2024-01-20 · PyPy 3-64 (first AC) · Tags: brute force, geometry

[romegefixxx's solution](#)

372.

17B

[Hierarchy](#) · [Tutorial](#)

Quality: 6,119 global accepts · Rating: 1500 · first AC: 2024-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, shortest paths

[romegefixxx's solution](#)

373.

22B

[Bargaining Table](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1500 · first AC: 2024-01-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

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374.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,233 global accepts · Rating: 1500 · first AC: 2024-01-09 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation

[romegefixxx's solution](#)

375.

1915F

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Quality: 22,203 global accepts · Rating: 1500 · first AC: 2023-12-28 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer, sortings

[romegefixxx's solution](#)

376.

2125D

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

Quality: 9,276 global accepts · Rating: 1600 · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[romegefixxx's solution](#)

377.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1600 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[romegefixxx's solution](#)

378.

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,415 global accepts · Rating: 1600 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
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379.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,843 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math
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380.

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,564 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[romeugenixx's solution](#)

381.

2082B

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Quality: 8,258 global accepts · Rating: 1600 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[romeugenixx's solution](#)

382.

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,657 global accepts · Rating: 1600 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: geometry, interactive, probabilities
[romeugenixx's solution](#)

383.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees
[romeugenixx's solution](#)

384.

2065E

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[romeugenixx's solution](#)

385.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,959 global accepts · Rating: 1600 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
[romeugenixx's solution](#)

386.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings
[romeugenixx's solution](#)

387.

2063C

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

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees
[romeugenixx's solution](#)

388.

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures
[romegefixxx's solution](#)

389.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,965 global accepts · Rating: 1600 · first AC: 2025-01-20 · PyPy 3-64 (first AC) · Tags: 2-sat, combinatorics, dp
[romegefixxx's solution](#)

390.

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[romegefixxx's solution](#)

391.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,200 global accepts · Rating: 1600 · first AC: 2024-12-24 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math
[romegefixxx's solution](#)

392.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-19 · Python 3 (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers
[romegefixxx's solution](#)

393.

2040C

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

Quality: 10,783 global accepts · Rating: 1600 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers
[romegefixxx's solution](#)

394.

2047D

[Move Back at a Cost](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings
[romegefixxx's solution](#)

395.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[romegefixxx's solution](#)

396.

2037E

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Quality: 7,374 global accepts · Rating: 1600 · first AC: 2024-11-17 · PyPy 3-64 (first AC) · Tags: dp, greedy, interactive, two pointers
[romegefixxx's solution](#)

397.

2028C

[Alice's Adventures in Cutting Cake](#) · [Tutorial](#)

Quality: 9,984 global accepts · Rating: 1600 · first AC: 2024-11-10 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy, two pointers
[romegefixxx's solution](#)

398.

2036E

[Reverse the Rivers](#) · [Tutorial](#)

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[romeenixx's solution](#)

399.

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

[romeenixx's solution](#)

400.

7B

[Memory Manager](#) · [Tutorial](#)

Quality: 2,957 global accepts · Rating: 1600 · first AC: 2024-01-26 · PyPy 3-64 (first AC) · Tags: implementation

[romeenixx's solution](#)

401.

40B

[Repaintings](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 1600 · first AC: 2024-01-24 · PyPy 3-64 (first AC) · Tags: math

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402.

11B

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Quality: 5,709 global accepts · Rating: 1600 · first AC: 2024-01-24 · PyPy 3-64 (first AC) · Tags: math

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403.

23B

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404.

1921E

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Quality: 11,417 global accepts · Rating: 1600 · first AC: 2024-01-17 · PyPy 3-64 (first AC) · Tags: brute force, games, greedy, math

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405.

1920C

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Quality: 19,925 global accepts · Rating: 1600 · first AC: 2024-01-13 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

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406.

1B

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Quality: 26,321 global accepts · Rating: 1600 · first AC: 2024-01-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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407.

1917C

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Quality: 12,390 global accepts · Rating: 1600 · first AC: 2023-12-24 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, math

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408.

2123F

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Quality: 9,762 global accepts · Rating: 1700 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

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409.

2110D

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410.

2109C2

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Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

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411.

2096C

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Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

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412.

2094G

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413.

2086D

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414.

2090C

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415.

2090D

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Rating: 1700 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

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416.

2071C

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417.

2072F

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418.

2065F

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Quality: 7,094 global accepts · Rating: 1700 · first AC: 2025-02-09 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, graphs, greedy,

trees

[romeenixx's solution](#)

419.

2065G

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

Quality: 6,286 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[romeenixx's solution](#)

420.

2024D

[Skipping](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, dp, flows, graphs, greedy, implementation, shortest paths

[romeenixx's solution](#)

421.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[romeenixx's solution](#)

422.

2044G1

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

Quality: 7,333 global accepts · Rating: 1700 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees

[romeenixx's solution](#)

423.

2009F

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Quality: 8,490 global accepts · Rating: 1700 · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, flows, math

[romeenixx's solution](#)

424.

2030D

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Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[romeenixx's solution](#)

425.

2050F

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Quality: 10,603 global accepts · Rating: 1700 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory

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426.

2045A

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

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[romeenixx's solution](#)

427.

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,809 global accepts · Rating: 1700 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[romeenixx's solution](#)

428.

2039D

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Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[romegefixx's solution](#)

429.

2027D1

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

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[romegefixx's solution](#)

430.

2031D

[Penchick and Desert Rabbit · Tutorial](#)

Quality: 9,678 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

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431.

2029C

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Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[romegefixx's solution](#)

432.

29C

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Quality: 6,480 global accepts · Rating: 1700 · first AC: 2024-02-01 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, graphs, implementation

[romegefixx's solution](#)

433.

4D

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Quality: 12,114 global accepts · Rating: 1700 · first AC: 2024-01-16 · last AC: 2024-01-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[romegefixx's solution](#)

434.

20A

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Quality: 7,128 global accepts · Rating: 1700 · first AC: 2024-01-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[romegefixx's solution](#)

435.

1916D

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Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, geometry, math

[romegefixx's solution](#)

436.

2102D

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Rating: 1800 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[romegefixx's solution](#)

437.

2106E

[Wolf · Tutorial](#)

Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[romegefixx's solution](#)

438.

2092D

[Mishkin Energizer · Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[romegefixxx's solution](#)

439.

2091F

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

Quality: 6,159 global accepts · Rating: 1800 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp

[romegefixxx's solution](#)

440.

2081A

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Quality: 4,084 global accepts · Rating: 1800 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[romegefixxx's solution](#)

441.

2078D

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Quality: 6,538 global accepts · Rating: 1800 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[romegefixxx's solution](#)

442.

2079D

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

Quality: 683 global accepts · Rating: 1800 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: *special, sortings

[romegefixxx's solution](#)

443.

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[romegefixxx's solution](#)

444.

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[romegefixxx's solution](#)

445.

2069D

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Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[romegefixxx's solution](#)

446.

2033F

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Quality: 7,127 global accepts · Rating: 1800 · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[romegefixxx's solution](#)

447.

2022C

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Quality: 6,415 global accepts · Rating: 1800 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[romegefixxx's solution](#)

448.

2043D

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Quality: 7,681 global accepts · Rating: 1800 · first AC: 2024-12-24 · PyPy 3-64 (first AC) · Tags: brute force, flows, math, number theory

[romegefixxx's solution](#)

449.

2014E

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Quality: 8,728 global accepts · Rating: 1800 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths
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450.

2042C

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Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
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451.

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory
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452.

2035D

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Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-11-15 · PyPy 3-64 (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math
[romegefixxx's solution](#)

453.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers
[romegefixxx's solution](#)

454.

38E

[Let's Go Rolling!](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 1800 · first AC: 2024-02-02 · PyPy 3-64 (first AC) · Tags: dp, sortings
[romegefixxx's solution](#)

455.

1922E

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

Quality: 9,090 global accepts · Rating: 1800 · first AC: 2024-01-28 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math
[romegefixxx's solution](#)

456.

7C

[Line](#) · [Tutorial](#)

Quality: 5,480 global accepts · Rating: 1800 · first AC: 2024-01-26 · PyPy 3-64 (first AC) · Tags: math, number theory
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457.

16C

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Quality: 5,418 global accepts · Rating: 1800 · first AC: 2024-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, number theory
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458.

1915G

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Quality: 9,718 global accepts · Rating: 1800 · first AC: 2023-12-30 · last AC: 2023-12-30 · PyPy 3-64 (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings
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459.

2106F

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Quality: 4,423 global accepts · Rating: 1900 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, greedy, math
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460.

2093G

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

Quality: 3,806 global accepts · Rating: 1900 · first AC: 2025-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers
[romegefixxx's solution](#)

461.

2090E1

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

Rating: 1900 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, two pointers
[romegefixxx's solution](#)

462.

2000F

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Quality: 6,954 global accepts · Rating: 1900 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math
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463.

2078E

[Finding OR Sum](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, implementation, interactive, math
[romegefixxx's solution](#)

464.

2073A

[Control Towers](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[romegefixxx's solution](#)

465.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1900 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation
[romegefixxx's solution](#)

466.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers
[romegefixxx's solution](#)

467.

2067E

[White Magic](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[romegefixxx's solution](#)

468.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-02 · PyPy 3-64 (first AC) · Tags: data structures, graphs, greedy, shortest paths
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469.

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · last AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[romegefixxx's solution](#)

470.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,023 global accepts · Rating: 1900 · first AC: 2024-12-20 · PyPy 3-64 (first AC) · Tags: brute force, dp

[romegefixxx's solution](#)

471.

2044F

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[romegefixxx's solution](#)

472.

2040D

[Non Prime Tree](#) · [Tutorial](#)

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

[romegefixxx's solution](#)

473.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,384 global accepts · Rating: 1900 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[romegefixxx's solution](#)

474.

2042D

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Quality: 5,239 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

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475.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,855 global accepts · Rating: 1900 · first AC: 2024-11-19 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, implementation, math

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476.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

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477.

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1900 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, number theory, two pointers

[romegefixxx's solution](#)

478.

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[romegefixxx's solution](#)

479.

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,076 global accepts · Rating: 1900 · first AC: 2024-02-01 · PyPy 3-64 (first AC) · Tags: graphs, shortest paths

[romeenixx's solution](#)

480.

19B

[Checkout Assistant](#) · [Tutorial](#)

Quality: 5,824 global accepts · Rating: 1900 · first AC: 2024-01-20 · PyPy 3-64 (first AC) · Tags: dp

[romeenixx's solution](#)

481.

25D

[Roads not only in Berland](#) · [Tutorial](#)

Quality: 15,585 global accepts · Rating: 1900 · first AC: 2024-01-19 · PyPy 3-64 (first AC) · Tags: dsu, graphs, trees

[romeenixx's solution](#)

482.

5C

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

Quality: 18,071 global accepts · Rating: 1900 · first AC: 2024-01-16 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[romeenixx's solution](#)

483.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-13 · PyPy 3-64 (first AC) · Tags: binary search, brute force, dsu, implementation, math

[romeenixx's solution](#)

484.

14D

[Two Paths](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 1900 · first AC: 2024-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees, two pointers

[romeenixx's solution](#)

485.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,544 global accepts · Rating: 1900 · first AC: 2024-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, probabilities

[romeenixx's solution](#)

486.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,907 global accepts · Rating: 1900 · first AC: 2024-01-09 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[romeenixx's solution](#)

487.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-28 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory

[romeenixx's solution](#)

488.

2096D

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

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[romeenixx's solution](#)

489.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,311 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, greedy

[romeenixx's solution](#)

490.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[romeenixx's solution](#)

491.

2074F

[Counting Necessary Nodes](#) · [Tutorial](#)

Quality: 2,478 global accepts · Rating: 2000 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math

[romeenixx's solution](#)

492.

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[romeenixx's solution](#)

493.

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2025-02-07 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, math

[romeenixx's solution](#)

494.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[romeenixx's solution](#)

495.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[romeenixx's solution](#)

496.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[romeenixx's solution](#)

497.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[romeenixx's solution](#)

498.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[romeenixx's solution](#)

499.

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,103 global accepts · Rating: 2000 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[romeugenixxx's solution](#)

500.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-17 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory
[romeugenixxx's solution](#)

501.

2028D

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

Quality: 3,740 global accepts · Rating: 2000 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search
[romeugenixxx's solution](#)

502.

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2024-02-01 · PyPy 3-64 (first AC) · Tags: brute force, dp, number theory
[romeugenixxx's solution](#)

503.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2024-01-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[romeugenixxx's solution](#)

504.

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,474 global accepts · Rating: 2100 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[romeugenixxx's solution](#)

505.

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2100 · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees
[romeugenixxx's solution](#)

506.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,845 global accepts · Rating: 2100 · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math
[romeugenixxx's solution](#)

507.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,072 global accepts · Rating: 2100 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory
[romeugenixxx's solution](#)

508.

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry
[romeugenixxx's solution](#)

509.

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy,

implementation, math

[romeugenixxx's solution](#)

510.

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, dsu, graphs

[romeugenixxx's solution](#)

511.

2044H

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

Quality: 2,584 global accepts · Rating: 2100 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math

[romeugenixxx's solution](#)

512.

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,671 global accepts · Rating: 2100 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[romeugenixxx's solution](#)

513.

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[romeugenixxx's solution](#)

514.

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

[romeugenixxx's solution](#)

515.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[romeugenixxx's solution](#)

516.

1C

[Ancient Berland Circus](#) · [Tutorial](#)

Quality: 6,483 global accepts · Rating: 2100 · first AC: 2024-01-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[romeugenixxx's solution](#)

517.

2108D

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

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, interactive

[romeugenixxx's solution](#)

518.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,153 global accepts · Rating: 2200 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[romeugenixxx's solution](#)

519.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[romegefixx's solution](#)

520.

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · Tutorial

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[romegefixx's solution](#)

521.

2062D

[Balanced Tree](#) · Tutorial

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[romegefixx's solution](#)

522.

2065H

[Bro Thinks He's Him](#) · Tutorial

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[romegefixx's solution](#)

523.

2056D

[Unique Median](#) · Tutorial

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[romegefixx's solution](#)

524.

2039E

[Shohag Loves Inversions](#) · Tutorial

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

[romegefixx's solution](#)

525.

2036G

[Library of Magic](#) · Tutorial

Quality: 1,672 global accepts · Rating: 2200 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[romegefixx's solution](#)

526.

2013E

[Prefix GCD](#) · Tutorial

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, number theory

[romegefixx's solution](#)

527.

7D

[Palindrome Degree](#) · Tutorial

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2024-01-26 · PyPy 3-64 (first AC) · Tags: hashing, strings

[romegefixx's solution](#)

528.

11D

[A Simple Task](#) · Tutorial

Quality: 6,391 global accepts · Rating: 2200 · first AC: 2024-01-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs

[romegefixx's solution](#)

529.

2098D

[Baggage Claim](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math
[romeenixx's solution](#)

530.

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2300 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths
[romeenixx's solution](#)

531.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices
[romeenixx's solution](#)

532.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2300 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[romeenixx's solution](#)

533.

2067F

[Bitwise Slides](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-02-11 · PyPy 3-64 (first AC) · Tags: bitmasks, data structures, dp
[romeenixx's solution](#)

534.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation
[romeenixx's solution](#)

535.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search
[romeenixx's solution](#)

536.

2096E

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

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
[romeenixx's solution](#)

537.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,793 global accepts · Rating: 2400 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers
[romeenixx's solution](#)

538.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,442 global accepts · Rating: 2400 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[romeenixx's solution](#)

539.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[romeenixx's solution](#)

540.

2082D

[Balancing](#) · [Tutorial](#)

Rating: 2500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[romeenixx's solution](#)

541.

2071D2

[Infinite Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,100 global accepts · Rating: 2500 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math

[romeenixx's solution](#)

542.

2059E1

[Stop Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[romeenixx's solution](#)

543.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[romeenixx's solution](#)

544.

2085F1

[Serval and Colorful Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2600 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[romeenixx's solution](#)

545.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,629 global accepts · Rating: 2800 · first AC: 2024-02-01 · PyPy 3-64 (first AC) · Tags: dp

[romeenixx's solution](#)

546.

2085F2

[Serval and Colorful Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[romeenixx's solution](#)

547.

2059E2

[Stop Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2900 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, hashing, strings

[romeenixx's solution](#)

548.

2075F

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

Quality: 521 global accepts · Rating: 3000 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[romeenixx's solution](#)

549.

2077F

[AND x OR](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3300 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp
[romegenixx's solution](#)

550.

2095E

[Pair Count](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: — · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: *special, number theory
[romegenixx's solution](#)

551.

2095F

[IS Cæb-0B\\$abICVĐ](#)

Quality: 837 global accepts · Rating: — · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: *special, math
[romegenixx's solution](#)

552.

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: *special, binary search, brute force
[romegenixx's solution](#)

553.

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, geometry
[romegenixx's solution](#)

554.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, geometry
[romegenixx's solution](#)

555.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 6,001 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, games, interactive
[romegenixx's solution](#)

556.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, string suffix structures
[romegenixx's solution](#)