

[CF Elite Tracker](https://cfelitetracker.vercel.app)

<https://cfelitetracker.vercel.app>

Unique solved — sadness

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

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

Filters: none

Count: 599

1.

2061A

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

Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[sadness's solution](#)

2.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,511 global accepts · Rating: 800 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[sadness's solution](#)

3.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,261 global accepts · Rating: 800 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry, greedy, math

[sadness's solution](#)

4.

2048A

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

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math, number theory

[sadness's solution](#)

5.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[sadness's solution](#)

6.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,163 global accepts · Rating: 800 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[sadness's solution](#)

7.

1991A

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

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[sadness's solution](#)

8.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,992 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[sadness's solution](#)

9.

1621A

[Stable Arrangement of Rooks](#) · [Tutorial](#)

Quality: 24,767 global accepts · Rating: 800 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[sadness's solution](#)

10.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings
[sadness's solution](#)

11.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[sadness's solution](#)

12.

1956B

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

Quality: 22,929 global accepts · Rating: 800 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[sadness's solution](#)

13.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,192 global accepts · Rating: 800 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, games, greedy
[sadness's solution](#)

14.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[sadness's solution](#)

15.

1930A

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

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[sadness's solution](#)

16.

1929A

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

Quality: 34,942 global accepts · Rating: 800 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[sadness's solution](#)

17.

1929B

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

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[sadness's solution](#)

18.

1928A

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

Quality: 24,423 global accepts · Rating: 800 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math
[sadness's solution](#)

19.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,262 global accepts · Rating: 800 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[sadness's solution](#)

20.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[sadness's solution](#)

21.

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,627 global accepts · Rating: 800 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[sadness's solution](#)

22.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,093 global accepts · Rating: 800 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[sadness's solution](#)

23.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,328 global accepts · Rating: 800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[sadness's solution](#)

24.

1895B

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

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[sadness's solution](#)

25.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,301 global accepts · Rating: 800 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[sadness's solution](#)

26.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[sadness's solution](#)

27.

1898A

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

Quality: 17,423 global accepts · Rating: 800 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[sadness's solution](#)

28.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,921 global accepts · Rating: 800 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: math

[sadness's solution](#)

29.

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[sadness's solution](#)

30.

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,156 global accepts · Rating: 800 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[sadness's solution](#)

31.

1891A

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

Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[sadness's solution](#)

32.

1890B

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

Quality: 18,765 global accepts · Rating: 800 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[sadness's solution](#)

33.

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,102 global accepts · Rating: 800 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[sadness's solution](#)

34.

1881A

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

Quality: 59,316 global accepts · Rating: 800 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

[sadness's solution](#)

35.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,341 global accepts · Rating: 800 · first AC: 2023-10-11 · last AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math

[sadness's solution](#)

36.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[sadness's solution](#)

37.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,872 global accepts · Rating: 800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[sadness's solution](#)

38.

1864A

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

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[sadness's solution](#)

39.

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 54,987 global accepts · Rating: 800 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[sadness's solution](#)

40.

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,266 global accepts · Rating: 800 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, strings

[sadness's solution](#)

41.

1091A

[New Year and the Christmas Ornament](#) · [Tutorial](#)

Quality: 18,565 global accepts · Rating: 800 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[sadness's solution](#)

42.

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

Quality: 43,805 global accepts · Rating: 800 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[sadness's solution](#)

43.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,953 global accepts · Rating: 800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games
[sadness's solution](#)

44.

1509A

[Average Height](#) · [Tutorial](#)

Quality: 27,201 global accepts · Rating: 800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[sadness's solution](#)

45.

1762A

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

Quality: 20,589 global accepts · Rating: 800 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[sadness's solution](#)

46.

1847A

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

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[sadness's solution](#)

47.

1845A

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

Quality: 47,347 global accepts · Rating: 800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory
[sadness's solution](#)

48.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,011 global accepts · Rating: 800 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[sadness's solution](#)

49.

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,427 global accepts · Rating: 800 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[sadness's solution](#)

50.

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,099 global accepts · Rating: 800 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[sadness's solution](#)

51.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[sadness's solution](#)

52.

1842A

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

Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: games, math
[sadness's solution](#)

- 53.**
1843B
[Long Long](#) · [Tutorial](#)
Quality: 32,102 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, two pointers
[sadness's solution](#)
- 54.**
1843A
[Sasha and Array Coloring](#) · [Tutorial](#)
Quality: 37,310 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers
[sadness's solution](#)
- 55.**
1843C
[Sum in Binary Tree](#) · [Tutorial](#)
Quality: 39,499 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, trees
[sadness's solution](#)
- 56.**
1836A
[Destroyer](#) · [Tutorial](#)
Quality: 21,434 global accepts · Rating: 800 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[sadness's solution](#)
- 57.**
1763A
[Absolute Maximization](#) · [Tutorial](#)
Quality: 17,000 global accepts · Rating: 800 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[sadness's solution](#)
- 58.**
1831A
[Twin Permutations](#) · [Tutorial](#)
Quality: 46,300 global accepts · Rating: 800 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[sadness's solution](#)
- 59.**
1837A
[Grasshopper on a Line](#) · [Tutorial](#)
Quality: 54,838 global accepts · Rating: 800 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[sadness's solution](#)
- 60.**
1832A
[New Palindrome](#) · [Tutorial](#)
Quality: 28,971 global accepts · Rating: 800 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: strings
[sadness's solution](#)
- 61.**
785A
[Anton and Polyhedrons](#) · [Tutorial](#)
Quality: 110,950 global accepts · Rating: 800 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[sadness's solution](#)
- 62.**
80A
[Panoramix's Prediction](#) · [Tutorial](#)
Quality: 66,304 global accepts · Rating: 800 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force
[sadness's solution](#)
- 63.**
1789B
[Serval and Inversion Magic](#) · [Tutorial](#)
Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings, two pointers

[sadness's solution](#)

64.

1789A

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

Quality: 32,967 global accepts · Rating: 800 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[sadness's solution](#)

65.

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,651 global accepts · Rating: 800 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[sadness's solution](#)

66.

1793A

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

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[sadness's solution](#)

67.

1787A

[Exponential Equation](#) · [Tutorial](#)

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[sadness's solution](#)

68.

1769A

[B47Cm0Dò 4Cä @ Cä3C](#)

Quality: 2,156 global accepts · Rating: 800 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: *special, math

[sadness's solution](#)

69.

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[sadness's solution](#)

70.

1736A

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

Quality: 24,153 global accepts · Rating: 800 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[sadness's solution](#)

71.

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[sadness's solution](#)

72.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[sadness's solution](#)

73.

1714C

[Minimum Varied Number](#) · [Tutorial](#)

Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[sadness's solution](#)

74.

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,777 global accepts · Rating: 800 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[sadness's solution](#)

75.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 800 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[sadness's solution](#)

76.

1695A

[Subrectangle Guess](#) · [Tutorial](#)

Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games
[sadness's solution](#)

77.

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[sadness's solution](#)

78.

1692C

[Where's the Bishop?](#) · [Tutorial](#)

Quality: 38,918 global accepts · Rating: 800 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[sadness's solution](#)

79.

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,438 global accepts · Rating: 800 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[sadness's solution](#)

80.

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,748 global accepts · Rating: 800 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[sadness's solution](#)

81.

1689A

[Lex String](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 800 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings, two pointers
[sadness's solution](#)

82.

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,545 global accepts · Rating: 800 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[sadness's solution](#)

83.

1669C

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

Quality: 41,475 global accepts · Rating: 800 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[sadness's solution](#)

84.

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,537 global accepts · Rating: 800 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[sadness's solution](#)

85.

1668A

[Direction Change](#) · [Tutorial](#)

Quality: 16,784 global accepts · Rating: 800 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[sadness's solution](#)

86.

1631A

[Min Max Swap](#) · [Tutorial](#)

Quality: 31,305 global accepts · Rating: 800 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[sadness's solution](#)

87.

1616A

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

Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[sadness's solution](#)

88.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[sadness's solution](#)

89.

1619B

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

Quality: 32,946 global accepts · Rating: 800 · first AC: 2021-12-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[sadness's solution](#)

90.

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,821 global accepts · Rating: 800 · first AC: 2021-12-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[sadness's solution](#)

91.

1602A

[Two Subsequences](#) · [Tutorial](#)

Quality: 19,723 global accepts · Rating: 800 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[sadness's solution](#)

92.

1583A

[Windblume Ode](#) · [Tutorial](#)

Quality: 14,381 global accepts · Rating: 800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[sadness's solution](#)

93.

1594A

[Consecutive Sum Riddle](#) · [Tutorial](#)

Quality: 27,119 global accepts · Rating: 800 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[sadness's solution](#)

94.

1592A

[Gamer Hemose](#) · [Tutorial](#)

Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[sadness's solution](#)

95.

1581A

[CQXYM Count Permutations](#) · [Tutorial](#)

Quality: 14,276 global accepts · Rating: 800 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[sadness's solution](#)

96.

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[sadness's solution](#)

97.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,379 global accepts · Rating: 900 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[sadness's solution](#)

98.

1888A

[Chemistry](#) · [Tutorial](#)

Rating: 900 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: strings

[sadness's solution](#)

99.

1900B

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

Quality: 20,471 global accepts · Rating: 900 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[sadness's solution](#)

100.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,421 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

[sadness's solution](#)

101.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[sadness's solution](#)

102.

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,705 global accepts · Rating: 900 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: math

[sadness's solution](#)

103.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,704 global accepts · Rating: 900 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math

[sadness's solution](#)

104.

1837B

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

Quality: 50,098 global accepts · Rating: 900 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[sadness's solution](#)

105.

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,766 global accepts · Rating: 900 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[sadness's solution](#)

106.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy

[sadness's solution](#)

107.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 900 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[sadness's solution](#)

108.

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings
[sadness's solution](#)

109.

1714A

[Everyone Loves to Sleep](#) · [Tutorial](#)

Quality: 32,895 global accepts · Rating: 900 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[sadness's solution](#)

110.

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[sadness's solution](#)

111.

1668B

[Social Distance](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 900 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[sadness's solution](#)

112.

2057B

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

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[sadness's solution](#)

113.

2039B

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

Quality: 17,297 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[sadness's solution](#)

114.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[sadness's solution](#)

115.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math
[sadness's solution](#)

116.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,251 global accepts · Rating: 1000 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: strings
[sadness's solution](#)

117.

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[sadness's solution](#)

118.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[sadness's solution](#)

119.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[sadness's solution](#)

120.

1861B

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

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[sadness's solution](#)

121.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[sadness's solution](#)

122.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, two pointers

[sadness's solution](#)

123.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,777 global accepts · Rating: 1000 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[sadness's solution](#)

124.

1772C

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

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[sadness's solution](#)

125.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[sadness's solution](#)

126.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,054 global accepts · Rating: 1000 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[sadness's solution](#)

127.

1837C

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

Quality: 24,576 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[sadness's solution](#)

128.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,540 global accepts · Rating: 1000 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[sadness's solution](#)

129.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,606 global accepts · Rating: 1000 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[sadness's solution](#)

130.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,917 global accepts · Rating: 1000 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[sadness's solution](#)

131.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[sadness's solution](#)

132.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[sadness's solution](#)

133.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, strings

[sadness's solution](#)

134.

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[sadness's solution](#)

135.

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, two pointers

[sadness's solution](#)

136.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[sadness's solution](#)

137.

1811C

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

Quality: 22,227 global accepts · Rating: 1100 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[sadness's solution](#)

138.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,917 global accepts · Rating: 1100 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[sadness's solution](#)

139.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy
[sadness's solution](#)

140.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,949 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[sadness's solution](#)

141.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,703 global accepts · Rating: 1100 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers
[sadness's solution](#)

142.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,015 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings
[sadness's solution](#)

143.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[sadness's solution](#)

144.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[sadness's solution](#)

145.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[sadness's solution](#)

146.

1862C

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

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings
[sadness's solution](#)

147.

258A

[Little Elephant and Bits](#) · [Tutorial](#)

Quality: 26,506 global accepts · Rating: 1100 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[sadness's solution](#)

148.

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, implementation
[sadness's solution](#)

149.

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,055 global accepts · Rating: 1100 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[sadness's solution](#)

150.

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,226 global accepts · Rating: 1100 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: math
[sadness's solution](#)

151.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings
[sadness's solution](#)

152.

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[sadness's solution](#)

153.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,592 global accepts · Rating: 1100 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[sadness's solution](#)

154.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,492 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings, two pointers
[sadness's solution](#)

155.

1826B

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

Quality: 28,163 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[sadness's solution](#)

156.

785B

[Anton and Classes](#) · [Tutorial](#)

Quality: 10,633 global accepts · Rating: 1100 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[sadness's solution](#)

157.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[sadness's solution](#)

158.

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[sadness's solution](#)

159.

1700B

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

Quality: 19,887 global accepts · Rating: 1100 · first AC: 2022-06-19 · Python 3 (first AC) · Tags: constructive algorithms, implementation, math
[sadness's solution](#)

160.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,660 global accepts · Rating: 1100 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[sadness's solution](#)

161.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,619 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
[sadness's solution](#)

162.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,421 global accepts · Rating: 1100 · first AC: 2022-04-21 · PyPy 3 (first AC) · Tags: implementation
[sadness's solution](#)

163.

1616B

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

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[sadness's solution](#)

164.

2053B

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

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy
[sadness's solution](#)

165.

2048C

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

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings
[sadness's solution](#)

166.

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory
[sadness's solution](#)

167.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[sadness's solution](#)

168.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings
[sadness's solution](#)

169.

1934B

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

Quality: 22,014 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math
[sadness's solution](#)

170.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,754 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two

pointers

[sadness's solution](#)

171.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,834 global accepts · Rating: 1200 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[sadness's solution](#)

172.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,955 global accepts · Rating: 1200 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[sadness's solution](#)

173.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,692 global accepts · Rating: 1200 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[sadness's solution](#)

174.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[sadness's solution](#)

175.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,394 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[sadness's solution](#)

176.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[sadness's solution](#)

177.

80B

[Depression](#) · [Tutorial](#)

Quality: 4,998 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[sadness's solution](#)

178.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,098 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[sadness's solution](#)

179.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,257 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[sadness's solution](#)

180.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,937 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math,

sortings

[sadness's solution](#)

181.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[sadness's solution](#)

182.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[sadness's solution](#)

183.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation

[sadness's solution](#)

184.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, strings

[sadness's solution](#)

185.

1583B

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

Quality: 13,251 global accepts · Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[sadness's solution](#)

186.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,339 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings

[sadness's solution](#)

187.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[sadness's solution](#)

188.

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math

[sadness's solution](#)

189.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[sadness's solution](#)

190.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[sadness's solution](#)

191.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,480 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[sadness's solution](#)

192.

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[sadness's solution](#)

193.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,274 global accepts · Rating: 1300 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[sadness's solution](#)

194.

1902C

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

Quality: 16,976 global accepts · Rating: 1300 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[sadness's solution](#)

195.

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[sadness's solution](#)

196.

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory

[sadness's solution](#)

197.

1890C

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

Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, two pointers

[sadness's solution](#)

198.

1881D

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

Quality: 28,429 global accepts · Rating: 1300 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[sadness's solution](#)

199.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[sadness's solution](#)

200.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,840 global accepts · Rating: 1300 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[sadness's solution](#)

201.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,842 global accepts · Rating: 1300 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[sadness's solution](#)

202.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[sadness's solution](#)

203.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[sadness's solution](#)

204.

1826C

[Dreaming of Freedom](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[sadness's solution](#)

205.

1736C1

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

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, schedules, two pointers

[sadness's solution](#)

206.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math

[sadness's solution](#)

207.

1694C

[Directional Increase](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[sadness's solution](#)

208.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,149 global accepts · Rating: 1300 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[sadness's solution](#)

209.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,110 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[sadness's solution](#)

210.

150A

[Win or Freeze](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 1400 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math, number theory

[sadness's solution](#)

211.

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy,

implementation, interactive

[sadness's solution](#)

212.

1967B1

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

Quality: 16,057 global accepts · Rating: 1400 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[sadness's solution](#)

213.

1929C

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

Quality: 17,285 global accepts · Rating: 1400 · first AC: 2024-02-16 · last AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[sadness's solution](#)

214.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,546 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[sadness's solution](#)

215.

1888C

[You Are So Beautiful](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[sadness's solution](#)

216.

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[sadness's solution](#)

217.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[sadness's solution](#)

218.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[sadness's solution](#)

219.

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,238 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[sadness's solution](#)

220.

1894C

[Anonymous Informant](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[sadness's solution](#)

221.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[sadness's solution](#)

222.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[sadness's solution](#)

223.

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,983 global accepts · Rating: 1400 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[sadness's solution](#)

224.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · last AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[sadness's solution](#)

225.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[sadness's solution](#)

226.

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[sadness's solution](#)

227.

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,165 global accepts · Rating: 1400 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[sadness's solution](#)

228.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[sadness's solution](#)

229.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings

[sadness's solution](#)

230.

1831C

[Copil Copac Draws Trees](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[sadness's solution](#)

231.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,970 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[sadness's solution](#)

232.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,508 global accepts · Rating: 1400 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[sadness's solution](#)

233.

1088C

[Ehab and a 2-operation task](#) · [Tutorial](#)

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[sadness's solution](#)

234.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,527 global accepts · Rating: 1400 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[sadness's solution](#)

235.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,407 global accepts · Rating: 1400 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings, two pointers
[sadness's solution](#)

236.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[sadness's solution](#)

237.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math
[sadness's solution](#)

238.

809A

[Do you want a date?](#) · [Tutorial](#)

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, sortings
[sadness's solution](#)

239.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation
[sadness's solution](#)

240.

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,612 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[sadness's solution](#)

241.

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,353 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers
[sadness's solution](#)

242.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,689 global accepts · Rating: 1500 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[sadness's solution](#)

243.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[sadness's solution](#)

244.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[sadness's solution](#)

245.

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[sadness's solution](#)

246.

1163B1

[Cat Party \(Easy Edition\)](#) · [Tutorial](#)

Quality: 7,330 global accepts · Rating: 1500 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[sadness's solution](#)

247.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[sadness's solution](#)

248.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,014 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[sadness's solution](#)

249.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[sadness's solution](#)

250.

1616C

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

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

[sadness's solution](#)

251.

150B

[Quantity of Strings](#) · [Tutorial](#)

Quality: 5,315 global accepts · Rating: 1600 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[sadness's solution](#)

252.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures
[sadness's solution](#)

253.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp
[sadness's solution](#)

254.

2048D

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

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers
[sadness's solution](#)

255.

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,148 global accepts · Rating: 1600 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[sadness's solution](#)

256.

1928C

[Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,357 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[sadness's solution](#)

257.

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,621 global accepts · Rating: 1600 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[sadness's solution](#)

258.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,521 global accepts · Rating: 1600 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees
[sadness's solution](#)

259.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,330 global accepts · Rating: 1600 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp
[sadness's solution](#)

260.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,314 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees
[sadness's solution](#)

261.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[sadness's solution](#)

262.

1843E

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

Quality: 17,806 global accepts · Rating: 1600 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[sadness's solution](#)

263.

1163B2

[Cat Party \(Hard Edition\)](#) · [Tutorial](#)

Quality: 7,646 global accepts · Rating: 1600 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[sadness's solution](#)

264.

785C

[Anton and Fairy Tale](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1600 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[sadness's solution](#)

265.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[sadness's solution](#)

266.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,432 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, expression parsing, implementation

[sadness's solution](#)

267.

1795D

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

Quality: 13,070 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[sadness's solution](#)

268.

780B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Quality: 12,646 global accepts · Rating: 1600 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search

[sadness's solution](#)

269.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,547 global accepts · Rating: 1600 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[sadness's solution](#)

270.

1528A

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

Quality: 18,988 global accepts · Rating: 1600 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[sadness's solution](#)

271.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 1600 · first AC: 2022-09-25 · last AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[sadness's solution](#)

272.

1714D

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

Quality: 10,323 global accepts · Rating: 1600 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[sadness's solution](#)

273.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,475 global accepts · Rating: 1600 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[sadness's solution](#)

274.

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math

[sadness's solution](#)

275.

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

[sadness's solution](#)

276.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

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

[sadness's solution](#)

277.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[sadness's solution](#)

278.

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[sadness's solution](#)

279.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, interactive, math

[sadness's solution](#)

280.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[sadness's solution](#)

281.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,308 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[sadness's solution](#)

282.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,073 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[sadness's solution](#)

283.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[sadness's solution](#)

284.

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[sadness's solution](#)

285.

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,147 global accepts · Rating: 1700 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[sadness's solution](#)

286.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,006 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[sadness's solution](#)

287.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,593 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[sadness's solution](#)

288.

1836C

[k-th equality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[sadness's solution](#)

289.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[sadness's solution](#)

290.

1894D

[Neutral Tonality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers

[sadness's solution](#)

291.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[sadness's solution](#)

292.

1890D

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

Rating: 1700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, math, sortings

[sadness's solution](#)

293.

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[sadness's solution](#)

294.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[sadness's solution](#)

295.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,819 global accepts · Rating: 1700 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[sadness's solution](#)

296.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,499 global accepts · Rating: 1700 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[sadness's solution](#)

297.

102D

[Buses](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[sadness's solution](#)

298.

1009D

[Relatively Prime Graph](#) · [Tutorial](#)

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[sadness's solution](#)

299.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: games

[sadness's solution](#)

300.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,375 global accepts · Rating: 1700 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[sadness's solution](#)

301.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,161 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[sadness's solution](#)

302.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,054 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[sadness's solution](#)

303.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,679 global accepts · Rating: 1800 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, flows, math, number theory

[sadness's solution](#)

304.

2039C2

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

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

[sadness's solution](#)

305.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[sadness's solution](#)

306.

2006B

[Iris and the Tree](#) · [Tutorial](#)

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[sadness's solution](#)

307.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[sadness's solution](#)

308.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[sadness's solution](#)

309.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[sadness's solution](#)

310.

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1800 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, trees

[sadness's solution](#)

311.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[sadness's solution](#)

312.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, hashing, implementation, math

[sadness's solution](#)

313.

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 1800 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[sadness's solution](#)

314.

1856E1

[PermuTree \(easy version\)](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[sadness's solution](#)

315.

1859D

[Andrey and Escape from Copygrad](#) · [Tutorial](#)

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[sadness's solution](#)

316.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,547 global accepts · Rating: 1800 · first AC: 2023-09-28 · last AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[sadness's solution](#)

317.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[sadness's solution](#)

318.

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,617 global accepts · Rating: 1800 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[sadness's solution](#)

319.

255D

[Mr. Bender and Square](#) · [Tutorial](#)

Quality: 2,201 global accepts · Rating: 1800 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math

[sadness's solution](#)

320.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[sadness's solution](#)

321.

1249D1

[Too Many Segments \(easy version\)](#) · [Tutorial](#)

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[sadness's solution](#)

322.

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[sadness's solution](#)

323.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: number theory
[sadness's solution](#)

324.

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1800 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[sadness's solution](#)

325.

80D

[Falling Anvils](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: geometry, probabilities
[sadness's solution](#)

326.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers
[sadness's solution](#)

327.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation
[sadness's solution](#)

328.

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees
[sadness's solution](#)

329.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees
[sadness's solution](#)

330.

2022D1

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

Quality: 4,018 global accepts · Rating: 1900 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive
[sadness's solution](#)

331.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive
[sadness's solution](#)

332.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[sadness's solution](#)

333.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[sadness's solution](#)

334.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[sadness's solution](#)

335.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[sadness's solution](#)

336.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[sadness's solution](#)

337.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,086 global accepts · Rating: 1900 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[sadness's solution](#)

338.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[sadness's solution](#)

339.

437D

[The Child and Zoo](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1900 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: dsu, sortings

[sadness's solution](#)

340.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[sadness's solution](#)

341.

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2023-12-08 · last AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[sadness's solution](#)

342.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[sadness's solution](#)

343.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[sadness's solution](#)

344.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[sadness's solution](#)

345.

1899G

[Unusual Entertainment](#) · [Tutorial](#)

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[sadness's solution](#)

346.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,632 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[sadness's solution](#)

347.

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[sadness's solution](#)

348.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths

[sadness's solution](#)

349.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[sadness's solution](#)

350.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[sadness's solution](#)

351.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[sadness's solution](#)

352.

1365E

[Maximum Subsequence Value](#) · [Tutorial](#)

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms
[sadness's solution](#)

353.

1077F1

[Pictures with Kittens \(easy version\)](#) · [Tutorial](#)

Quality: 5,349 global accepts · Rating: 1900 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: dp
[sadness's solution](#)

354.

1799D1

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

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-04-25 · last AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: dp
[sadness's solution](#)

355.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, shortest paths
[sadness's solution](#)

356.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1900 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy
[sadness's solution](#)

357.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,721 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees
[sadness's solution](#)

358.

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory
[sadness's solution](#)

359.

505C

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 1900 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, two pointers
[sadness's solution](#)

360.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,898 global accepts · Rating: 1900 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu
[sadness's solution](#)

361.

190D

[Non-Secret Cypher](#) · [Tutorial](#)

Quality: 2,661 global accepts · Rating: 1900 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: two pointers
[sadness's solution](#)

362.

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[sadness's solution](#)

363.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees
[sadness's solution](#)

364.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,993 global accepts · Rating: 1900 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, math
[sadness's solution](#)

365.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math
[sadness's solution](#)

366.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,175 global accepts · Rating: 1900 · first AC: 2022-04-17 · last AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
[sadness's solution](#)

367.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings
[sadness's solution](#)

368.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices
[sadness's solution](#)

369.

2048E

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

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy
[sadness's solution](#)

370.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, dp
[sadness's solution](#)

371.

1088D

[Ehab and another another xor problem](#) · [Tutorial](#)

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2024-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive
[sadness's solution](#)

372.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: dp

[sadness's solution](#)

373.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[sadness's solution](#)

374.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[sadness's solution](#)

375.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[sadness's solution](#)

376.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[sadness's solution](#)

377.

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[sadness's solution](#)

378.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[sadness's solution](#)

379.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[sadness's solution](#)

380.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[sadness's solution](#)

381.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2024-01-11 · last AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[sadness's solution](#)

382.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[sadness's solution](#)

383.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,511 global accepts · Rating: 2000 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math

[sadness's solution](#)

384.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 2000 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[sadness's solution](#)

385.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[sadness's solution](#)

386.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[sadness's solution](#)

387.

1841D

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

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[sadness's solution](#)

388.

1894E

[Freedom of Choice](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[sadness's solution](#)

389.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[sadness's solution](#)

390.

1890E1

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

Rating: 2000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[sadness's solution](#)

391.

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[sadness's solution](#)

392.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,455 global accepts · Rating: 2000 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings

[sadness's solution](#)

393.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[sadness's solution](#)

394.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[sadness's solution](#)

395.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[sadness's solution](#)

396.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: math, two pointers

[sadness's solution](#)

397.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2023-06-08 · last AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[sadness's solution](#)

398.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,628 global accepts · Rating: 2000 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[sadness's solution](#)

399.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 2000 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures

[sadness's solution](#)

400.

380C

[Sereja and Brackets](#) · [Tutorial](#)

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, schedules

[sadness's solution](#)

401.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[sadness's solution](#)

402.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[sadness's solution](#)

403.

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,499 global accepts · Rating: 2000 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[sadness's solution](#)

404.

75D

[Big Maximum Sum](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 2000 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, math, trees

[sadness's solution](#)

405.

389E

[Fox and Card Game](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[sadness's solution](#)

406.

1772F

[Copy of a Copy of a Copy](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2000 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings

[sadness's solution](#)

407.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[sadness's solution](#)

408.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[sadness's solution](#)

409.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[sadness's solution](#)

410.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[sadness's solution](#)

411.

1948E

[Cliques Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[sadness's solution](#)

412.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[sadness's solution](#)

413.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[sadness's solution](#)

414.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,144 global accepts · Rating: 2100 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[sadness's solution](#)

415.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[sadness's solution](#)

416.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[sadness's solution](#)

417.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive

[sadness's solution](#)

418.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,748 global accepts · Rating: 2100 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[sadness's solution](#)

419.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[sadness's solution](#)

420.

1387A

[Graph](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2100 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: *special, binary search, dfs and similar, dp, math, ternary search

[sadness's solution](#)

421.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,282 global accepts · Rating: 2100 · first AC: 2023-09-29 · last AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[sadness's solution](#)

422.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[sadness's solution](#)

423.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[sadness's solution](#)

424.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2023-04-18 · last AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[sadness's solution](#)

425.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 2100 · first AC: 2023-04-14 · last AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[sadness's solution](#)

426.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2100 · first AC: 2023-04-07 · last AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[sadness's solution](#)

427.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[sadness's solution](#)

428.

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2023-07-10 · last AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[sadness's solution](#)

429.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[sadness's solution](#)

430.

1667B

[Optimal Partition](#) · [Tutorial](#)

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2023-07-08 · last AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[sadness's solution](#)

431.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
[sadness's solution](#)

432.

1799D2

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
[sadness's solution](#)

433.

1265E

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

Quality: 4,521 global accepts · Rating: 2100 · first AC: 2023-05-20 · last AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math, probabilities
[sadness's solution](#)

434.

546E

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

Quality: 4,310 global accepts · Rating: 2100 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs, math
[sadness's solution](#)

435.

76B

[Mice](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2100 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers
[sadness's solution](#)

436.

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, two pointers
[sadness's solution](#)

437.

80E

[Beavermuncher-0xFF](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[sadness's solution](#)

438.

1413E

[Solo mid Oracle](#) · [Tutorial](#)

Quality: 2,181 global accepts · Rating: 2100 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, ternary search
[sadness's solution](#)

439.

150C

[Smart Cheater](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2200 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, probabilities
[sadness's solution](#)

440.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math
[sadness's solution](#)

441.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, greedy, math
[sadness's solution](#)

442.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[sadness's solution](#)

443.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[sadness's solution](#)

444.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive

[sadness's solution](#)

445.

113C

[Double Happiness](#) · [Tutorial](#)

Quality: 1,451 global accepts · Rating: 2200 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[sadness's solution](#)

446.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[sadness's solution](#)

447.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, trees

[sadness's solution](#)

448.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[sadness's solution](#)

449.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[sadness's solution](#)

450.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[sadness's solution](#)

451.

1156E

[Special Segments of Permutation](#) · [Tutorial](#)

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[sadness's solution](#)

452.

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings

[sadness's solution](#)

453.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2023-06-16 · last AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, math

[sadness's solution](#)

454.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, graphs

[sadness's solution](#)

455.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2023-03-02 · last AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[sadness's solution](#)

456.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[sadness's solution](#)

457.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, number theory

[sadness's solution](#)

458.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[sadness's solution](#)

459.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[sadness's solution](#)

460.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[sadness's solution](#)

461.

677D

[Vanya and Treasure](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2300 · first AC: 2024-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, shortest paths

[sadness's solution](#)

462.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing
[sadness's solution](#)

463.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2024-03-20 · last AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings
[sadness's solution](#)

464.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees
[sadness's solution](#)

465.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees
[sadness's solution](#)

466.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory
[sadness's solution](#)

467.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math
[sadness's solution](#)

468.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2024-01-17 · last AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory
[sadness's solution](#)

469.

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, probabilities
[sadness's solution](#)

470.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[sadness's solution](#)

471.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,574 global accepts · Rating: 2300 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
[sadness's solution](#)

472.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[sadness's solution](#)

473.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2300 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[sadness's solution](#)

474.

1895E

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

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[sadness's solution](#)

475.

713C

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

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2023-07-22 · last AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[sadness's solution](#)

476.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 2300 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[sadness's solution](#)

477.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,401 global accepts · Rating: 2300 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, strings

[sadness's solution](#)

478.

2066D1

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

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[sadness's solution](#)

479.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[sadness's solution](#)

480.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[sadness's solution](#)

481.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[sadness's solution](#)

482.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[sadness's solution](#)

483.

1943D1

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

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-18 · last AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[sadness's solution](#)

484.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[sadness's solution](#)

485.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[sadness's solution](#)

486.

733E

[Sleep in Class](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, math, two pointers

[sadness's solution](#)

487.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[sadness's solution](#)

488.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-12-05 · last AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[sadness's solution](#)

489.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[sadness's solution](#)

490.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[sadness's solution](#)

491.

1888F

[Minimum Array](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math

[sadness's solution](#)

492.

312D

[Cats Transport](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: dp

[sadness's solution](#)

493.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[sadness's solution](#)

494.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[sadness's solution](#)

495.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[sadness's solution](#)

496.

2022E1

[Billetes MX \(Easy Version\)](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 2500 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[sadness's solution](#)

497.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[sadness's solution](#)

498.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-03-16 · last AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, graph matchings

[sadness's solution](#)

499.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[sadness's solution](#)

500.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[sadness's solution](#)

501.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, binary search, data structures,

graphs, trees

[sadness's solution](#)

502.

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[sadness's solution](#)

503.

1814D

[Balancing Weapons](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[sadness's solution](#)

504.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2024-01-17 · last AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, number theory

[sadness's solution](#)

505.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[sadness's solution](#)

506.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[sadness's solution](#)

507.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2023-12-24 · last AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[sadness's solution](#)

508.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[sadness's solution](#)

509.

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[sadness's solution](#)

510.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[sadness's solution](#)

511.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[sadness's solution](#)

512.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[sadness's solution](#)

513.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp

[sadness's solution](#)

514.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[sadness's solution](#)

515.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[sadness's solution](#)

516.

755F

[PolandBall and Gifts](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2023-09-29 · last AC: 2025-05-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[sadness's solution](#)

517.

2022E2

[Billetes MX \(Hard Version\)](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2600 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs

[sadness's solution](#)

518.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[sadness's solution](#)

519.

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer

[sadness's solution](#)

520.

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[sadness's solution](#)

521.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2022-09-20 · last AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[sadness's solution](#)

522.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp

[sadness's solution](#)

523.

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2022-08-07 · last AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[sadness's solution](#)

524.

132E

[Bits of merry old England](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2700 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[sadness's solution](#)

525.

1995E1

[Let Me Teach You a Lesson \(Easy Version\)](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2700 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers

[sadness's solution](#)

526.

1918G

[Permutation of Given](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2700 · first AC: 2024-02-03 · last AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[sadness's solution](#)

527.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2024-01-25 · last AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[sadness's solution](#)

528.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-30 · last AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[sadness's solution](#)

529.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,950 global accepts · Rating: 2700 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[sadness's solution](#)

530.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[sadness's solution](#)

531.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2023-07-30 · last AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu

[sadness's solution](#)

532.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs

[sadness's solution](#)

533.

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2024-01-04 · last AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar

[sadness's solution](#)

534.

855F

[Nagini](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 3100 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[sadness's solution](#)

535.

2124G

[Maximise Sum](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3200 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[sadness's solution](#)

536.

104162E

[A40CjalC0KCR ?C @D°](#)

Rating: — · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[sadness's solution](#)

537.

104772L

[Loops](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[sadness's solution](#)

538.

104772F

[First Solved, Last Coded](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[sadness's solution](#)

539.

104772B

[Based Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[sadness's solution](#)

540.

104772I

[Intersegment Activation](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[sadness's solution](#)

541.

104772E

[Every Queen](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[sadness's solution](#)

542.

104772C

[Colorful Village](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[sadness's solution](#)

543.

104772G

[Game of Nim](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[sadness's solution](#)

544.

104772J

[Jumping Frogs](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[sadness's solution](#)

545.

104772M

[Missing Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[sadness's solution](#)

546.

104772K

[Kitchen Timer](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[sadness's solution](#)

547.

104772D

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

Rating: — · first AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[sadness's solution](#)

548.

104772A

[Axis-Aligned Area](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[sadness's solution](#)

549.

103411A

[AD8DrBC =Dd8Cä=CÔ>CR >C CDt5CÔ8CP](#)

Rating: — · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[sadness's solution](#)

550.

105167J

[Just Too Much Procrastination](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[sadness's solution](#)

551.

105167F

[Fraudulent Exam](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[sadness's solution](#)

552.

105167E

[Erd 2Öv-ç! urg-Ziv](#) [Tutorial](#)

Rating: — · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[sadness's solution](#)

553.

105167D

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[sadness's solution](#)

554.

105167L

[Locomotive Control Center](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[sadness's solution](#)

555.

105167I

[Increased Intelligence](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[sadness's solution](#)

556.

105167H

[Hourly Mate](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[sadness's solution](#)

557.

105167K

[Keen on Rösti](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[sadness's solution](#)

558.

105167A

[Attending Classes](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[sadness's solution](#)

559.

105167B

[Broken Polybahn](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[sadness's solution](#)

560.

105167C

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

Rating: — · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[sadness's solution](#)

561.

1940D

[Almost Certainly](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: — · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: *special, constructive algorithms, data structures, sortings
[sadness's solution](#)

562.

1940B

[Three Arrays](#) · [Tutorial](#)

Quality: 270 global accepts · Rating: — · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, implementation, sortings
[sadness's solution](#)

563.

1939B

[Evidence Board](#) · [Tutorial](#)

Quality: 307 global accepts · Rating: — · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, dfs and similar, graphs, trees

[sadness's solution](#)

564.

104895C

[Strange sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[sadness's solution](#)

565.

103575A

[Designing a New Logo](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[sadness's solution](#)

566.

103575B

[Even Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[sadness's solution](#)

567.

103566I

[A·0D<=0, 8Cr ACô8Dt5C](#)

Rating: — · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[sadness's solution](#)

568.

103566D

[Kingdoms and Alliances](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[sadness's solution](#)

569.

103566C

[Aö>D|0CD>CÄ>C":C](#)

Rating: — · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[sadness's solution](#)

570.

103566H

[AD>D<=0, 40 C" HCα>C´C.](#)

Rating: — · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[sadness's solution](#)

571.

103566E

[B BQjaCT@D°](#)

Rating: — · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[sadness's solution](#)

572.

103566B

[A D 8D BC](#)

Rating: — · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[sadness's solution](#)

573.

103566A

[A·CQs2D² =C 7C :C 7](#)

Rating: — · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[sadness's solution](#)

574.

104345D

[Building Bombing](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[sadness's solution](#)

575.

104345B

[Query on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[sadness's solution](#)

576.

104840I

[Aö>T04s0 ÖÖ Ct0 B 8Cª>CÂ D 0C”<Cä<](#)

Rating: — · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[sadness's solution](#)

577.

104840L

[AöCD\\$6D,,5D BC\\$8CR : Cö@C,,<C,,BC,,2D0](#)

Rating: — · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[sadness's solution](#)

578.

104840G

[A\\$J02D 0D”5CÔ8CR C’>C4> AÄ>D BC€](#)

Rating: — · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[sadness's solution](#)

579.

104840F

[Sequence Riddle](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[sadness's solution](#)

580.

104789A

[Fence Painting](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[sadness's solution](#)

581.

104789B

[Work, Sleep, Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[sadness's solution](#)

582.

104782K

[Blabla](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · last AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[sadness's solution](#)

583.

104782L

[Dush](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[sadness's solution](#)

584.

104782I

[KSumT](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[sadness's solution](#)

585.

104782G

[Minimize Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[sadness's solution](#)

586.

104782E

[Fiboxor](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[sadness's solution](#)

587.

104782A

[Maximum Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[sadness's solution](#)

588.

104782J

[Parallelogram](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[sadness's solution](#)

589.

104782C

[Basketball](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[sadness's solution](#)

590.

103369A

[Frog traveler](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[sadness's solution](#)

591.

103369H

[ATICR>@D=C 8C4@C A DD8D,,:C <C€](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[sadness's solution](#)

592.

103369J

[AD5D\\$A0080' AC 4C,,: <<B\\$>D <Cä7Cä:>>](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[sadness's solution](#)

593.

103369B

[B4=C0GD\\$>Cd5CÔ8CR <C AD 8C\\$0](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[sadness's solution](#)

594.

102268J

[Jealous Split](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · last AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[sadness's solution](#)

595.

100513A

[Nasta Rabbara](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-16 · last AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[sadness's solution](#)

596.

1042915

[B47C0B00 CÔ D :C`>CÔ5](#)

Rating: — · first AC: 2023-05-25 · last AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[sadness's solution](#)

597.

103631B

[A?D\\$8CÄ8Ct0Dd8Dò 7C :D4?Cä:](#)

Rating: — · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[sadness's solution](#)

598.

103631A

[B4@Cä! DD8Ct:D4;DÄBD4@D°](#)

Rating: — · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[sadness's solution](#)

599.

103325B

[Ad0CDe!D´9 Dt5D 2DôGCä:](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[sadness's solution](#)